Acceptance Test Procedure

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| Step | Procedure | Expected Results | Actual Results | ✓ or AI\* |
| 1 | Run BlackJackGUI program | Gui Window appears with  title: A Game of Blackjack  Labels: Dealer, Card value, dynamic label of dealer’s card value,  Player, Card value, dynamic label of player’s card value buttons: Reset Game, Stand, Hit Me, Quit Game  Display of Dealer: “Two random cards”  Pygames window appears with  Title: A Game of BlackJack  A window with a green background  Dealer’s card on top  Player’s cards on the bottom |  |  |
| 2 | Click Hit Me button once | One card is added to the player’s hand  Player’s dynamic label changes to the sum of all of the cards |  |  |
| 3 | Click repeatedly on the Hit Me button | For each click, a card is added to the player’s hand until the sum of the player’s hand is greater than 21  The player’s dynamic label changes to the sum of the cards in the player’s hand  A Label appears across the screen stating ”You’ve lost! Press Reset Game to Play Again” |  |  |
| 4 | Click Reset Game button once | Changes the cards in the players hand to two new cards and changes the player’s dynamic label to the sum of the two cards  The Dealer is dealt a new card and the dealer’s dynamic label is changed to the value of the dealer’s card |  |  |
| 5 | Click hit me until the player’s dynamic label is between 18 and 21;  If you go over 21 and you lose the game, hit the Reset Game button and try again | The player’s hand adds a card for every time the Hit Me button is clicked. The player’s dynamic label changes for each card added to the original total. |  |  |
| 6 | Click the Stand button | The dealer’s turn begins, adding cards to the dealer’s hand and changing the total card value label for the dealer to the total value of the cards in the dealer’s hand.  **Possible Outcomes:**  The dealer will either get 17 – 21 at which point the label will display “You’ve lost! Press Reset Game to Play Again” If this occurs, try again until you beat the dealer  The dealer gets higher than 21 or gets 17 and stays which means the player would win. A label appears across the screen showing “You’ve won! Press Reset Game to play again” |  |  |
| 7 | Click the Reset Game button repeatedly | For each click, the dealer’s hand will change to a random card and the dealer’s dynamic label will show the value of the card the dealer has at that time  The player’s hand will get two random cards each time, never the same two cards. The dynamic label for the player should display the total of the two cards at the time. |  |  |
| 8 | Click Quit Game | The green pygame screen will close and the game will end. To play again, run the Blackjack GUI again. |  |  |

\* After each step, if the expected results are observed then the box to the right is checked (procedure Passes).  
If the expected results are not observed, then an Action Item is written up, the number of this Action Item is placed in the box, and the procedure does not pass until the Action Item is resolved.