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| 龙珠消消乐游戏 集成测试用例文档 |
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团队名称：大保天天健（Team10）

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# 相关的组件和消息

**表1 相关组件**

|  |  |
| --- | --- |
| 相关的系统层次 | 相关的组件 |
| 视图 | UI |
| UIService |
| 控制器 | IController |
| 模型 | IService |
| ServiceImpl |
| IDTO |
| IDAO |
| Entity |

**表2 消息**

|  |  |  |  |
| --- | --- | --- | --- |
| 消息编号 | 消息名 | 消息发送者 | 消息接收者 |
| [Msg001] | 用户请求 | UI | IController |
| [Msg002] | 调用服务名称 | IController | IService |
| [Msg003] | 数据集操作 | IService | IDTO |
| [Msg004] | 数据操作请求 | IDTO | IDAO |
| [Msg005] | 存储和读取信息 | IDAO | Entity |
| [Msg006] | 改变视图 | IService | UIService |

# 集成测试用例

## Integation Text Case L1

测试用例标题：登录游戏的集成测试

设计人员：陈鹏 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 测试用例ID | 测试用例描述 | 输入数据 | | 预期输出 | 实际输出 | Pass/Fall | 备注 |
| account | password |
| Version-001 | 用户登录游戏 | 12345 | 12345 | 登录成功 |  |  |  |
| Version-002 | 12345 | NULL | 登录失败 |  |  |  |
| Version-003 | 12345 | 123456 | 登录失败 |  |  |  |
| Version-004 | abc | 12345 | 登录失败 |  |  |  |
| Version-005 | abc | abc | 登录失败 |  |  |  |
| Version-006 | abc | NULL | 登录失败 |  |  |  |
| Version-007 | NULL | 12345 | 登录失败 |  |  |  |
| Version-008 | NULL | NULL | 登录失败 |  |  |  |

## Integation Text Case L2

测试用例标题：进入游戏大厅的集成测试（假设游戏大厅中已存在名为12345的用户）

设计人员：陈鹏 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 测试用例ID | 测试用例描述 | 输入数据 | 预期输出 | 实际输出 | Pass/Fall | 备注 |
| account |
| Version-001 | 用户进入游戏大厅 | 12345 | 进入失败 |  |  |  |
| Version-002 | NULL | 进入失败 |  |  |  |
| Version-003 | abcde | 进入成功 |  |  |  |

## Integation Text Case L3

测试用例标题：退出游戏大厅的集成测试（假设游戏大厅中已存在名为12345的用户，且不存在名为abcde的用户）

设计人员：陈鹏 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 测试用例ID | 测试用例描述 | 输入数据 | 预期输出 | 实际输出 | Pass/Fall | 备注 |
| account |
| Version-001 | 用户退出游戏大厅 | 12345 | 退出成功 |  |  |  |
| Version-002 | NULL | 退出失败 |  |  |  |
| Version-003 | abcde | 退出失败 |  |  |  |

## Integation Text Case L4

测试用例标题：用户进入房间的集成测试（假设房间中已存在名为12345的用户，且不存在名为abcde的用户,房间上限4人）

设计人员：陈鹏 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 测试用例ID | 测试用例描述 | 输入数据 | | | 预期输出 | 实际输出 | Pass/Fall | 备注 |
| account | roommember | roomstate |
| Version-001 | 用户进入房间 | 12345 | 3 | available | 进入失败 |  |  |  |
| Version-002 | 12345 | 4 | full | 进入失败 |  |  |  |
| Version-003 | 12345 | 3 | game | 进入失败 |  |  |  |
| Version-004 | abcde | 3 | available | 进入成功 |  |  |  |
| Version-005 | abcde | 4 | full | 进入失败 |  |  |  |
| Version-006 | abcde | 4 | game | 进入失败 |  |  |  |
| Version-007 | abcde | 3 | game | 进入失败 |  |  |  |
| Version-008 | NULL | 3 | available | 进入失败 |  |  |  |
| Version-009 | NULL | 4 | full | 进入失败 |  |  |  |
| Version-010 | NULL | 3 | game | 进入失败 |  |  |  |

## Integation Text Case L5

测试用例标题：用户开始游戏的集成测试（假设房间中有2人，房主为12345,另一人为abcde）

设计人员：陈鹏 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 测试用例ID | 测试用例描述 | 输入数据 | | | | 预期输出 | 实际输出 | Pass/Fall | 备注 |
| Master  account | userstate | acount | userstate |
| Version-001 | 用户开始游戏 | 12345 | roommaster | abcde | ready | 开始游戏 |  |  |  |
| Version-002 | 12345 | roommaster | abcde | leisure | 无法开始 |  |  |  |
| Version-003 | 12345 | roommaster | zxcvb | leisure | 无法开始 |  |  |  |
| Version-004 | 12345 | roommaster | zxcvb | ready | 无法开始 |  |  |  |
| Version-005 | abcde | leisure | 12345 | roommaster | 无法开始 |  |  |  |
| Version-006 | abcde | ready | 12345 | roommaster | 无法开始 |  |  |  |
| Version-007 | abcde | ready | zxcvb | leisure | 无法开始 |  |  |  |
| Version-007 | abcde | ready | zxcvb | ready | 无法开始 |  |  |  |
| Version-008 | zxcvb | roommaster | abcde | ready | 无法开始 |  |  |  |
| Version-009 | zxcvb | roommaster | abcde | leisure | 无法开始 |  |  |  |
| Version-010 | zxcvb | leisure | abcde | ready | 无法开始 |  |  |  |
| Version-011 | zxcvb | ready | abcde | ready | 无法开始 |  |  |  |

## Integation Text Case L6

测试用例标题：用户退出房间的集成测试（假设房间中有2人，房主为12345,另一人为abcde）

设计人员：陈鹏 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 测试用例ID | 测试用例描述 | 输入数据 | | 预期输出 | 实际输出 | Pass/Fall | 备注 |
| account | userstate |
| Version-001 | 用户退出房间 | 12345 | roommaster | 退出成功 |  |  |  |
| Version-002 | abcde | leisure | 退出成功 |  |  |  |
| Version-003 | abcde | ready | 退出失败 |  |  |  |
| Version-004 | abcde | game | 退出失败 |  |  |  |

## Integation Text Case L7

测试用例标题：游戏逻辑层棋盘组件集成测试

说明：棋盘中数字0-4代表普通棋子，5-9代表0-4相应颜色的道具A，B代表道具B，N代表消除，X代表任意0-4棋子,..代表后续位置略

输入格式： swap row col [ up | down | left | right ]

表示第row行第col列上的块与上/下/左/右方向上的块进行交换或直接触发

设计人员：焦紫顺 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **测试用例ID** | **测试用例描述** | **输入数据** | | | **预期棋盘输出** | **预期输出** | **实际输出** | **Pass/Fall** | **备注** |
| 棋局 | swap position | swap  direction |
| Board-001 | 开始游戏  通过界面或通信命令进行游戏 | / | / | / |  | 无死局开局  无立即可消除开局  得分：0  棋盘无A、B道具 |  |  |  |
| Board-002 | |  |  |  |  | | --- | --- | --- | --- | | 4 | 4 | 1 | .. | | 0 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | 0,0 | left | |  |  |  |  | | --- | --- | --- | --- | | 4 | 4 | 1 | .. | | 0 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | 无消除，无得分，无奖励，交换失败 |  |  |  |
| Board-003 | |  |  |  |  | | --- | --- | --- | --- | | 4 | 4 | 1 | .. | | 0 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | 0,0 | Down | |  |  |  |  | | --- | --- | --- | --- | | 4 | 4 | 1 | .. | | 0 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | 交换成功，无消除，无得分，无奖励，交换位置复原 |  |  |  |
| Board-006 | |  |  |  |  | | --- | --- | --- | --- | | 4 | 4 | 1 | .. | | 0 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | 2,3 | Up | |  |  |  |  | | --- | --- | --- | --- | | X | X | X | .. | | 0 | 2 | 1 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | Swap success,  Score += 100 |  |  |  |
| Board-007 | |  |  |  |  | | --- | --- | --- | --- | | 4 | 4 | 1 | .. | | 0 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | 0,0 | / | |  |  |  |  | | --- | --- | --- | --- | | 4 | 4 | 1 | .. | | 0 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | Swap failed  No score increase |  |  |  |
| Board-008 | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 4 | 1 | 4 | .. | | 0 | 2 | 4 | 3 | .. | | 1 | 2 | 0 | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. | | 2,3 | up | |  |  |  |  |  | | --- | --- | --- | --- | --- | | X | X | 9 | X | .. | | 0 | 2 | 1 | 3 | .. | | 1 | 2 | 0 | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. | | Swap success,  Score += 200,  A item get |  |  |  |
| Board-009 | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 4 | 1 | 4 | .. | | 0 | 2 | 4 | 3 | .. | | 1 | 2 | 4 | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. | | 0,3 | left | |  |  |  |  |  | | --- | --- | --- | --- | --- | | N | N | 9 | N | .. | | 0 | 2 | N | 3 | .. | | 1 | 2 | N | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. |   ↓   |  |  |  |  |  | | --- | --- | --- | --- | --- | | X | X | X | X | .. | | 0 | 2 | X | 3 | .. | | 1 | 2 | 9 | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. | | Swap success,  Score += 200,  A item get |  |  |  |
| Board-010 | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 0 | .. | | 4 | 4 | 1 | 4 | .. | | 1 | 2 | 4 | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. | | 1,3 | Left | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 2 | 3 | N | 0 | .. | | N | N | 9 | 1 | .. | | 1 | 2 | N | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. |   ↓   |  |  |  |  |  | | --- | --- | --- | --- | --- | | X | X | X | 0 | .. | | 2 | 3 | X | 1 | .. | | 1 | 2 | 9 | 2 | .. | | 3 | 0 | 1 | 1 | .. | | .. | .. | .. | .. | .. | | Swap success,  Score += 200,  A item get |  |  |  |
| Board-011 | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 0 | 3 | .. | | 4 | 4 | 1 | 4 | 2 | .. | | 1 | 2 | 4 | 2 | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | 1,3 | left | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 2 | 3 | N | 0 | 3 | .. | | N | N | B | 1 | 2 | .. | | 1 | 2 | N | 2 | 1 | .. | | 3 | 0 | N | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. |   ↓   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | X | X | X | 0 | 3 | .. | | 2 | 3 | X | 1 | 2 | .. | | 1 | 2 | X | 2 | 1 | .. | | 3 | 0 | B | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | Swap success,  Score += 300,  B item get |  |  |  |
| Board-012 | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 2 | 3 | 4 | 0 | 3 | .. | | 4 | 4 | 1 | 4 | 4 | .. | | 1 | 2 | 3 | 2 | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | 0,2 | Down | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 2 | 3 | 1 | 0 | 3 | .. | | N | N | **B** | N | N | .. | | 1 | 2 | 3 | 2 | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. |   ↓   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | X | X | 1 | X | X | .. | | 2 | 3 | **B** | 0 | 3 | .. | | 1 | 2 | 3 | 2 | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | Swap success,  Score += 500,  B item get |  |  |  |
| Board-013 | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1 | 2 | 1 | 2 | 3 | .. | | 2 | 3 | **B** | 0 | 3 | .. | | 1 | 2 | 3 | 2 | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | 1,2 | . | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1 | 2 | N | 2 | 3 | .. | | N | N | **N** | N | N | .. | | 1 | 2 | N | 2 | 1 | .. | | 3 | 0 | N | 1 | 4 | .. | | 2 | 3 | N | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. |   ↓   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | X | X | X | X | X | .. | | 1 | 2 | **X** | 2 | 3 | .. | | 1 | 2 | X | 2 | 1 | .. | | 3 | 0 | X | 1 | 4 | .. | | 2 | 3 | X | 2 | 3 | .. | | .. | .. | .X | .. | .. | .. | | Score += 800 |  |  |  |
| Board-014 | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1 | 2 | 1 | 2 | 3 | .. | | 2 | 3 | **9** | 0 | 3 | .. | | 1 | 2 | 3 | 2 | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | 1,2 | / | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1 | N | N | N | 3 | .. | | 2 | N | N | N | 3 | .. | | 1 | N | N | N | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. |   ↓   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1 | X | X | X | 3 | .. | | 2 | X | X | X | 3 | .. | | 1 | X | X | X | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | Score += 200 |  |  |  |
| Board-015 | |  |  |  |  | | --- | --- | --- | --- | | 0 | 9 | 1 | .. | | 4 | 2 | 4 | .. | | 1 | 2 | 0 | .. | | .. | .. | .. | .. | | 0,1 | Down | |  |  |  |  | | --- | --- | --- | --- | | N | N | N | .. | | N | N | N | .. | | N | N | N | .. | | .. | .. | .. | .. | | Score += 300 |  |  |  |
| Board-016 | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1 | 2 | 1 | 2 | 3 | .. | | 2 | 3 | **B** | 0 | 9 | .. | | 1 | 2 | 3 | 2 | 1 | .. | | 3 | 0 | 4 | 1 | 4 | .. | | 2 | 3 | 1 | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | 1,2 |  | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1 | 2 | N | N | N | .. | | N | N | **N** | N | N | .. | | 1 | 2 | N | N | N | .. | | 3 | 0 | N | 1 | 4 | .. | | 2 | 3 | N | 2 | 3 | .. | | .. | .. | .. | .. | .. | .. | | Sccore +=  1000 |  |  |  |

## Integation Text Case L8

测试用例标题：游戏逻辑层计时组件集成测试

设计人员：焦紫顺 设计日期：2014/4/18

测试用例表

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **测试用例ID** | **测试用例描述** | **输入数据** | **预期输出** | **实际输出** | **Pass/Fall** | **备注** |
| Time-001 | 开始游戏 |  | 时间剩余60s |  |  |  |
| Time-002 | 通过界面或通信命令进行游戏 | 每1s内连续成功消除1次，共四次  后再消除3\*1 | 进入超级模式，时间5s结束，  Score +=200 |  |  |  |
| Time-003 | 3s内不行动 | 3s后提示可消除位置 |  |  |  |
| Time-004 | 开启道具E后，2s内不行动 | 2s后提示可消除位置 |  |  |  |
| Time-005 | 每1s内连续成功消除1次，共四次  后再每1s内连续成功消除1次，共四次 | 进入超级模式，时间再刷新为5s， |  |  |  |
| Time-006 | 消除60s | 提示游戏结束 |  |  |  |
| Time-007 |  | 60s后移动棋子 | 移动失败，游戏结束 |  |  |  |
| Time-008 | 对战模式 | 一方使用B道具 | 另一方某颜色棋子（随机颜色）无法移动两秒 |  |  |  |