4.2 View Unit Tests

It is important to allow the user to have bug free experience while interacting with the graphical user interface. Thus the first step of testing the GUI is to ensure that all elements are completely visible to the user. That is – to check all panels with buttons, texts, dialog boxes, etc. These elements will be checked for size, position and input. The text used to convey information to the user from any view must be clearly visible and readable with proper alignment, font and colour. Furthermore images used should be clear, visible, of high quality and with a purpose. Since a single window frame is created and encapsulated by Display, all views will share the same window size of1280x720p. The MainMenuView, CreateGameView, JoinGameView and GameOverView screens are represented by fireworks image that fits the entire screen. They will also have in their centre a panel of size 330x300p, which will be titled by a text field - centre aligned. All buttons used in these four views are of size 200x50p. In the CreateGameView and JoinGameView the NSID input is any combination of letters and numbers in the format “xxx000”, where “x” is a placeholder for a letter and “0” is a placeholder for number.

4.2.1 MainMenuView

The title of this view is “Main Menu”. The view contains three buttons, to let the user either create or join a game or close the client all together. These four elements are vertically aligned and centred to the panel. The “Create Game” button successfully transfers the player to the CreateGameView; the “Join Game” button successfully transfers the player to the JoinGameView; the “Exit Game” button successfully terminates the player’s connection to the client.

4.2.2 CreateGameView

The title of this view is “Game Options”. All following elements in this view are horizontally aligned to the left side of the panel. Below the title is a text field containing “Number of players:”. Under that are four radio buttons (two per line) described by labels [“2” (RadioButton) “4” (RadioButton)] and [“3” (RadioButton) “5” (RadioButton)]. Initially the radio buttons are all de-selected. However they are functional and only one can be selected by the player prior to creating the game. Furthermore they are vertically aligned to each other in pairs (2-3) and (4-5). Below the radio buttons (3) and (5) there is a text field “Time out period (seconds):” and an input box of size(100x50p) that has a placeholder name of “Value”. They are horizontally aligned to each other. The timeout period is of numerical value only and within the range of 1-120. Below that are a text field “Your NSID:” and an input field, that are also horizontally aligned to each other. At the bottom of the panel there are three buttons - “Create Game” - successfully transfers the player to the LobbyView; “Force Game” - successfully transfers the player to the LobbyView; “Back” - successfully transfers the player to the MainMenuView.

4.2.3 JoinGameView

The title of this view is “Join Game”. It also contains three input fields for game id, token and NSID. All of these elements are vertically aligned to be centred to the panel. The game id and token are of size 280x50p and have placeholder values as follows : “Enter game id:” and “Enter game token”, whereas the NSID is 100x50p subsequent to a text field “Your NSID”. At the bottom of the panel there are three buttons - “Join” - successfully transfers the player to the LobbyView; “Back” - successfully transfers the player to the MainMenuView; “Quit” - successfully terminates the player’s connection to the client. These buttons are horizontally aligned to each other.

4.2.4 LobbyView

The LobbyView contains text fields that represent the game secret and token, player names, the number of current players in the lobby. There are two buttons, “Back” - successfully transfers the player to the MainMenuView, and “Add Computer” with size 200x100p - successfully adds a computer player to the list of current players in the lobby.

4.2.5 GameView

The GameView will be available in five different layouts, depending on the amount of players in the game. Each card is represented by a button (85x140p). There are also text fields describing various parts of the view, such as “Information Tokens”, “Fuses”, “Discard Pile”, “Deck”. Type of card buttons are the playing cards for all players, deck, discard pile. The Discard Pile button - successfully toggles display of the discarded cards in the discard pile; Deck button - successfully draws a card for the player; and clicking each playing card enables the player to choose whether to play or discard a card, or give information. Information tokens and fuses are represented by labels to visually display their state. And at the right corners of each layout there are two buttons - “Log” - successfully toggles the game log to display moves, and “Leave” - successfully returns the player to the MainMenuView.

4.2.6 GameOverView

The title of this view is “Game Over”. Below that is a text field “Your Score:”, followed by two more fields - one that holds the value of the score, and another that is “Points !”

These fields are horizontally aligned to each other, and vertically aligned to the panel that they are in. At the bottom of the panel there are two buttons - “Main Menu” - successfully transfers the player to the MainMenuView and “Quit” - successfully terminates the player’s connection to the client. All of the elements in this view are vertically aligned and centred to the panel, meanwhile the buttons are also horizontally aligned to each other.