Team 3: Blackjack Black Box Testing

Authors: Daniel Cruz, Himal King, Nick Schumacher, Josh Stuckey, Cody Tyson, Michelle Young

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| Defect # | Test Case | Defect Description | Severity |
| 1 | Main Page 002 | When pressing 1 on the main menu page, it starts the game instead of taking you to the rules. If you press 0, though, it will take you to the rules | Workaround |
| 2 | Main Page 003 | When pressing 2 on the main menu page it takes you to settings instead of starting the game | Critical |
| 3 | Main Page 004 | When pressing 3 on the main menu page it exits the game instead of showing settings | Important |
| 4 | Main Page 005 | When entering a 4, it doesn’t exit, it just says it’s an invalid number | Workaround |
| 5 | Main Page 006 | When typing a string on the main menu page, it prints the options a bunch of times and then quits with an error | Workaround |
| 6 | AI Gameplay 001 | The AIs sometimes get two cards at once and end up busting | Critical |
| 7 | AI Gameplay 002 | AIs usually aren’t hitting or getting new cards, even when their total is less than 5 | Critical |
| 8 | Aesthetics 001 | All CPU have clubs as their card suit | Workaround |
| 9 | Aesthetics 002 | The player’s cards are cut off on the top as well as spacing on the lines with values (Ex: 3,Q,K,4,10) are off | Critical |
| 10 | Aesthetics 003 | When starting the game it reads in an extra line of input and throws an error saying to enter a valid number | Workaround |
| 11 | User Gameplay 001 | The system often gives the human player more than 3 cards | Critical |
| 12 | User Gameplay 003  User Gameplay 004  User Gameplay 005 | The program doesn’t ask if you really want to quit the game, it just exits the program right away | Workaround |
| 13 | User Gameplay 006 | The program lets you continue playing into negative bets | Important |
| 14 | User Gameplay 008 | After the end of a game, pressing 1 quits the game instead of allowing you to play another game | Important |
| 15 | User Gameplay 009 | When the dealer gives you more than 2 cards with the initial dealing, sometimes you already have a bust, but the program doesn’t register it as a bust until you hit for another card | Critical |
| 16 | User Gameplay 010 | The CPU with the highest card score was 20. My card score was 18 and another CPU also had 18 and we tied for the win instead of the CPU with 20 winning | Important |
| 17 | User Gameplay 011 | The starting number of chips was 500 and the system allowed the user to bet 501 chips | Critical |
| 18 | User Gameplay 012 | With a starting amount of 500 chips, the system would not allow the user to bet 500 chips | Important |
| 19 | User Gameplay 014 | There was never an option that appeared during gameplay to bet against yourself | Workaround |
| 20 | User Gameplay 015 | The total chips that were bet was 50, the tie resulted in a distribution of 10 chips to the user and 10 chips to the CPU | Important |
| 21 | User Gameplay 016 | We were unable to replicate this with black box testing. We would need to use White Box testing. | Important |
| 22 | User Gameplay 021 | The number of cards that the player starts with increases with every game restarted | Critical |
| 23 | Settings 002 | When changing the number of cpu - there is always one more cpu than expected | Important |
| 24 | Settings 003 | Changing the starting amount of chips doesn’t actually change anything | Critical |
| 25 | N/A | The rules say “Texas HoldEm poker.” There is also a capitalization error with “When,” and there’s a question mark in the middle of the description | Workaround |
| 26 | N/A | The winnings scores do not add up to the amount that was bet | Critical |