Tutorial Testing Web Client GameOfThree:

1) After launch an instance of the embedded jetty server; Open one browser (in my example "Chrome"); and write the following url: http://localhost:8080
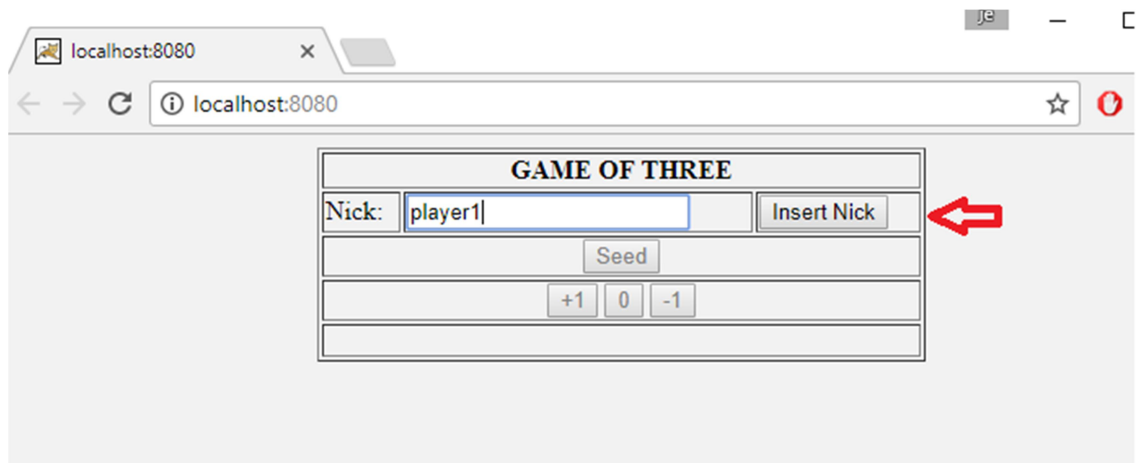

This is our "First player"

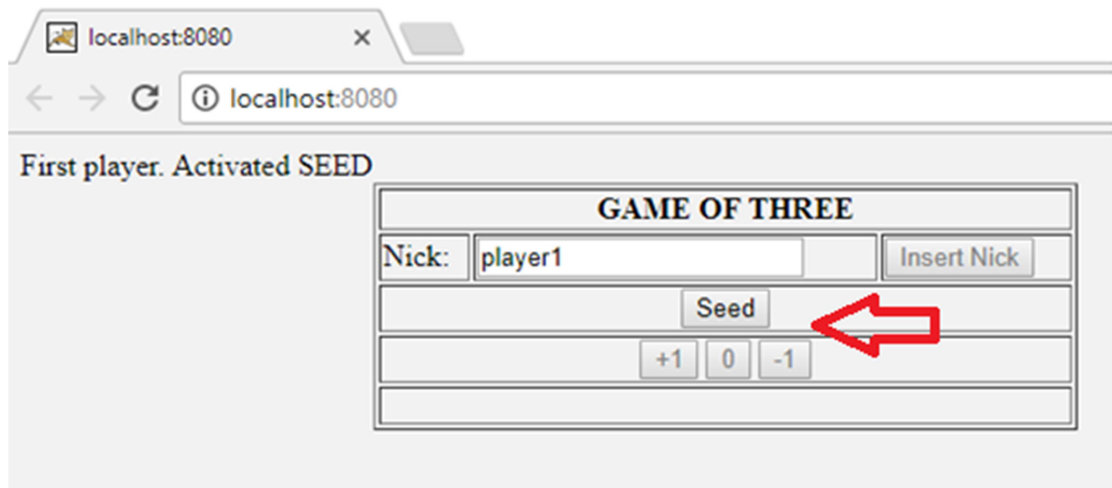2) Choose another browser (or other instance of the same browser); and write the same url:

(In my example; the second player runs in a Firefox browser)

3) In the input box of the first browser (Chrome); write the name of the first player in the input box labeled "Nick"; and after press "Insert Nick"

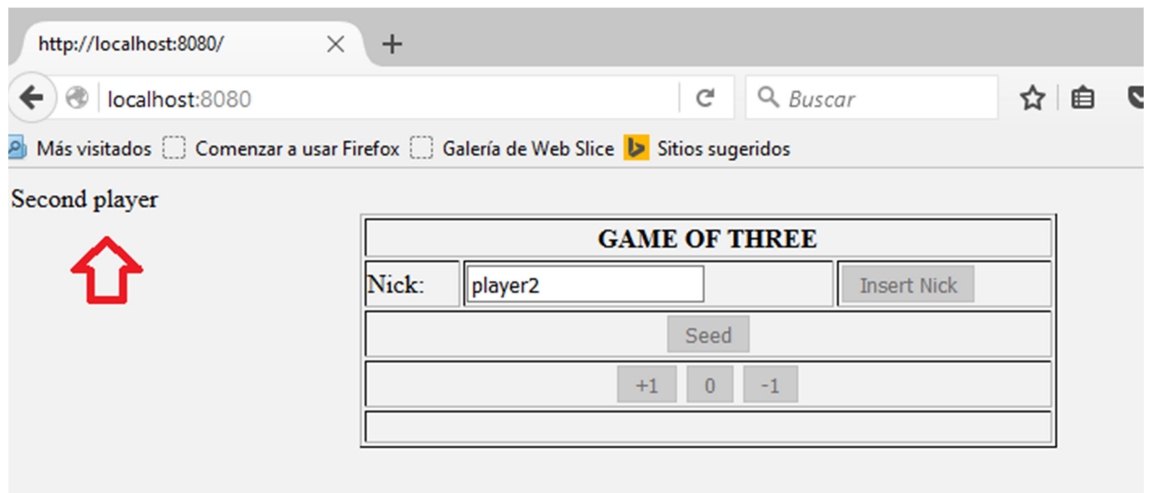After press the button; the system shows the next message:

"First player Activated SEED"

And disabled "Insert Nick" button and actívate "Seed" Button.

Is the first player, so it's the chosen for generating the seed and initialize the game.

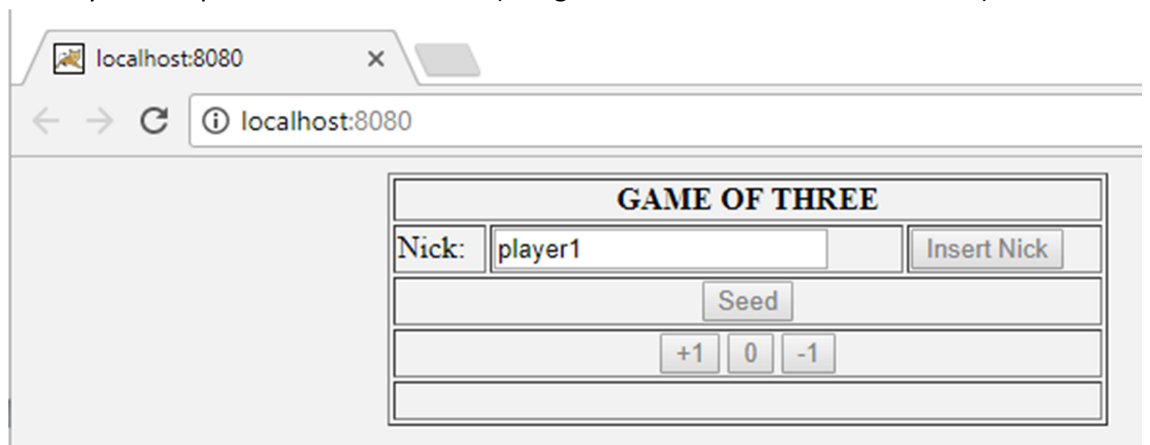4) Do the same with the second player (Nick as "player2")

After press "Insert Nick" the system returns the next message

"Second player"

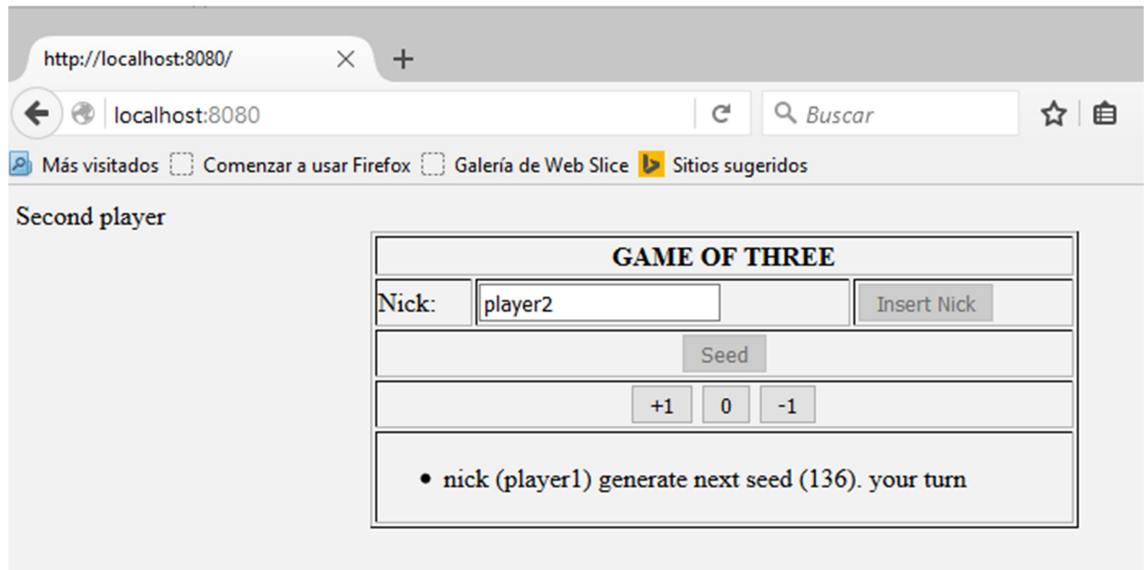In this case "Seed" button is disabled. That is why Second player don't have the task of generating the seed.

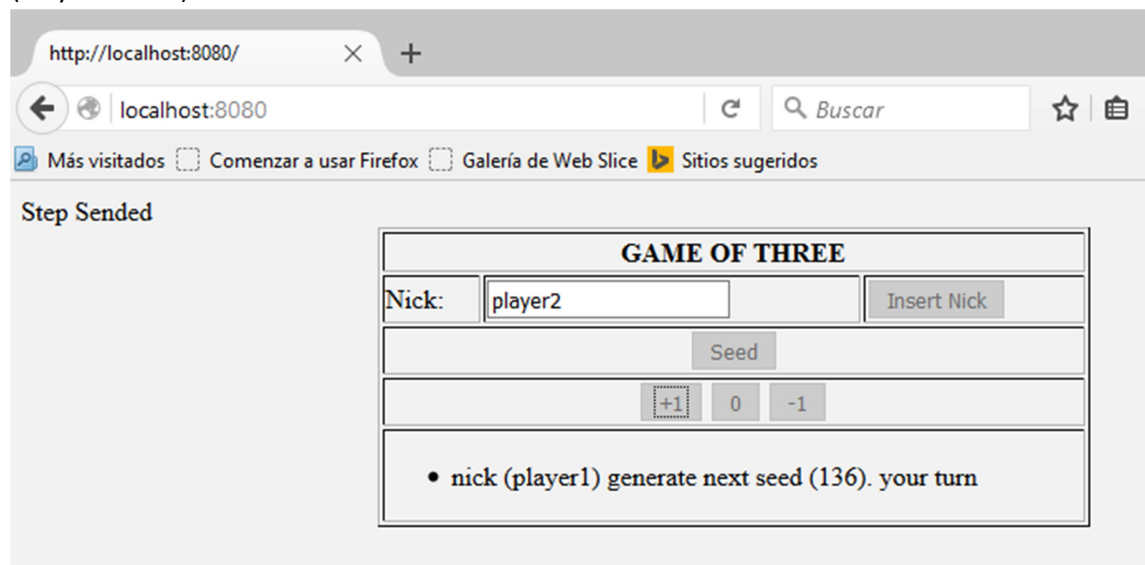5) In "Player One" press the button "Seed" (and generate a seed between 3 and 300)

The buttons +1,0,-1 are disabled waiting the action of player2

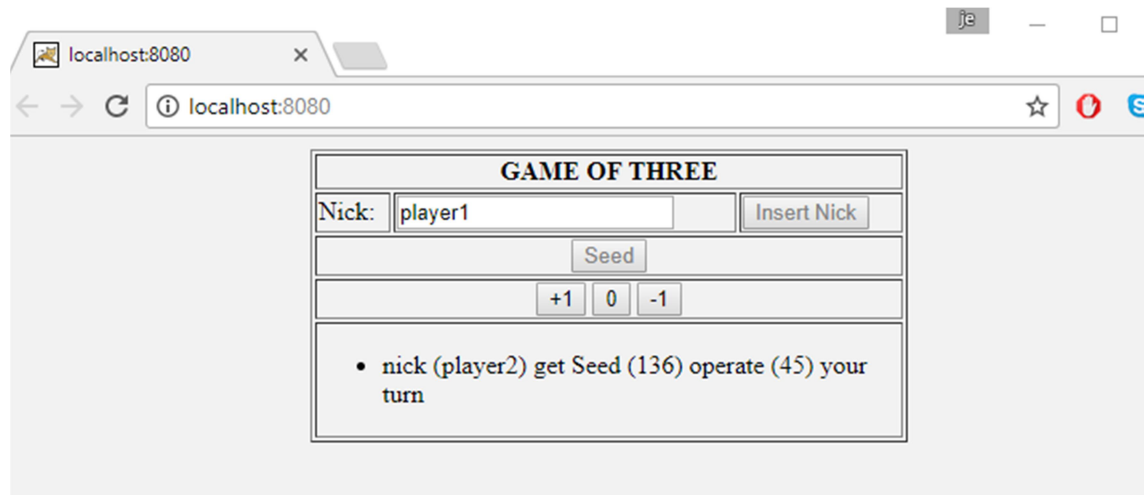In player two we can see the seed generated by the player one

Player 2 get the notification of the seed generated by the player one; and begin to play the game
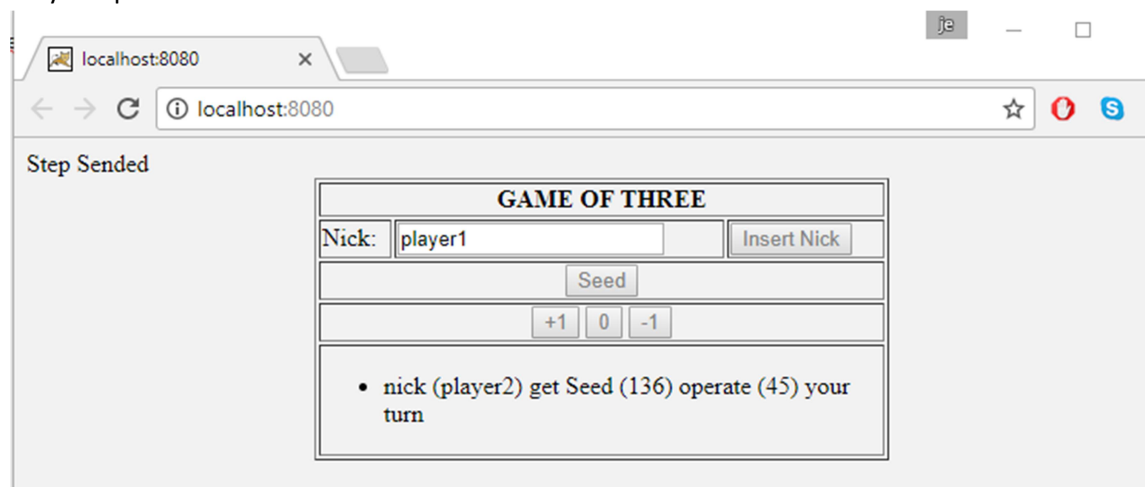
6) Next steps of the game:
   a. Player 2 press "+1"
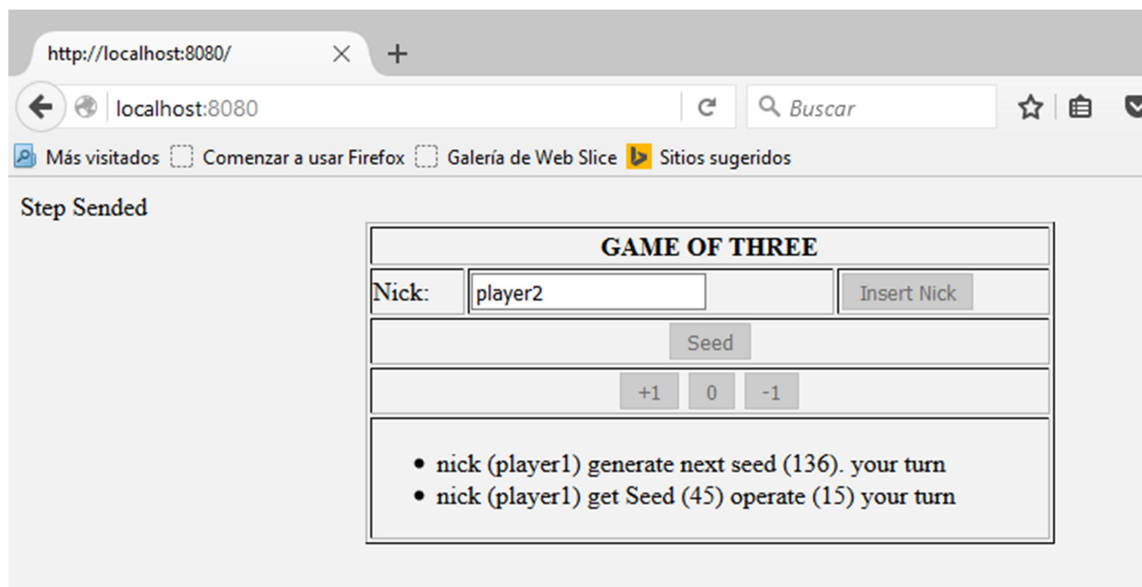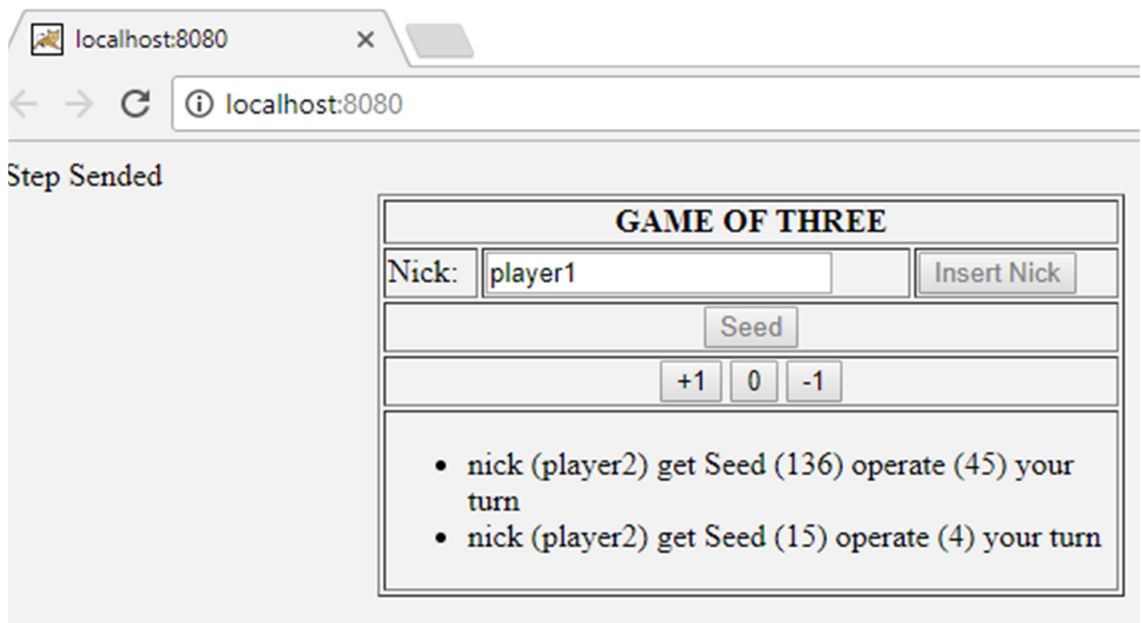   (Player 2 form)

(Player 1 form)

b. Player 1 press "0"
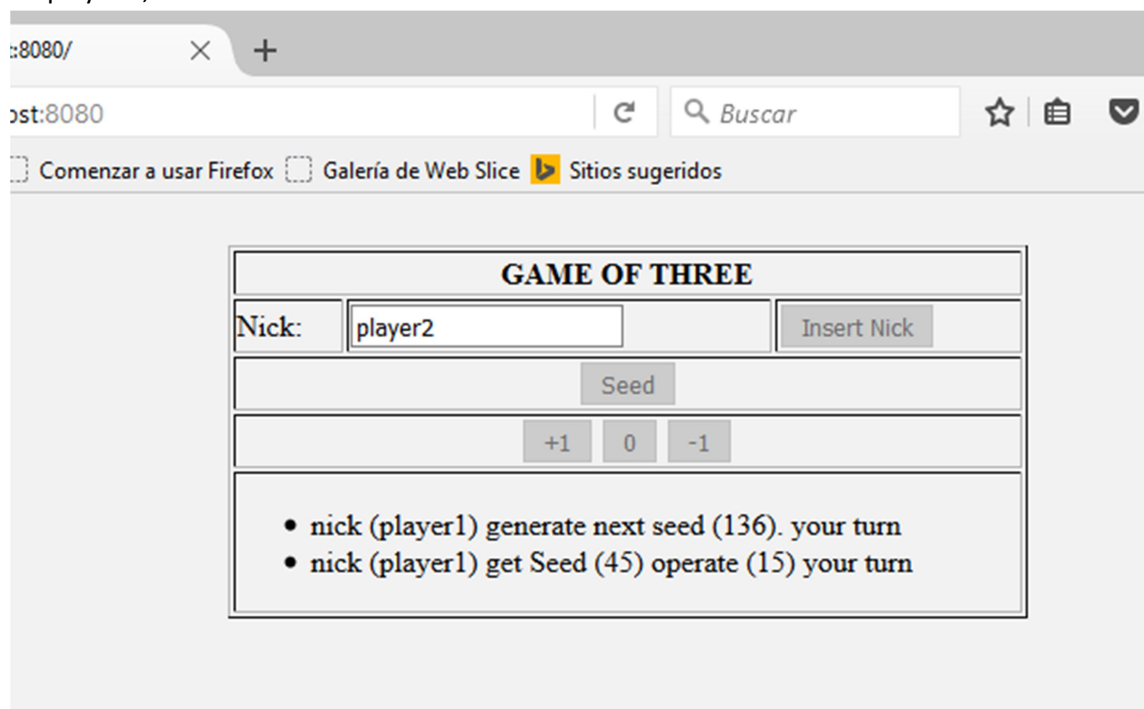

Player 2

c. Player 2 press "-1"

Player 1:

d. Player 1 press "-1" and WIN

YOU WIN!

GAME OF THREE

Nick: player1 | Insert Nick

Seed

+1 | 0 | -1

- nick (player2) get Seed (136) operate (45) your turn
- nick (player2) get Seed (15) operate (4) your turn

So player 2, Lose ☹

GAME OF THREE

Nick: player2 | Insert Nick

Seed

+1 | 0 | -1

- nick (player1) generate next seed (136). your turn
- nick (player1) get Seed (45) operate (15) your turn
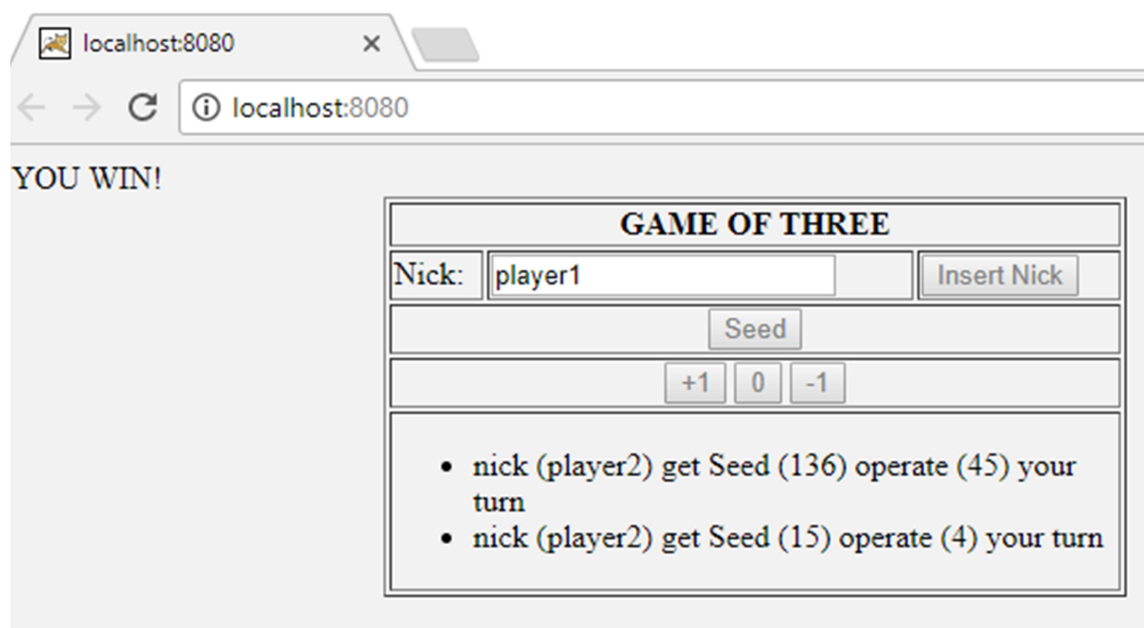
After finalizing the game; server delete all the activity; so if you closet he browser; and open two news; you can replay the game.