

GUI Test Cases

Login Screen

Test ID	Description	Expected Result	Actual Result
GUI-L1	Enter invalid username when connected to the internet	Error message shown "Username not registered".	Error message shown.
GUI-L2	Valid username, invalid password when connected to the internet	"Invalid Credentials" message shown.	"Invalid Credentials" message shown.
GUI-L3	Valid username and valid password provided when connected to the internet.	Online Mode screen shown with the username information.	Online Mode menu shown with correct information
GUI-L4	Press "Register button".	Register screen should be shown.	Register Screen was shown.
GUI-L5	Press back from login screen	Application closes or hides	Success
GUI-L6	Press in an empty area of the screen	Nothing should happen.	Success
GUI-L7	Turn Off device and then turn it off while on the Login Screen.	Login screen should be resumed when device turns back on.	Success
GUI-L8	Press "Login" button with empty fields and offline.	Message prompting user to connect to the internet should appear.	Success
GUI-L9	Press login button with empty fields and online	"Invalid username" message should appear	Success
GUI-L10	Press Auto-Login checkbox only	"remember Username Only" checkbox should be	Success

		selected and disabled.	
GUI-L11	Press "Remember username" checkbox only	Only this box should be selected.	Success
GUI-L12	Press "Remember Me Checkbox" followed by "Auto Log In"	Same result as in GUI-L10	Success
GUI-L13	Swipe gesture across different paths on screen.	No actions expected	Success

Register Screen

Test ID	Description	Expected Result	Actual Result
GUI-R1	Touch/swipe an empty spot on the screen.	Nothing.	Success. No unexpected actions occurred.
GUI-R2	While online, press OK button with all fields empty	Error message appearance.	Success.
GUI-R3	Fill all fields with mismatching passwords	"X" view should be visible and error should be displayed if user presses button.	Success
GUI-R4	Fill all fields with mismatching passwords (different password orders)	same expected result as in GUI-R3	Success
GUI-R5	Choose username but leave both password fields empty	Invalid password message should appear	Success
GUI-R6	Choose a taken username with a valid password	"username taken" message	Success
GUI-R7	Choose available username and valid passwords.	Create account and log in.	Success
GUI-R8	Press back from Online Screen after Registering.	User should see dialog to confirm log out.	Success

Offline Mode Screen

Test ID	Description	Expected Result	Actual Result
GUI-OFF1	Touch/swipe an empty spot on the screen.	Nothing.	Success. No unexpected actions occurred.
GUI-OFF2	Long press any of the buttons and release at the same spot where the press began.	Long press should be treated as a normal tap	Success.
GUI-OFF3	Attempt to open multiple "Add Funds" dialogs.	Current dialog should close after touching an area outside its boundaries.	Success. No multiple instances of dialogs opened.
GUI-OFF4	Attempt to add more than \$1000	Slider should not move beyond the 1000 mark	Success
GUI-OFF5	Add an acceptable amount (699), then press OK.	User balance should become \$699	Success

Online Mode Screen

Test ID	Description	Expected Result	Actual Result
GUI-ON1	Get to the login screen from the online one by providing valid credentials.	Online Menu should display the user's name and amount.	Success
GUI-ON2	Press back button from Online Screen.	Message prompting to log out appears.	Success
GUI-ON3	After logging out via the back button, press the back button again (on the login screen).	Application exits.	Success
GUI-ON4	Perform abnormal swipes/gestures on views.	Application ignores swipes, even if they start or end in buttons	Success

GUI-ON5	Log out by pressing the “log out” button on the upper right corner	Application logs out.	Success
GUI-ON6	After logging out via Log Out Button, press back again.	Application exits	Success
GUI-ON7	After logging in and checking the option “Auto Log in”, quit and kill application, and run it again.	Online mode screen is visible again	Success
GUI-ON8	After GUI-ON7, press back button.	Dialog prompting user to log out appears.	Success
GUI-ON9	After GUI-ON8, press ok on shown dialog.	Application logs out and Login Screen is shown	Success
GUI-ON10	After GUI-ON9, press back.	Application exits	Success

Statistics Screen

Test ID	Description	Expected Result	Actual Result
GUI-S1	Touch last ActionBar item, then swipe to the right.	Selected action bar item should be the first one from the left	Selected action bar item is the first one from the left
GUI-S2	Scroll through the list by performing a vertical swipe.	Results in list should scroll. No change in Statistics category	List scrolled
GUI-S3	From the personal stats, swipe three times to the right.	Personal stats should be displayed again	Personal stats should be displayed again
GUI-S4	Press 2 time criteria buttons at the same time	Display only one time criteria.	Success. The last button tapped was always the one selected.
GUI-S5	Scroll through the list with multiple fingers	List should scroll normally	List scrolled normally
GUI-S6	Disconnect from Network and try to retrieve Data	Error message shown.	Error message shown

GUI-S7	Reconnect to network and retrieve data.	data should be re displayed	data redisplayed
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Host Table Screen

Test ID	Description	Expected Result	Actual Result
GUI-CT1	Press back from this screen after logging in (Online Mode)	Online menu should reappear	Online menu reappeared
GUI-CT2	Press back from this screen after choosing option from Offline Mode Screen	Offline Menu should reappear	Offline menu reappeared
GUI-CT3	Perform a long click on the OK button with the table name field empty	Message reminding user that name cannot be empty appears	Appropriate Message appeared
GUI-CT4	Press on random places in screen to find any shortcuts forgotten to be removed	Screen does not change.	Screen did not change
GUI-CT5	Choose a valid table name and tap the OK button, and allow for discoverable bluetooth connection	Waiting for Clients screen appears	Waiting for clients screen appeared

Join Table Screen

Test ID	Description	Expected Result	Actual Result
GUI-JT1	Press back from this screen after logging in (Online Mode)	Online menu should reappear	Online menu reappeared

GUI-JT2	Press back from this screen after choosing option from Offline Mode Screen	Offline Menu should reappear	Offline menu reappeared
GUI-JT3	Click the refresh button	List gets populated with discoverable bluetooth devices	List populated
GUI-JT4	Try to join a bluetooth device that is not a Poker game	Request time-outs and user is taken back to the join table menu	Message shown successfully and user returned to the join table menu.
GUI-JT5	Press on random places in screen to find any shortcuts forgotten to be removed	Screen does not change.	Screen did not change
GUI-JT6	Repeatedly press the refresh button	List updates anyways	List updated successfully
GUI-JT7	Press join table when bluetooth is turned off	Dialog to turn on bluetooth appears	Bluetooth dialog appeared
GUI-JT8	Create valid game from another device. Refresh list.	Created table shows in the list of available games	Table appeared in list.

Playing Area Screen

Test ID	Description	Expected Result	Actual Result
GUI-PA1	Set up game and start.	User with current turn shall be able to call, raise or fold.	Current player turn has buttons enabled and visible
GUI-PA2	In a 2 player game, one of the user folds	Game ends	Game ended
GUI-PA3	Player calls when it has enough money	User is able to press the call button and a call action is broadcasted	Call action broadcasted

GUI-PA4	Play a normal game of Poker	Player turns should be maintained (that is, no player misses or performs more than one turn in a row)	Turn rule followed correctly
GUI-PA5	Start game with 3 players. After game ends, disconnect only one of the players (that is not the host).	Table should begin game with the only 2 players left	Only 2 players started the new game
GUI-PA6	Bet the default amount (\$15) by pressing call.	The player's funds amount is decreased by 15	Player amount decreased by 15
GUI-PA7	When someone goes "All In"	Side pot entry is created in list	Side pot entry created
GUI-PA8	Player attempts to raise outside his turn	Raise button disabled.	Raise button disabled. Unable to raise
GUI-PA9	Player raises an amount of money	Player should only be able to raise as much as his current funds allow	Maximum of raising was the user's current amount
GUI-PA10	Raise after folding	All buttons disabled and player is unable to raise until the round is over	Player unable to raise. All buttons disabled properly
GUI-PA11	Check in the betting round, and then raise.	Player should be able to raise	Player raised successfully and amount deducted from his funds
GUI-PA12	Bet a non-positive amount	Raise dialog does not allow a negative value since it is a progress bar	Minimum value to bet from dialog is always \$1
GUI-PA13	Choose raise amount	Able should be able to choose between \$1 and his current funds	Dialog shown with correct parameters [1,funds]

GUI-PA14	Choose raise amount beyond maximum	Dialog should not permit action.	Dialog prevented action by providing the max value of the slider to the user's current amount
GUI-PA15	Raise an acceptable amount and check balance	User balance should be updated by subtracting the raised amount	User funds updated successfully
GUI-PA16	Press Fold Button when it is the current player's turn	Fold action broadcasted and cards become transparent	Action broadcasted and cards updated correctly
GUI-PA17	Fold player while other players continue betting	Folded player should be ignored until next round	Folded player ignored and able to interact with app until next round started
GUI-PA18	Allow an user to timeout	Timed out player folds	Time out player folded
GUI-PA19	Close host table and observe behaviour of clients	All clients should go back to their respective main screens	All clients notified and main screen displayed
GUI-PA20	Rotate phone while playing.	Screen should rotate accordingly without interrupting game	Rotation successful
GUI-PA21	Finish a round of poker	Winner should be highlighted and money distributed	Winner highlighted and money distributed
GUI-PA22	Start round of poker. As soon as this happens, kill the app on one of the clients	Disconnected client folds and is removed on next round	Disconnected user is removed and registered as a fold
GUI-PA23	Start a game with 2 clients (total of 3 devices). Disconnect the host in the middle of the game	All clients should be notified	All clients notified and went back to their main screen

GUI-PA24	Select all money from player when raising.	All money should be removed from the user	All money removed
GUI-PA25	Select all money	Side pot should be created	Side pot created and displayed
GUI-PA26	Start a game with 3 players + host.	Total number of players should be 4	Total number of players is 4
GUI-PA27	Press back button when playing a game	Exit game confirm dialog appears	Dialog appears.
GUI-PA28	After GUI-PA27, press cancel	Game is resumed.	Game resumed
GUI-PA29	after GUI-PA27, select OK	Game is terminated and main menu is displayed	Main menu displayed correctly (for both online and offline players)
GUI-PA30	Play a game with an online client	Stats changed based on performance	Stats retrieved changed, confirms functionality of upload module.