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). 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	\$ java -cp bin Wordle	GUI titled "Wordle" is	GUI titled "Wordle" is
		displayed. "Player 1: 0	displayed. "Player 1: 0
Author:	(Ctrl+C to stop execution)	points" and "Player 2: 0	points" and "Player 2: 0
		points" are displayed in	points" are displayed in
Joe Hummer		the top left and right	the top left and right
		corners. A message box is	corners. A message box is
		below this with "Round 0	below this with "Round 0
		of 5" displayed, with a	of 5" displayed, with a
		message box reading	message box reading
		"Input Player 1's name and	"Input Player 1's name
		click ENTER" underneath.	and click ENTER"
		A 5x6 grid of empty black	underneath. A 5x6 grid of
		squares is displayed in the	empty black squares is
		middle of the window. Two	displayed in the middle of
		buttons labeled at the	the window. Two buttons
		bottom are labeled "Enter"	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
110-11	\$ java -cp bin Wordle	GUI closes	"Enter your name:" next to it. GUI closes
testQuit	3 Java -cp bill wordle	GOTCIOSES	Gurcioses
	Click Quit on the Wordle GUI		
testStartFirstTu	\$ java -cp bin Wordle	One: 0 points	One: 0 points
rn		Two: 0 points	Two: 0 points
	Enter "One" and click Enter on	Round: 1 of 5	Round: 1 of 5
Author:	the Wordle GUI	Message: "One: Guess the Wordle."	Message: "One: Guess the Wordle."
Joe Hummer	Enter "Two" name and click	Grid: blank	Grid: blank
	Enter on the Wordle GUI	Message Box Prompt:	Message Box Prompt:
	(0(1), 0 ()	"Enter your guess:"	"Enter your guess:"
	(Ctrl+C to stop execution)	Quit Button: "Quit" ¹ Enter Button: "Enter"	Quit Button: "Quit" Enter Button: "Enter"
		Ziricei Battoini Ziricei	Zinter Batterin Zinter
testPlayer1On	\$ java -cp bin Wordle -1	One: 60 points	One: 60 points
eTrySuccess	Futon ((Ou o)) and aliab Futon as	Two: 0 points Round: 1 of 5	Two: 0 points Round: 1 of 5
	Enter "One" and click Enter on the Wordle GUI	Message: "One: Correct!	Message: "One: Correct!
Author: Joe	the Wordie Gor	Click Enter to continue."	Click Enter to continue."
Hummer	Enter "Two" name and click	Grid:	Grid:
	Enter on the Wordle GUI	SHAPE Message Box Prompt:	SHAPE Message Box Prompt:
	Enter "shape" in input box and click Enter	"Enter your guess:"	"Enter your guess:"
	(Ctrl+C to stop execution)		
testPlayer1SixT	\$ java -cp bin Wordle -1	One: 0 points	One: 0 points
riesFail		Two: 0 points	Two: 0 points
	Enter "One" and click Enter on	Round: 1 of 5 Message: "One: Out of	Round: 1 of 5 Message: "One: Out of
Author: Joe	the Wordle GUI	iviessage. One. Out of	iviessage. Offe. 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.

	1	or I for	
Hummer		guesses. Click Enter to	guesses. Click Enter to
	Enter "Two" name and click	continue."	continue."
	Enter on the Wordle GUI	Grid:	Grid:
	Enter "Store" in input box and	STOR <mark>E</mark>	STOR <mark>E</mark>
	click Enter.	S TORM	STORM
	Click Effect.	FRUIT	FRUIT
	Enter "STORM" in input box and	<mark>SWE</mark> ET	SWEET
	click Enter.	<mark>SHAKE</mark>	SHAK <mark>E</mark>
		SHA <mark>DE</mark>	SHADE
	Enter "fruit" in input box and	Message Box Prompt:	Message Box Prompt:
	click Enter.	"Enter your guess:"	"Enter your guess:"
	Enter "sWeEt" in input box and		
	click Enter.		
	Enter "Shake" in input box and		
	click Enter.		
	ener Enter.		
	Enter "Shade" in input box and		
	click Enter.		
	(Ctrl+C to stop execution)		
testPlayer1Mid	\$ java -cp bin Wordle -1	One Score: 40	One Score: 40
dleTrySuccess		Two Score: 0	Two Score: 0
	Enter "One" and click Enter on	Round: 1 of 5	Round: 1 of 5
Author: Ben	the Wordle GUI	Message: "One: Correct!	Message: "One: Correct!
Morris		Click Enter to continue."	Click Enter to continue."
101113	Enter "Two" name and click	C =: 4.	C ri d
	Enter on the Wordle GUI	Grid:	Grid:
	Enter "Store" in input box and	STORE STORM	STOR STORM
	click Enter.	SHAPE	SHAPE
	CHEK EHTCH.	SHAPE	SHAPE
	Enter "STORM" in input box and	Message Box Prompt:	Message Box Prompt:
	click Enter.	"Enter your guess:"	"Enter your guess:"
		Litter your guess.	Litter your guess.
	Enter "shape" in input box and		
	click Enter.		
	(Ctrl+C to stop execution)		
testPlayer2On	\$ java -cp bin Wordle -1	One Score: 0	One Score: 0
eTrySuccess		Two Score: 60	Two Score: 60
211,70400033	Enter "One" and click Enter on	Round: 1 of 5	Round: 1 of 5
A	the Wordle GUI	Message: "Two: Correct!	Message: "Two: Correct!
Author: Ben		Click Enter to continue."	Click Enter to continue."
Morris	Enter "Two" name and click	Grid:	Grid:
	Enter on the Wordle GUI	STORE	STORE
		Message Box Prompt:	Message Box Prompt:
	Enter "Store" in input box and	"Enter your guess:"	"Enter your guess:"

	click Enter. Enter "STORM" in input box and click Enter.		
	Enter "fruit" in input box and click Enter. Enter "sWeEt" in input box and		
	click Enter. Enter "Shake" in input box and click Enter.		
	Enter "Shade" in input box and click Enter.		
	Click Enter.		
	Enter "Store" in input box and click Enter.		
	(Ctrl+C to stop execution)		
testPlayer2SixT	\$ java -cp bin Wordle -1	One Score: 60	One Score: 60
riesFail		Two Score: 0	Two Score: 0
	Enter "One" and click Enter on	Round: 1 of 5	Round: 1 of 5
Author: Ben	the Wordle GUI	Message: "Two: Out of	Message: "Two: Out of
Morris	Enter "Two" name and click Enter on the Wordle GUI	guesses. Click Enter to continue." Grid:	guesses. Click Enter to continue." Grid:
	Enter "Shape" in input box and click Enter.	ROUND BOXED GRAPE	ROUND BOXED GRAP
	Click Enter.	BERRY STORM FRUIT	BERRY STORM
	Enter "ROUND" in input box and click Enter.	Message Box Prompt: "Enter your guess:"	Message Box Prompt: "Enter your guess:"
	Enter "boxed" in input box and click Enter.		
	Enter "gRaPe" in input box and click Enter.		
	Enter "berry" in input box and click Enter.		
	Enter "Storm" in input box and click Enter.		

testPlayer2Mid dleTrySuccess Author: Ben Morris	Enter "Fruit" in input box and click Enter. (Ctrl+C to stop execution) \$ 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.	One Score: 60 Two Score: 30 Round: 1 of 5 Message: "Two: Correct! Click Enter to continue." Grid: ROUND BOXED STORE Message Box Prompt: "Enter your guess:"	
testFiveRounds PerfectPlayers Author: Ben Morris	(Ctrl+C to stop execution) \$ 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. Click Enter. Enter "ROUND" in input box and click Enter. Click Enter.	One Score: 300 Two Score: 300 Message: "Game over. It is a TIE!" Round: 5 of 5 Grid: GRANT Message Box Prompt: "Enter your guess:"	

	Τ		
	click Enter.		
	Click Enter.		
	Enter "boxed" in input box and click Enter. Click Enter.		
	Enter "fruit" in input box and click Enter.		
	Click Enter.		
	Enter "GRAPE" in input box and click Enter.		
	Click Enter.		
	Enter "Sweet" in input box and click Enter.		
	Click Enter.		
	Enter "Berry" in input box and click Enter.		
	Click Enter.		
	Enter "Grant" in input box and click Enter.		
testFiveRounds	\$ java -cp bin Wordle -1	One Score: 0	
PlayersFailAll		Two Score: 0	
	Click Enter on the Wordle GUI	Round: 5 of 5	
Author: Ben	Enter "One" and click Enter on	Message: "Game over. It is a TIE!"	
Morris	the Wordle GUI	u IIL;	
		Grid:	
	Enter "Two" name and click Enter on the Wordle GUI	SH <mark>A</mark> PE ROUND BOXED	
	Enter each word in the following order, clicking enter after each word. An additional "Click Enter" is inserted	GRAPE BERRY LEAVE	
	between player turns:	Message Box Prompt:	
	Starra	"Enter your guess:"	
	Store	Litter your Bucos.	
	Storm Fruit		
	Sweet		
	Grant		
	Plant		

Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
Store	
Storm	
Fruit	
Sweet	
Grant	
Plant	
Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
Store	
Storm	
Fruit	
Sweet	
Grant	
Plant	
Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
Store	
Storm	
Fruit	
Sweet	
Grant	
Plant	
Click Enter	
Shape	
Round	
Boxed	
Grape	
Berry	
Leave	
Click Enter	
Store	
Storm	
Fruit	

	Sweet		
	Grant		
	Plant		
	Click Enter		
	Shape		
	Round		
	Boxed		
	Grape		
	Berry		
	Leave		
	Click Enter		
	(Ctrl+C to stop execution)		
testPlayer1Win	\$ java -cp bin Wordle -1	One Score: 300	One Score: 300
<u>-</u>		Two Score: 0	Two Score: 0
S	Click Enter on the Wordle GUI	Round: 5 of 5	Round: 5 of 5
	Click Litter on the Wordle dor	Message: "Game over. One	
Author: Joe	Enter "One" and click Enter on	WINS!"	Message: "Game over. One Wins!"
Hummer	the Wordle GUI	Grid:	Grid:
	the wordle co.	SH <mark>A</mark> PE	SHAPE
	Foton "Two" name and dist	ROUND	ROUND
	Enter "Two" name and click		
	Enter on the Wordle GUI	BOXED GRAPE	BOXED GRAPE
	Enter each word in the		
	following order, clicking enter	BE <mark>R</mark> RY	BERRY
	after each word. An additional	LE <mark>A</mark> VE	LEAVE
	"Click Enter" is inserted		
		Message Box Prompt:	Message Box Prompt:
	between player turns:	"Enter your guess:"	"Enter your guess:"
	Shape		
	Click Enter		
	Shape		
	Round		
	Boxed		
	Grape		
	Berry		
	Leave		
	Click Enter		
	Round		
	Click Enter		
	Shape		
	Round		
	Boxed		
	Grape		
	Berry		
	Leave		
	Click Enter		
	Boxed		
	Click Enter		
	Shape		
	Round		
	Boxed		
	<u> </u>		1

testPlayer2Win	Grape Berry Leave Click Enter Grape Click Enter Shape Round Boxed Grape Berry Leave Click Enter Shape Round Boxed Grape Berry Leave Click Enter Shape Round Boxed Grape Berry Click Enter Shape Round Boxed Grape Berry Leave Click Enter	One Score: 0	
S	Click Enter on the Wordle GUI	Two Score: 300 Round: 5 of 5	
Author: Joe	Enter "One" and click Enter on	Message: "Game over. Two WINS!"	
Hummer	the Wordle GUI	Grid:	
		GRANT	
	Enter "Two" name and click Enter on the Wordle GUI	Message Box Prompt:	
	Litter on the wordle dor	"Enter your guess:"	
	Enter each word in the	-	
	following order, clicking enter after each word. An additional		
	"Click Enter" is inserted		
	between player turns:		
	Store		
	Storm Fruit		
	Sweet		
	Grant		
	Plant		
	Click Enter		
	Store		
	Click Enter		
	Store Storm		
	Fruit		
	Sweet		

	Grant Plant Click Enter Storm Click Enter Store Storm Fruit Sweet Grant Plant Click Enter Fruit Click Enter Store Storm Fruit Store Storm Fruit Sweet Grant Plant Click Enter Store Storm Fruit Sweet Grant Plant Click Enter Sweet Grant Plant Click Enter Sweet Click Enter Store Storm Fruit Click Enter Store Storm Fruit Click Enter Click Enter Click Enter Grant Click Enter Grant Click Enter		
	Plant Click Enter Sweet Click Enter Store Storm Fruit Sweet Grant Plant Click Enter		
testWrongWor dShort 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
testWrongWor dLong	\$ 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

Hummer	Enter "One" and click Enter on the Wordle GUI Enter "Two" name and click Enter on the Wordle GUI Enter "Tested" and click enter on the Wordle GUI	Message: "One: Must be a 5 letter word, try again" Grid: Blank Message Box Prompt: "Enter your guess	Message: "One: Must be a 5 letter word, try again" Grid: Blank Message Box Prompt: "Enter your guess
dFake 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 "Synag" and click enter on the Wordle GUI	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Not a word, try again." Grid: Blank Message Box Prompt: "Enter your guess	One Score: 0 Two Score: 0 Round: 1 of 5 Message: "One: Not a word, try again." Grid: Blank Message Box Prompt: "Enter your guess