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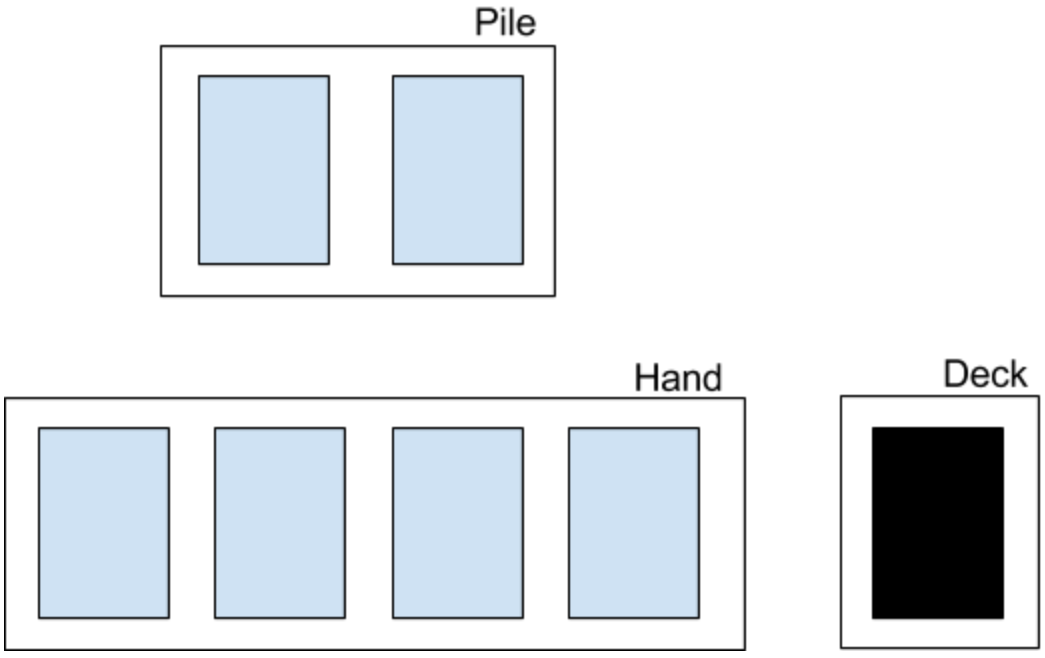
Terminology



Gameplay (GP)

Severity 1 (Critical)

- GP1A - Move Card
    A. select a valid card using keys 1-4 and click on a valid pile to place it
    B. The card should move to the destination pile.
- GP1B - Invalid Move
    A. select a card using keys 1-4 and click on a invalid pile to place it
    B. Invalid move animation and sound will play.
- GP1C - Ghost Hand
    A. Press a key 1-4 that doesn't have a card and click on a pile to place it
    B. Invalid move sound will play.
- GP1D - Round Reset
    A. No player has a valid card to play but still has card(s) in deck.
    B. Top card from every player's deck will be put on the pile after a short countdown.
- GP1E - Earn Your Rank
    A. A player has played all their cards
    B. Ranks player by finish time.
- GP1F - Space Jam!
    A. A player has an open slot and uses the space key
    B. A card from said player's deck will be placed in player's hand.
- GP1G - Ghost Deck
    A. A player has an empty deck and uses the space key
    B. No card will be placed in the player's hand
- GP1H - Full Hands
    A. A player uses the space key while having a full hand
    B. No card will leave the deck nor be placed in the player's hand
- GP1I - Game Ends
    A. No player has any possible moves or cards in deck
    B. If players still have cards in hand, rank by fewest to highest cards in hand. End the game.

Severity 2 (Important)

- GP2A - Card Selection
    A. Press a key 1-4
    B. The corresponding 1-4 card will be highlighted/enlarged.
- GP2B - Stalling
    C. A player does not make a move after an extended amount of time.
    D. Said player will be given a warning and if no action occurs, player will forfeit match.

Severity 3 (Workaround)

- GP3A - Timer
    A. Join Game
    B. Timer should accurately keep track of elapsed time
- GP3B - Position
    C. Join Game
    D. Each player should see themselves as the bottom position player.

Matchmaking (MM)

Severity 1 (Critical)

- MM1A - Multiplayer
    A. Join a game
    B. An opponent will be found
- MM1B - Quick Play
    A. Click quick play
    B. Match user with random opponent(s)
- MM1C - Custom Room
    A. Click create custom room
    B. Places user in an empty lobby
- MM1D - Invite Links
    A. Copy and send invite link to friends
    B. Users who click the link should be sent to appropriate lobby

Severity 2 (Important)

- MM2A - Matching similar level players
    A. Join a quick play game
    B. Opponent should be within X rating

Severity 3 (Workaround)

Accounts and Leaderboard (AL)

Severity 1 (Critical)

Severity 2 (Important)

- AL2A - Leaderboard
    A. Click view leaderboard
    B. Show rankings of top players and user
- AL2B - Account/Usernames
    A. Click create account and fill out form
    B. User account should be created with specified username

Severity 3 (Workaround)

General Functionality (GF)

Severity 1 (Critical)

- GF1A - Main site
    A. Visit spiton.us
    B. Homepage should be working

Severity 2 (Important)

Severity 3 (Workaround)

- GF3A - Help
    A. Click get help
    B. Show tutorial of game and tour of interface
- GF3B - Report
    A. Click report opponent after the game
    B. Flag opponent as potential ban target
- GF3C - Chat
    A. Type anything into the chat box
    B. The text should appear for both players