

Integration Tests

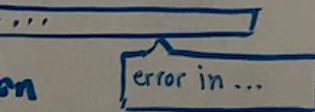
CreateTable

- Malformed Input:

(Controller) detects Invalid Input → (View) Display error form validation

- Connection Error

(C) No communication → (V) form validation



- Game Can't Be Made

(C) → (V) pop-up dialog

- Can't Delete Extant

(C) → (V) pop-up dialog

+ WellFormedInput

(C) input → $\mathbb{Z}^{+}\{1-120\}$ → (C) Send JSON message

+ Can Be Made

(C) input → JSON Verify

(V) ↳ View → GameView

(M) ↳ GameState → Instantiated partially

Integration Tests

PlayCard:

+ Was Legal

ScoreUp: C → Server → C → M → V

NewCardDealt: C → Server → C → M → V

Card Played: C → Server → C → M → V

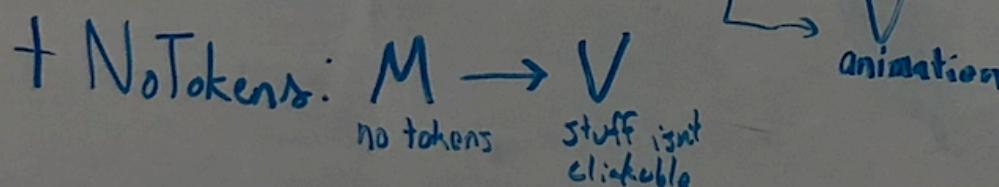
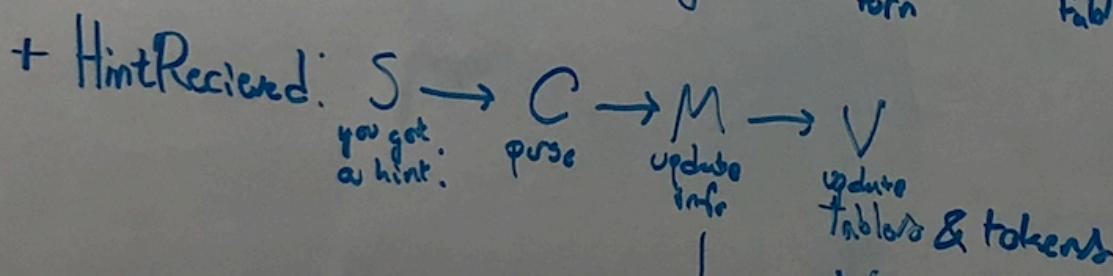
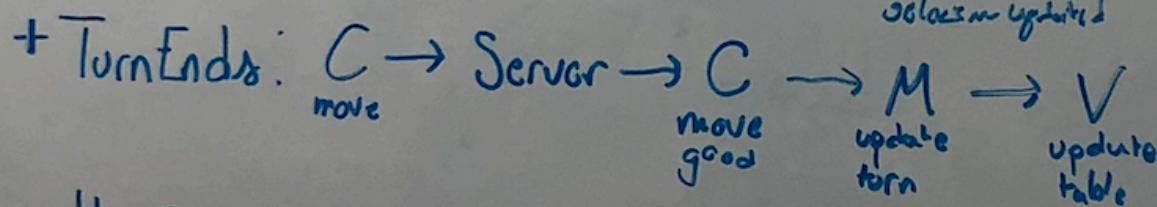
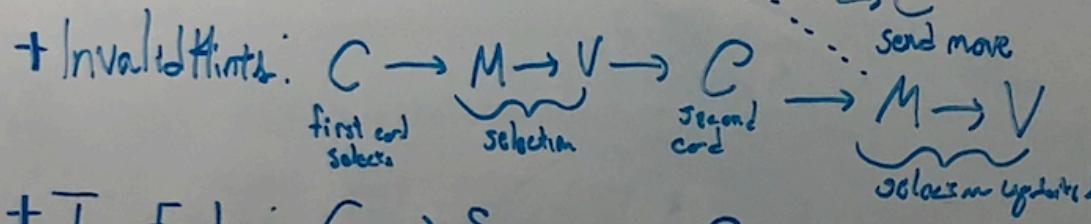
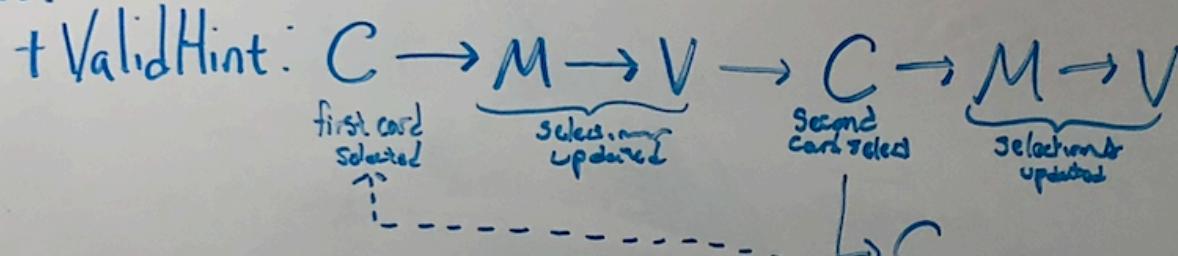
RestoreHint: "

+ Null Case

Nothing Happens C → M → V → M → V
 $f \downarrow$ Client State $f^{-1} \downarrow$ Client State

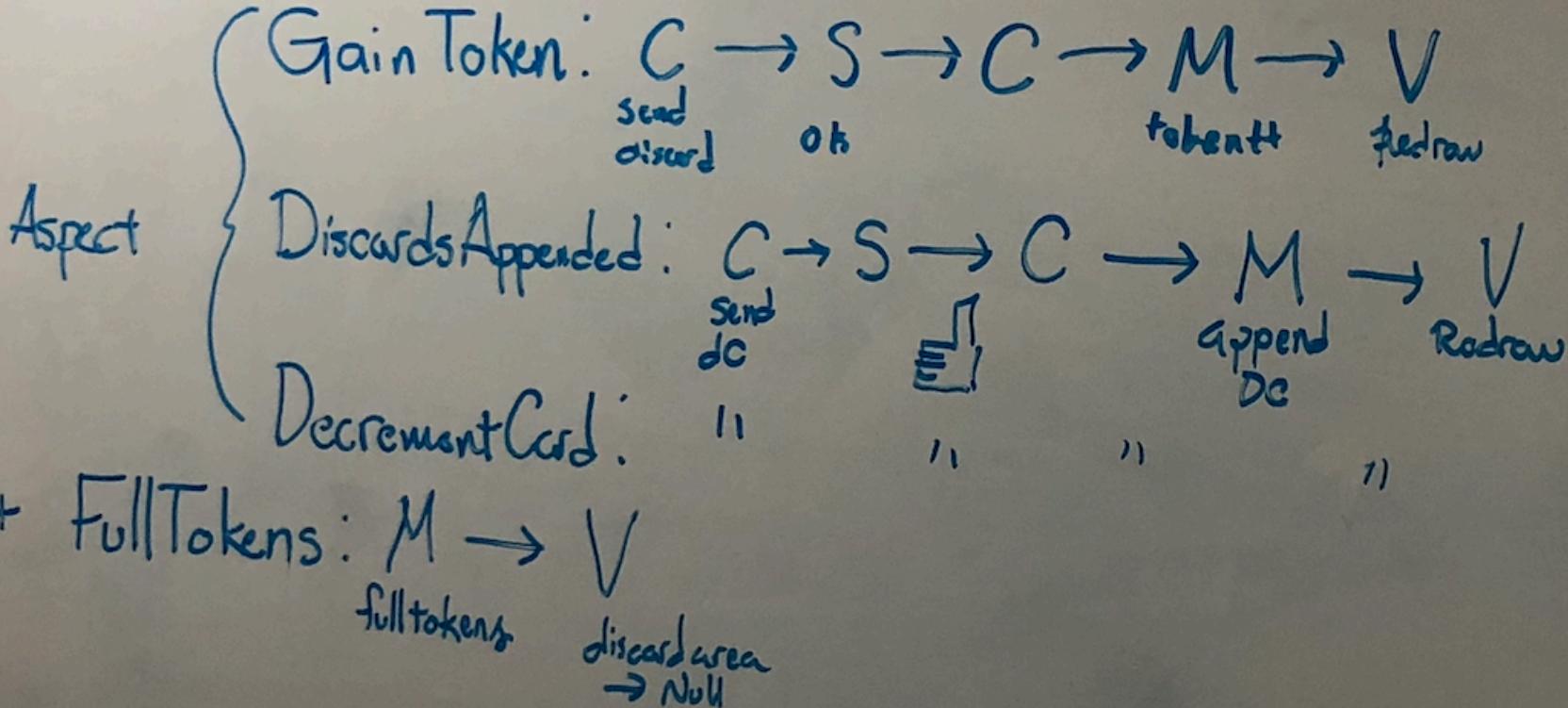
Integration Tests

Hint:



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+ Discard:



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+ ViewDiscards:

- Not Drawn Properly : C → M → V
open menu menu opened
 (clickState)

+ Correct Graphics :

+ Pile Updated Properly

+ Correct Order :

Integration Tests

Personal Notes:

+ Drawn Properly: $C \rightarrow M \rightarrow V \geq 0$

+ Button Works: $C \rightarrow M$

StartAI:

+ AI Works: $C \rightarrow M \rightarrow V$

Send AI Initiated properly Button change ↴

EndAI:

+ AIS Stopped: $C \rightarrow M \rightarrow V$

Stop AI AI = null Button change ↴

Exit:

+ Leave: $C \rightarrow M \rightarrow V$

Leave gamestate = null main menu

Integration Tests

JoinTable: Same as create except

- GameDoesntExist: $C \rightarrow S \rightarrow C \rightarrow V$
error dialog.

- GameISFull: $C \rightarrow S \rightarrow C \rightarrow V$
error dialog

+ GAMEISNOTFULL: $C \rightarrow S \rightarrow C \rightarrow M \rightarrow V$
query server
recieve
Create Client State
draw new game