

System Test Plan: Wordle

Document Authors: Joe Hummer, Ben Morris, Nick Schauer, Nick Sanford

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Introduction (anything that is true for all testcases and not specified in each testcase):

All test cases will be initiated from the command console with the command listed in the description. The test files (listed below) will be read internally in the program (no command line arguments to list the files). For tests requiring a known target word, a command line argument of "-1" is entered after the file name in the console to initiate the test mode. The test mode pulls the words from TestList.txt file in order while "standard mode" pulls words from WordleList.txt randomly as target words. Standard mode is activated when "-1" is not entered as an additional command line argument after the file name in the console.

Test Files:

WordleList.txt - The list of five-letter words to randomly select the Wordle. This list has inappropriate words removed from it.

GuessList.txt - The list of five-letter words to confirm a correctly spelled English language word.







TestList.txt - The list of ten five-letter words to use in test mode.



Test Cases



Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Joe Hummer	\$ java -cp bin Wordle (Ctrl+C to stop execution)	GUI titled "Wordle" is displayed. "Player 1: 0 points" and "Player 2: 0 points" are displayed in the top left and right corners. A message box is below this with "Round 0 of 5" displayed, with a message box reading "Input Player 1's name and click ENTER" underneath. A 5x6 grid of empty black squares is displayed in the middle of the window. Two buttons labeled at the bottom are labeled "Enter"	GUI titled "Wordle" is displayed. "Player 1: 0 points" and "Player 2: 0 points" are displayed in the top left and right corners. A message box is below this with "Round 0 of 5" displayed, with a message box reading "Input Player 1's name and click ENTER" underneath. A 5x6 grid of empty black squares is displayed in the middle of the window. Two buttons labeled at the bottom are


		and “Quit”. The text for these two buttons is static through the game. Additionally, one space at the bottom is a blank area reserved for letter inputs with the prompt “Enter your name:” next to it.	labeled “Enter” and “Quit”. The text for these two buttons is static through the game. Additionally, one space at the bottom is a blank area reserved for letter inputs with the prompt “Enter your name:” next to it.
testQuit	\$ java -cp bin Wordle Click Quit on the Wordle GUI	GUI closes	GUI closes
testStartFirstTurn Author: Joe Hummer	\$ java -cp bin Wordle Enter “One” and click Enter on the Wordle GUI Enter “Two” name and click Enter on the Wordle GUI (Ctrl+C to stop execution)	One: 0 points Two: 0 points Round: 1 of 5 Message: “One: Guess the Wordle.” Grid: blank Message Box Prompt: “Enter your guess:” Quit Button: “Quit” ¹ Enter Button: “Enter”	One: 0 points Two: 0 points Round: 1 of 5 Message: “One: Guess the Wordle.” Grid: blank Message Box Prompt: “Enter your guess:” Quit Button: “Quit” Enter Button: “Enter”
testPlayer1OneTrySuccess Author: Joe Hummer	\$ java -cp bin Wordle -1 Enter “One” and click Enter on the Wordle GUI Enter “Two” name and click Enter on the Wordle GUI Enter “shape” in input box and click Enter (Ctrl+C to stop execution)	One: 60 points Two: 0 points Round: 1 of 5 Message: “One: Correct! Click Enter to continue.” Grid: SHAPE Message Box Prompt: “Enter your guess:”	One: 60 points Two: 0 points Round: 1 of 5 Message: “One: Correct! Click Enter to continue.” Grid: SHAPE Message Box Prompt: “Enter your guess:”
testPlayer1SixTriesFail Author: Joe	\$ java -cp bin Wordle -1 Enter “One” and click Enter on the Wordle GUI	One: 0 points Two: 0 points Round: 1 of 5 Message: “One: Out of	One: 0 points Two: 0 points Round: 1 of 5 Message: “One: Out of

¹ The text in the Enter and Quit boxes does not change through the game. Expected and actual results for future test always assume the same text.

Hummer	<p>Enter “Two” name and click Enter on the Wordle GUI</p> <p>Enter “Store” in input box and click Enter.</p> <p>Enter “STORM” in input box and click Enter.</p> <p>Enter “fruit” in input box and click Enter.</p> <p>Enter “sWeEt” in input box and click Enter.</p> <p>Enter “Shake” in input box and click Enter.</p> <p>Enter “Shade” in input box and click Enter.</p> <p>(Ctrl+C to stop execution)</p>	<p>guesses. Click Enter to continue.”</p> <p>Grid:</p>  <p>Message Box Prompt: “Enter your guess:”</p>	<p>guesses. Click Enter to continue.”</p> <p>Grid:</p>  <p>Message Box Prompt: “Enter your guess:”</p>
<p>testPlayer1MiddleTrySuccess</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter “One” and click Enter on the Wordle GUI</p> <p>Enter “Two” name and click Enter on the Wordle GUI</p> <p>Enter “Store” in input box and click Enter.</p> <p>Enter “STORM” in input box and click Enter.</p> <p>Enter “shape” in input box and click Enter.</p> <p>(Ctrl+C to stop execution)</p>	<p>One Score: 40 Two Score: 0 Round: 1 of 5 Message: “One: Correct! Click Enter to continue.”</p> <p>Grid:</p>  <p>Message Box Prompt: “Enter your guess:”</p>	<p>One Score: 40 Two Score: 0 Round: 1 of 5 Message: “One: Correct! Click Enter to continue.”</p> <p>Grid:</p>  <p>Message Box Prompt: “Enter your guess:”</p>
<p>testPlayer2OneTrySuccess</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter “One” and click Enter on the Wordle GUI</p> <p>Enter “Two” name and click Enter on the Wordle GUI</p> <p>Enter “Store” in input box and</p>	<p>One Score: 0 Two Score: 60 Round: 1 of 5 Message: “Two: Correct! Click Enter to continue.”</p> <p>Grid:</p>  <p>Message Box Prompt: “Enter your guess:”</p>	<p>One Score: 0 Two Score: 60 Round: 1 of 5 Message: “Two: Correct! Click Enter to continue.”</p> <p>Grid:</p>  <p>Message Box Prompt: “Enter your guess:”</p>

	<p>click Enter.</p> <p>Enter “STORM” in input box and click Enter.</p> <p>Enter “fruit” in input box and click Enter.</p> <p>Enter “sWeEt” in input box and click Enter.</p> <p>Enter “Shake” in input box and click Enter.</p> <p>Enter “Shade” in input box and click Enter.</p> <p>Click Enter.</p> <p>Enter “Store” in input box and click Enter.</p> <p>(Ctrl+C to stop execution)</p>		
<p>testPlayer2SixTriesFail</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter “One” and click Enter on the Wordle GUI</p> <p>Enter “Two” name and click Enter on the Wordle GUI</p> <p>Enter “Shape” in input box and click Enter.</p> <p>Click Enter.</p> <p>Enter “ROUND” in input box and click Enter.</p> <p>Enter “boxed” in input box and click Enter.</p> <p>Enter “gRaPe” in input box and click Enter.</p> <p>Enter “berry” in input box and click Enter.</p> <p>Enter “Storm” in input box and click Enter.</p>	<p>One Score: 60 Two Score: 0 Round: 1 of 5 Message: “Two: Out of guesses. Click Enter to continue.” Grid:  Message Box Prompt: “Enter your guess:”</p>	<p>One Score: 60 Two Score: 0 Round: 1 of 5 Message: “Two: Out of guesses. Click Enter to continue.” Grid:  Message Box Prompt: “Enter your guess:”</p>

	Enter "Fruit" in input box and click Enter. (Ctrl+C to stop execution)		
testPlayer2MiddleTrySuccess Author: Ben Morris	\$ java -cp bin Wordle -1 Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter "Shape" in input box and click Enter. Click Enter. Enter "ROUND" in input box and click Enter. Enter "boxed" in input box and click Enter. Enter "Store" in input box and click Enter. (Ctrl+C to stop execution)	One Score: 60 Two Score: 30 Round: 1 of 5 Message: "Two: Correct! Click Enter to continue." Grid:  Message Box Prompt: "Enter your guess:"	
testFiveRoundsPerfectPlayers Author: Ben Morris	\$ java -cp bin Wordle -1 Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter "Shape" in input box and click Enter. Click Enter. Enter "store" in input box and click Enter. Click Enter. Enter "ROUND" in input box and click Enter. Click Enter. Enter "Storm" in input box and	One Score: 300 Two Score: 300 Message: "Game over. It is a TIE!" Round: 5 of 5 Grid:  Message Box Prompt: "Enter your guess:"	

	<p>click Enter.</p> <p>Click Enter.</p> <p>Enter “boxed” in input box and click Enter. Click Enter.</p> <p>Enter “fruit” in input box and click Enter.</p> <p>Click Enter.</p> <p>Enter “GRAPE” in input box and click Enter.</p> <p>Click Enter.</p> <p>Enter “Sweet” in input box and click Enter.</p> <p>Click Enter.</p> <p>Enter “Berry” in input box and click Enter.</p> <p>Click Enter.</p> <p>Enter “Grant” in input box and click Enter.</p>		
<p>testFiveRounds PlayersFailAll</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Click Enter on the Wordle GUI</p> <p>Enter “One” and click Enter on the Wordle GUI</p> <p>Enter “Two” name and click Enter on the Wordle GUI</p> <p>Enter each word in the following order, clicking enter after each word. An additional “Click Enter” is inserted between player turns:</p> <p>Store Storm Fruit Sweet Grant Plant</p>	<p>One Score: 0 Two Score: 0 Round: 5 of 5 Message: “Game over. It is a TIE!”</p> <p>Grid:</p>  <p>Message Box Prompt: “Enter your guess:”</p>	

	<div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div> <div>Grape</div> <div>Berry</div> <div>Leave</div> <div>Click Enter</div> <div>Store</div> <div>Storm</div> <div>Fruit</div> <div>Sweet</div> <div>Grant</div> <div>Plant</div> <div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div> <div>Grape</div> <div>Berry</div> <div>Leave</div> <div>Click Enter</div> <div>Store</div> <div>Storm</div> <div>Fruit</div> <div>Sweet</div> <div>Grant</div> <div>Plant</div> <div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div> <div>Grape</div> <div>Berry</div> <div>Leave</div> <div>Click Enter</div> <div>Store</div> <div>Storm</div> <div>Fruit</div> <div>Sweet</div> <div>Grant</div> <div>Plant</div> <div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div> <div>Grape</div> <div>Berry</div> <div>Leave</div> <div>Click Enter</div> <div>Store</div> <div>Storm</div> <div>Fruit</div>		
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	<div>Sweet</div> <div>Grant</div> <div>Plant</div> <div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div> <div>Grape</div> <div>Berry</div> <div>Leave</div> <div>Click Enter</div> <div>(Ctrl+C to stop execution)</div>		
<div>testPlayer1Wins</div> <div>Author: Joe Hummer</div>	<div>\$ java -cp bin Wordle -1</div> <div>Click Enter on the Wordle GUI</div> <div>Enter “One” and click Enter on the Wordle GUI</div> <div>Enter “Two” name and click Enter on the Wordle GUI</div> <div>Enter each word in the following order, clicking enter after each word. An additional “Click Enter” is inserted between player turns:</div> <div>Shape</div> <div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div> <div>Grape</div> <div>Berry</div> <div>Leave</div> <div>Click Enter</div> <div>Round</div> <div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div> <div>Grape</div> <div>Berry</div> <div>Leave</div> <div>Click Enter</div> <div>Boxed</div> <div>Click Enter</div> <div>Shape</div> <div>Round</div> <div>Boxed</div>	<div>One Score: 300</div> <div>Two Score: 0</div> <div>Round: 5 of 5</div> <div>Message: “Game over. One WINS!”</div> <div>Grid:</div> <div><div>SH</div><div>PE</div><div>ROUND</div><div>BOXED</div><div>GRAPE</div><div>BERRY</div><div>LEAVE</div></div> <div>Message Box Prompt: “Enter your guess:”</div>	<div>One Score: 300</div> <div>Two Score: 0</div> <div>Round: 5 of 5</div> <div>Message: “Game over. One Wins!”</div> <div>Grid:</div> <div><div>SH</div><div>PE</div><div>ROUND</div><div>BOXED</div><div>GRAPE</div><div>BERRY</div><div>LEAVE</div></div> <div>Message Box Prompt: “Enter your guess:”</div>

	<p>Grape Berry Leave Click Enter Grape Click Enter Shape Round Boxed Grape Berry Leave Click Enter Berry Click Enter Shape Round Boxed Grape Berry Leave Click Enter</p>		
<p>testPlayer2Wins</p> <p>Author: Joe Hummer</p>	<p>\$ java -cp bin Wordle -1</p> <p>Click Enter on the Wordle GUI</p> <p>Enter “One” and click Enter on the Wordle GUI</p> <p>Enter “Two” name and click Enter on the Wordle GUI</p> <p>Enter each word in the following order, clicking enter after each word. An additional “Click Enter” is inserted between player turns:</p> <p>Store Storm Fruit Sweet Grant Plant Click Enter Store Click Enter Store Storm Fruit Sweet</p>	<p>One Score: 0 Two Score: 300 Round: 5 of 5 Message: “Game over. Two WINS!” Grid: GRANT</p> <p>Message Box Prompt: “Enter your guess.”</p>	

	Grant Plant Click Enter Storm Click Enter Store Storm Fruit Sweet Grant Plant Click Enter Fruit Click Enter Store Storm Fruit Sweet Grant Plant Click Enter Sweet Click Enter Store Storm Fruit Sweet Grant Plant Click Enter Sweet Click Enter Store Storm Fruit Sweet Grant Plant Click Enter Grant Click Enter		
testWrongWordShort Author: Joe Hummer	\$ java -cp bin Wordle Click Enter on the Wordle GUI Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter "Test" and click enter on the Wordle GUI	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Must be a 5 letter word, try again" Grid: Blank Message Box Prompt: "Enter your guess"	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Must be a 5 letter word, try again" Grid: Blank Message Box Prompt: "Enter your guess"
testWrongWordLong	\$ java -cp bin Wordle Click Enter on the Wordle GUI	One Score: 0 Two Score: 0 Round: 1 of 5	One Score: 0 Two Score: 0 Round: 1 of 5

<p>Author: Joe Hummer</p>	<p>Enter "One" and click Enter on the Wordle GUI</p> <p>Enter "Two" name and click Enter on the Wordle GUI</p> <p>Enter "Tested" and click enter on the Wordle GUI</p>	<p>Message: "One: Must be a 5 letter word, try again"</p> <p>Grid: Blank</p> <p>Message Box Prompt: "Enter your guess"</p>	<p>Message: "One: Must be a 5 letter word, try again"</p> <p>Grid: Blank</p> <p>Message Box Prompt: "Enter your guess"</p>
<p>testWrongWordFake</p> <p>Author: Joe Hummer</p>	<p>\$ java -cp bin Wordle</p> <p>Click Enter on the Wordle GUI</p> <p>Enter "One" and click Enter on the Wordle GUI</p> <p>Enter "Two" name and click Enter on the Wordle GUI</p> <p>Enter "Synag" and click enter on the Wordle GUI</p>	<p>One Score: 0</p> <p>Two Score: 0</p> <p>Round: 1 of 5</p> <p>Message: "One: Not a word, try again."</p> <p>Grid: Blank</p> <p>Message Box Prompt: "Enter your guess"</p>	<p>One Score: 0</p> <p>Two Score: 0</p> <p>Round: 1 of 5</p> <p>Message: "One: Not a word, try again."</p> <p>Grid: Blank</p> <p>Message Box Prompt: "Enter your guess"</p>
