# System Test Plan: Wordle

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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).

**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.

**Test Cases**

| Test ID | Description | Expected Results | Actual Results |
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| testInitialGUI<br><br>Author:<br>Joe Hummer | $ java -cp bin Wordle<br><br>(Ctrl+C to stop execution) | GUI titled “Wordle” is displayed. “Player 1 Score: 0” and “Player 2 Score: 0” are displayed in the top left and right corners with the message “Click Enter to Start” in the top middle. A 5x6 grid of empty black squares is displayed in the middle of the window and a 2x2 grid is displayed at the bottom with buttons labeled Enter, Backspace, and Quit. The fourth space on the grid is a blank area reserved for letter inputs. | |
| testQuit | $ java -cp bin Wordle | GUI closes | |

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| | Click Quit on the Wordle GUI | | |
| testStartFirstTurn<br><br>Author:<br>Joe Hummer | $ java -cp bin Wordle<br><br>Click Enter on the Wordle GUI<br><br>(Ctrl+C to stop execution) | Player 1 Score: 0<br>Player 2 Score: 0<br>Message: “Player 1: Guess a word”<br>Grid: blank | |
| testPlayer1OneTrySuccess<br><br>Author: Joe Hummer | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>input 1 seed chosen word and click enter<br><br>(Ctrl+C to stop execution) | Player 1 Score: 60<br>Player 2 Score: 0<br>Message: “Player 1: Correct! Click Enter to continue.”<br>Grid: input word shown in green in the top row | |
| testPlayer1SixTriesFail<br><br>Author: Joe Hummer | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>input 6 different words that are not the 1 seed word, clicking Enter after each word<br><br>(Ctrl+C to stop execution) | Player 1 Score: 0<br>Player 2 Score: 0<br>Message: “Player 1: Out of guesses. Click Enter to continue.”<br>Grid: All six input words are displayed in order on the grid. If any of the letters are in the correct location and used in the 1 seed word, they are highlighted green. If they are used in the 1 seed word and in the wrong spot they are highlighted yellow. If they are used but not in the 1 seed word, they are black. Unused letters remain light grey. | |
| testPlayer1MiddleTrySuccess<br><br>Author: Ben Morris | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>input 3 different words that are not the 1 seed word before entering the chosen word, clicking Enter | Player 1 Score: 30<br>Player 2 Score: 0<br>Message: “Player 1: Correct! Click Enter to continue.”<br><br>Grid: input word shown | |

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| | after each word<br><br>(Ctrl+C to stop execution) | in green in the fourth row with the incorrect guesses above it.<br><br>If any of the letters are in the correct location and used in the 1 seed word, they are highlighted green. If they are used in the 1 seed word and in the wrong spot they are highlighted yellow. If they are used but not in the 1 seed word, they are black. Unused letters remain light grey. | |
| testPlayer2OneTrySuccess<br><br>Author: Ben Morris | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>For Player 1: input 6 different words that are not the 1 seed word, clicking Enter after each word<br><br>Player 2: input 1 seed second chosen word and click enter | Player 1 Score: 0<br>Player 2 Score: 60<br>Message: "Player 1: Correct! Click Enter to continue."<br>Grid: input word shown in green in the top row | |
| testPlayer2SixTriesFail<br><br>Author: Ben Morris | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>Player 1: input 6 different words that are not the first 1 seed word, clicking Enter after each word<br><br>Player 2: input 6 different words that are not the second 1 seed word, clicking Enter after each word<br><br>(Ctrl+C to stop execution) | Player 1 Score: 0<br>Player 2 Score: 0<br>Message: "Player 1: Out of guesses. Click Enter to continue."<br>Grid: All six input words are displayed in order on the grid. If any of the letters are in the correct location and used in the 1 seed word, they are highlighted green. If they are used in the 1 seed word and in the wrong spot they are highlighted yellow. If | |

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| | | they are used but not in the 1 seed word, they are black. Unused letters remain light grey. | |
| testPlayer2MiddleTrySuccess<br><br>Author: Ben Morris | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>For Player 1: input 6 different words that are not the first 1 seed word, clicking Enter after each word<br><br>For player 2: input 3 different words that are not the second 1 seed word before entering the chosen word, clicking Enter after each word<br><br>(Ctrl+C to stop execution) | Player 1 Score: 0<br>Player 2 Score: 30<br>Message: “Player 2: Correct! Click Enter to continue.”<br><br>Grid: input word shown in green in the fourth row with the incorrect guesses above it.<br><br>If any of the letters are in the correct location and used in the 1 seed word, they are highlighted green. If they are used in the 1 seed word and in the wrong spot they are highlighted yellow. If they are used but not in the 1 seed word, they are black. Unused letters remain light grey. | |
| testFiveRoundsPerfectPlayers<br><br>Author: Ben Morris | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>Round 1:<br>Player 1: input first 1 seed chosen word and click enter<br><br>Player 2: input second 1 seed chosen word and click enter<br><br>Round 2:<br>Player 1: input third 1 seed chosen word and click enter<br><br>Player 2: input fourth 1 seed chosen word and click enter<br><br>Round 3:<br>Player 1: input fifth 1 seed chosen word and click enter | Player 1 Score: 300<br>Player 2 Score: 300<br>Message: “Game over. It is a TIE!”<br><br>Grid: input word shown in green in the top row<br>Keyboard: Letters used in input word are highlighted green, all other letters light grey | |

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| | Player 2: input sixth 1 seed chosen word and click enter<br><br>Round 4:<br>Player 1: input seventh 1 seed chosen word and click enter<br><br>Player 2: input eighth 1 seed chosen word and click enter<br><br>Round 5:<br>Player 1: input ninth 1 seed chosen word and click enter<br><br>Player 2: input tenth 1 seed chosen word and click enter | | |
| testFiveRoundsPlayersFailAll<br><br>Author: Ben Morris | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>For each of the five round:<br><br>Player 1: input 6 different words that are not the current 1 seed word, clicking Enter after each word<br><br>Player 2: input 6 different words that are not the current 1 seed word, clicking Enter after each word<br><br>(Ctrl+C to stop execution) | Player 1 Score: 0<br>Player 2 Score: 0<br>Message: “Game over. It is a TIE!”<br><br>Grid: All six input words are displayed in order on the grid. If any of the letters are in the correct location and used in the 1 seed word, they are highlighted green. If they are used in the 1 seed word and in the wrong spot they are highlighted yellow. If they are used but not in the 1 seed word, they are black. Unused letters remain light grey. | |
| testPlayer1Wins<br><br>Author: Joe Hummer | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>Player 1 for each of the five rounds: Input first 1 seed chosen word and click enter<br><br>Player 2 for each of the five rounds: Input 6 different words that are not the current 1 seed word, clicking | Player 1 Score: 300<br>Player 2 Score: 0<br>Message: “Game over. Player 1 Wins!”<br>Grid: All six input words from Player 2’s last turn are displayed in order on the grid. If any of the letters are in the correct location and used in the 1 seed word, they are | |

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| | Enter after each word | highlighted green. If they are used in the 1 seed word and in the wrong spot they are highlighted yellow. If they are used but not in the 1 seed word, they are black. Unused letters remain light grey. | |
| testPlayer2Wins | $ java -cp bin Wordle 1<br><br>Click Enter on the Wordle GUI<br><br>Player 1 for each of the five rounds: Input 6 different words that are not the current 1 seed word, clicking Enter after each word<br><br>Player 2 for each of the five rounds: Input first 1 seed chosen word and click enter | Player 1 Score: 0<br>Player 2 Score: 300<br>Message: “Game over. Player 2 Wins!”<br>Grid: input word shown in green in the top row<br><br>Message: “Game over. Player 1 Wins!” | |
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