

0.1 Overview

The GraphicUI tests consist of hand made tests carefully chosen and recorded to prove the functionality of *Pawned*. An scenario will be described in detail, and then we will check that the GraphicUI behaves as expected.

0.2 Tests

0.2.1 Opening *Pawned*

Three menus are enabled, with the following submenus:

- File: *New Game*, *Save Game*, *Load Game*, and *Quit*
- Game: *End Game* and *Display Options*
- Help: *User Manual* and *About*

The Save Game and End Game options in the menus are disabled. Each sub-menu except *Display Options* will open a new window. *Display Options* contains a submenu with three options that can be checked individually (Highlight Movable Pieces, Highlight Possible Moves, Highlight Last Move). These options are disabled from user selection before starting a game.

There is a ToolBar with one button for each of the following options: New Game, Load Game, Save Game, and End Game. The Save Game and End Game buttons are disabled.

The window can be minimized and closed using the small buttons in the upper corner of the window. Maximize is disabled. The main panel should be empty.

The following hot keys are enabled:

- New Game - Ctrl + N
- Load Game - Ctrl + O
- User Manual - Ctrl + U
- Quit - Ctrl + Q

0.2.2 New Game

The New Game window can be accessed by either the New Game option in the File menu or the button in the toolbar. For each of the players the New Game window has:

- Text field to input the player's name (max 8 char)
- Radio buttons to select between Human or Computer
- Combo box to select the intelligence level of the Computer player (Baby, Kid, Adolescence)

- Checkbox to select Timed game
- Spinners to input the time (one spinner for minutes and another for seconds)

If the Computer radio button is selected, the computer level combo box is enabled. Otherwise it is disabled. If the Timed checkbox is selected, then the Time spinners are enabled and can receive an input. Otherwise they are disabled. The spinners are set to receive only a number from 0 to 60 for minutes and from 0 to 59 for seconds.

The New Game window also contains a combo box where the user can select the type of game desired (Standard Antichess, EnCastle Antichess, and Connect N). When this window is opened, the default game selected is Standard Antichess and two pawn images are displayed, one pawn of each color, to identify the players. If EnCastle Antichess is selected everything stays the same. If Connect N is selected, the pawns change to a red chip and a black chip. A spinner appears to the right of the game type combo where the user can select the value n for the Connect N game. The spinner will let you to enter values from 2 to 7.

0.3 Load Game

This window is very similar to the New Game window. The differences are:

- There is a read-only text field and a Browse button. The Browse button opens a file dialog window that is set to filter XML files. The text field is updated after the file is selected from the file dialog.
- The Timed checkbox is disabled, along with the Time spinner fields.
- The game type combo box is disabled.

After selecting a file in the File dialog, the Load Window will refresh and show some information about the file selected (assuming the file is valid). If the saved game was untimed, then the Timed checkboxes will be unchecked and the Time fields disabled. If one of the players was set up with limited time, then its Timed checkbox will be checked and the Time fields will display the remaining time it has for playing. If both players were timed, then this information will be updated for both. At this point *Paused* will allow the user to change these options.

The game type combo box will also be updated with the type of game of the saved file. However, this field will always remain disabled. The spinner for selecting the n value for Connect N also remains disabled, but it refreshes and shows the n value of a saved Connect N game.

Cases to test for each type of game:

- Untimed game
- Only one player untimed.
- Two timed players.

Other things to test:

- If a non existing file is chosen in the File dialog, display an error message box.
- If 'OK' is clicked without selecting a file display an error message box.
- If a corrupted file is tried to be loaded, display an error message box.

0.4 Starting new games and changing from game type to game type