CS408

Black box test plan

Team 5

Test Cases

A. Start 001, Start Popup Window, Severity 3
B. Start the software.
C. A popup window with "Cancel", "Load", and "New" Buttons appears.

A. Start 002, Check on the Right Upper corner of Popup Window, Severity 3
B. Click on the check button on the right upper corner of popup window.
C. The game ends.

A. Start 003, Cancel Button, Severity 3
B. Click Cancel Button on the popup window.
C. The game ends and the window be killed.

A. Start 004, New Button, Severity 1
B. Click New Button on the popup window.
C. A popup window appears and asks for username.

A. Start 005, Load Button, Severity 2
B. Click Load Button on the popup window.
C. A popup window appears and asks the user to choose a file.

A. Name 001, Valid name, Severity 3
B. Enter names that is between 6 and 32 alphabetic characters with no space and press OK button.
C. The game should start and username should be shown below the cards.

A. Name 002, Invalid name, Severity 3
B. Try any potential invalid names such as long names(longer than 20 words) with space, numbers and signs and press OK button.
C. The game should not start and a warning pop up message should appear.

A. Play 001, Raise in the Game, Severity 2
B. Click on the "Raise" Button in a game.
C. Popup window appears and asks the user for a numerical input.

A. Play 002, Good Raise, Severity 1
B. Enter a number that is no greater than the bank account of the user and no less than 0 and click Bet.
C. According amount of money is decreases in the bank account and the user is able to see the next

card (or three cards).

A. Play 003, Bad Call, Severity 2
B. Enter a number that is greater than the bank account of the user or less than 0 and click Bet.
C. Popup window warns the user that the number should be no more than the bank account.

A. Play 004, Good Call, Severity 1
B. Click on Call.
C. According number is decreased from the bank account and the user see the next card (or three cards).

A. Play 005, All-in Bet, Severity 2
B. Click on Call when there is not enough money in the bank or raise a number that is equal to the bank account.
C. The user see the final result of that game.

A. Play 006, Fold, Severity 2
B. Click on Fold Button.
C. The next round begins.

A. Play 007, Win, Severity 3
B. Win a game.
C. According amount of money is added into the bank account.

A. Play 008, Lose, Severity 3
B. Lose a game.
C. The bank account does not change.

A. New hand 001, New hand, Severity 2
B. Click OK on the winner popup and then click Deal Next Hand! on the Round End popup.
C. A new round should begin.

A. Load 001, Load game, Severity 2
B. Choose file from the pop up window after select load on the menu and click load.
C. A game should be loaded with the corresponding gamer profile.

A. Save 001, Save Game, Severity 2
B. Choose Save game from the game menu.
C. A copy of the current state of the game should be saved in the targeted folder.

A. Exit 001, Exit, Severity 1
B. Click File->Exit from the menu.
C. The game should exit.

A. Learn about Poker 001, Help, Severity 3
B. Click Help->How To Play.
C. Rules of poker in the resulting window.

A. Application information 001, Information, Severity 3
B. Click Help->About.
C. Application information in the resulting window.

A. New game, New game, Severity 1
B. Click File->New game.
C. Pop window of enter new name for a new player to start a new game.

A. UI Design 001, Cards display, Severity 2
B. Start the game with username.
C. The card on the table and at hands should be both placed on a table like background.

A. UI Design 002, Menu display, Severity 2
B. Start the game with username.
C. The game menu should be displayed on the top side of the game window and all the tabs/buttons should be clickable.

A. UI Design 003, Username display, Severity 3
B. Start the game with username.
C. The username and AI name should be displayed accordingly.

A. Shuffled 001, the deck to be shuffled and change Hand, Severity 1
B. Click the Fold Button several times.
C. the Hand Card should be change as random situation and should not exist the same Card.

A. Shuffled 002, the deck to be shuffled and change public Card, Severity 1
B. Click the Call Button several times.
C. the Public Card should be showed as random situation and should not exist the same Card.

A. Shuffled 003, the deck to be shuffled and change public Card, Severity 2

B. Click the Call Button and enter the bet amount several times.

C. the Public Card should be raised as random situation and should not exist the same Card.

A. Shuffled 004, the deck to be shuffled and change public Card, Severity 3

B. Click the Call Button and then click raise Button.

C. the Public Card should be showed as random situation and should not exist the same Card.

A. Usability 001, Button Classification, Severity 3.

B. Move the mouse to the button.

C. Game should give the full name of the button.

A. Usability 002, Game Instruction Readability, Severity 3.

B. Click Help at the left top, click About.

C. Clear, comprehensive game instruction should be given.

A. Usability 003, Game Interface Usability, Severity 2.

B. Start a game, and play.

C. Clear, informative game information should be displayed while the game is being played.

A. Appealing Interface 001, Game Player Profile Picture, Severity 3.

B. Open a game.

C. Clear and good-looking profile picture should be displayed.

A. Appealing Interface 002, Game Graphic, Severity 3.

B. Fold and Raise bet.

C. Cards should be displayed folded.

A. Appealing Interface 003, Clickable and Non-Clickable, Severity 3.

B. Move and Click Mouse around to make sure where is clickable in the game.

C. The Clickables should be displayed informatively and located visible.