

**✅ ✅ ✅ FULL FRONTEND TEST PLAN**

**📌 1️⃣ Lobby Flow → Room Joining**

* Open 2 browser tabs → load frontend
* Enter same Room ID → Join room
* See both players listed in Lobby
* Click “Ready” → see “Waiting for others...” on each side
* When all ready → game should start (game\_started + start\_turns event)

✅ **Expected:** All players show → ready → game starts automatically.

**📌 2️⃣ GameBoard → Player Turn Order**

* When game starts → show players → current player highlighted
* Only current player should see **End Turn** button
* When current player ends turn → next player gets active turn

✅ **Expected:** Turn order rotates properly.

**📌 3️⃣ Draw Card + Swap or Play Matching**

* Current player → draw a card → see card appear in hand
* Try playing matching → click “Play Match” → middle card updates
* If wrong → should receive failure (optional UI later)

✅ **Expected:** Draw works → play matching works → fail case handled.

**📌 4️⃣ Use Themed Card Ability**

* If drawn card has ability → click “Use Ability”
* Should emit and notify all → show in player\_action

✅ **Expected:** Abilities emit + show actions.

**📌 5️⃣ Purge Flow**

* Any player → click “Call Purge”
* Should show → Purge called by player name
* No other players can call again

✅ **Expected:** Purge button works → broadcast purge call → locked after called.

**📌 6️⃣ End Game + Scores (minimal for now)**

* After rounds (can be forced manually with backend), test game\_ended and match\_ended events.
* Should show → game ended → scores popup (not yet UI → can be in console now)

✅ **Expected:** End game event fires and handled cleanly → no crashes.

**📌 7️⃣ Player Disconnect / Rejoin (Optional test)**

* Close browser tab → should remove player from room\_update
* Open new tab → join same room → player added again

✅ **Expected:** Room updates when player leaves / joins → no crash.

**🚦 Final Stage (Optional polish after testing)**

| **Feature** | **Status** |
| --- | --- |
| Card flip animations → when drawn / played | Can do after |
| Fancy middle card visual | Can do after |
| Purge phase animation | Can do after |
| Player ready status indicator | Can do after |
| Spectator support | Later |

**✅ SUMMARY**

✅ This test plan covers everything → join → play → purge → end → multi-user → disconnect.

Once this test plan passes → **Frontend MVP + Multiplayer is production ready (except for design polish)**.