Test Plan for Seeded Project (Blackjack: Team 1)

Team 3

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Project Subsections

* Main Page
* Settings
* User Gameplay
* AI Gameplay
* Aesthetics

Critical Tests - 14

Important Tests - 12

Workaround Tests - 10

**Main Page System**

Main Page 001

Description: When the game starts the Main Page loads

Severity: Critical

Instructions:

1. Navigate to the location of the jar file
2. Run the command “java -jar SeededGameRunnable.jar”

Results:

1. The Main page should show up in the terminal with a welcome Menu
2. The options for the game should be displayed

Main Page 002

Description: Navigate to Rules

Severity: Workaround

Instruction:

1. Choose Menu option 1 (Rules)
2. Press Enter

Results:

1. The correct rules are displayed on the screen.
2. Main menu is displayed again.

Main Page 003

Description: Navigate to Game

Severity: Critical

Instruction:

1. Choose Menu option 2 (Game)
2. Press Enter

Results:

1. The game begins
2. It prompts the user for a bet

Main Page 004

Description: Navigate to Settings

Severity: Important

Instruction:

1. Choose Menu option 3 (Settings)
2. Press Enter

Results:

1. The Settings Menu System opens

Main Page 005

Description: Exit the game

Severity: Workaround

Instruction:

1. Choose Menu option 4 (Exit)
2. Press Enter

Results:

1. The game quits

Main Page 006

Description: Invalid string input

Severity: Important

Instruction:

1. On the Menu type invalid input like “Hello” and “How are you?”
2. Press Enter

Results:

1. The menu prints out “Invalid Input”

Main Page 007

Description: Invalid Number input

Severity: Important

Instruction:

1. Choose Menu option that is invalid number like 5 or -1
2. Press Enter

Results:

1. The menu prints out “ Invalid input”

**Settings System**

Settings 001

Description: Change difficulty levels in settings

Severity: Important

Instructions:

1. Go to settings
2. Type “difficulty (level)” where (level) is 0, 1, 2, or 3

Results:

1. The system loads the appropriate AI difficulty based on the user’s

selection

Settings 002

Description: Change number of AI in settings

Severity: Workaround

Instructions:

1. Go to settings
2. Type “cpu (number)” where (number) is between 1 and 5

Results:

1. The system loads the appropriate number of AI based on the user’s

Selection

Settings 003

Description: Change starting chip amount

Severity: Critical

Instructions:

1. Go to settings
2. Type “chips (amount)” where (amount) is the number of chips you want to start with

Results:

1. The game resets the amount of chips when the game is started

Settings 004

Description: Return to main menu

Severity: Critical

Instructions:

1. Go to settings
2. Type “return”

Results:

1. The system reloads the main page

Settings 005

Description: Change difficulty levels with a number out of the bounds

Severity: Important

Instructions:

1. Go to settings
2. Type “difficulty (level)” where (level) is a number that is not 0, 1, 2, or 3

Results:

1. The program outputs “I'm sorry, that wasn’t a proper difficulty setting (-1 < difficulty < 4)”
2. The instructions prompt for changing settings is reprinted

Settings 006

Description: Change difficulty levels with a string

Severity: Critical

Instructions:

1. Go to settings
2. Type “difficulty (level)” where (level) is a string (“medium”, “hard”, “easy”, “level”)

Results:

1. The program outputs “I'm sorry, that’s not a proper command.”
2. The instructions prompt for changing settings is reprinted

Settings 007

Description: Set starting chip amount to a value out of bounds

Severity: Workaround

Instructions:

1. Go to settings
2. Type “chip (amount)” where (amount) is out of bounds for the number of chips you want to start with

Results:

1. The program outputs “I'm sorry, that wasn’t a proper chip amount (0 < amount < 10,000,000)”
2. The instructions prompt for changing settings is reprinted

Settings 008

Description: Set starting chip amount to a string value

Severity: Important

Instructions:

1. Go to settings
2. Type “chip (amount)” where (amount) is a string (“one”, “two”, “over 9000”)

Results:

1. The program outputs “I'm sorry, that wasn’t a proper chip amount (0 < amount < 10,000,000)”
2. The instructions prompt for changing settings is reprinted

Settings 009

Description: Change number of AI in settings with a number out of bounds

Severity: Important

Instructions:

1. Go to settings
2. Type “cpu (number)” where (number) is not between 1 and 5

Results:

1. The prompt replies with “I'm sorry, that wasn’t a proper number of CPUs (0 < number < 6)”

Settings 010

Description: Type a command that is not allowed in settings

Severity: Important

Instructions:

1. Go to settings
2. Type <non-existent command> level/amount/cpu

Results:

1. The prompt replies with “I'm sorry, that’s not a proper command.”

**User Gameplay System**

User Gameplay 001

Description: Cards initially dealt

Severity: Critical

Instructions:

1. Go to Start Game
2. Enter the number of chips you want to bet

Results:

1. System gives each player 2 cards

User Gameplay 002

Description: Hit to get another card

Severity: Critical

Instructions:

1. Go to Start Game
2. Enter the number of chips you want to bet
3. Type 1 to hit to get another card

Results:

1. The system deals another card

User Gameplay 003

Description: Quit game check

Severity: Workaround

Instructions:

1. Go to Start Game
2. Enter the number of chips you want to bet
3. Type 4

Results:

1. The system asks if you really want to quit the game.

User Gameplay 004

Description: Don’t quit game

Severity: Workaround

Instructions:

1. Go to Start Game
2. Enter the number of chips you want to bet
3. Type 4
4. Type “No”

Results:

1. The system continues the game

User Gameplay 005

Description: Quit game

Severity: Workaround

Instructions:

1. Go to Start Game
2. Enter the number of chips you want to bet
3. Type 4
4. Type “Yes”

Results:

1. The system removes the user from the game

User Gameplay 006

Description: User runs out of chips

Severity: Important

Instructions:

1. Play until you run out of chips

Results:

1. The system acknowledges the player’s defeat and gives the user a new

chip count of 500

User Gameplay 007

Description: User wins

Severity: Important

Instructions:

1. Win a game

Results:

1. The system says how many chips you’ve won.
2. Chip number increases by amount.

User Gameplay 008

Description: User win options

Severity: Important

Instructions:

1. Win a game
2. Choose 1, 2, or 3 to play another game, return to main menu, or quit respectively

Results:

1. The system loads the correct page accordingly

User Gameplay 009

Description: User loses by busting

Severity: Critical

Instructions:

1. The user’s cards go over 21

Results:

1. The system says you can’t hit after you’ve busted
2. The system tells you you’ve lost at the end of the game

User Gameplay 010

Description: User loses by CPU having greater score

Severity: Critical

Instructions:

1. The CPU has card score closer but under 21 than user

Results:

1. The CPU wins the round
2. The system tells you you’ve lost at the end of the game

User Gameplay 011

Description: Chips bet out of bounds

Severity: Critical

Instructions:

1. Start game
2. Place a chip bet that is less than 1
3. Place another chip bet that is more than 500

Results:

1. The system tells you can’t bet that amount and asks for a different number

User Gameplay 012

Description: Chips bet in bounds edge

Severity: Important

Instructions:

1. Start game
2. Place a chip bet at 1
3. Place a chip bet at 500

Results:

1. The system allows you to continue to play
2. Chips count is updated appropriately

User Gameplay 013

Description: Chips bet in bounds

Severity: Critical

Instructions:

1. Start game
2. Place a chip bet from 2 to 499

Results:

1. The system allows you to continue to play
2. Chips count is updated appropriately

User Gameplay 014

Description: Betting against yourself

Severity: Workaround

Instructions:

1. The system asks if you want to bet against yourself
2. You choose yes
3. You choose the amount you want to bet

Results:

1. The system allows you to bet against yourself

User Gameplay 015

Description: Tie game

Severity: Important

Instructions:

1. Win a game at the same time as a CPU

Results:

1. The system splits winnings between the user and CPU

User Gameplay 016

Description: All users bust

Severity: Important

Instructions:

1. Hit until you have over 21 cards
2. The other CPUs and dealer bust as well

Results:

1. The winnings go to the dealer

User Gameplay 017

Description: Stand for User

Severity: Critical

Instructions:

1. User decides to stand during their turn

Results:

1. The user is skipped for their turn and round is finished

**AI Gameplay System**

AI Gameplay 001

Description: AI stops at 21 or close to 21

Severity: Critical

Instructions:

1. Start a Game
2. Play a round of Blackjack against any number of AI’s

Results:

1. The AI’s score at the end of the game is near 21 (+/- 4)
2. The AI does not keep hitting after they bust or stop when their score is low

**Aesthetics System**

Aesthetics 001

Description: The cards have different symbols

Severity: Workaround

Instructions:

1. Load and start a new game

Results:

1. When playing the game, the symbols for the cards are appropriate (there are only 4 6s of hearts or 4 3s of diamonds

Aesthetics 002

Description: Card images

Severity: Critical

Instructions:

1. Go to Start Game
2. Enter the number of chips you want to bet

Results:

1. The system deals cards that look like normal playing cards

Aesthetics 003

Description: Read input at correct times

Severity: Workaround

Instructions:

1. Start the Game

Results:

1. The input should only be read in when the user types in enter