Performing a move Integration test

To test the proper communications between server and, controller, and the model all working properly when a move is being performed, the initial view should be in the Game View screen with two-player game running with five arbitrary cards in each player’s hand, no fireworks pile has been created, and no move has been made so there log is currently empty. After a simulated click of any card in player one’s hand has been made indicating a move to perform, the controller should then take the move information and send a message to the mock server of the move being performed.

The controller then waits for a message from the server to be informed of any new changes made to the game (e.g. a new card being drawn in the case of playing and discarding a card) and then send that information to the model so it can update the game state as described in 2.5 of the design document. At this point, the model should correctly update any changes that need to be made to the game depending on the type of the move, and the view should reflect these changes so it can be seen by the other players.

This test case is to ensure that the communications between the server and all the packages are occurring correctly and the game state in the model is correctly being maintained. The specificity of the individual moves themselves, is taken care in the unit tests of the HanabiGame class in the model package. This test case combined with the unit tests mentioned above should indicate that any move being performed will work assuming these tests pass.