

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).

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
testInitialGUI Author: Joe Hummer	\$ java -cp bin Wordle (Ctrl+C to stop execution)	GUI titled "Wordle" is displayed. "[Player1Name]: 0" and "Player2Name: 0" are displayed in the top left and right corners. A message box is displayed below this with "Round 1 of 5" displayed, with the message "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 and Quit. Additionally, one space at the bottom is	

		a blank area reserved for letter inputs.	
testQuit	\$ java -cp bin Wordle Click Quit on the Wordle GUI	GUI closes	
testStartFirstTurn Author: Joe Hummer	\$ java -cp bin Wordle Enter Player 1 name and click Enter on the Wordle GUI Enter Player 2 name and click Enter on the Wordle GUI (Ctrl+C to stop execution)	Player 1: 0 Player 2: 0 Round: 1 Message: "Player 1: Guess a word" Grid: blank	
testPlayer1OnTrySuccess Author: Joe Hummer	\$ java -cp bin Wordle -1 Enter Player 1 name and click Enter on the Wordle GUI Enter Player 2 name and click Enter on the Wordle GUI Enter "shape" in input box and click Enter (Ctrl+C to stop execution)	Player 1: 60 Player 2: 0 Message: "Player 1: Correct! Click Enter to continue." Grid: "SHAPE" shown in green in the top row	
testPlayer1SixTriesFail Author: Joe Hummer	\$ java -cp bin Wordle -1 Enter Player 1 name and click Enter on the Wordle GUI Enter Player 2 name and click Enter on the Wordle GUI Enter "Circle" in input box and click Enter. Enter "SQUARE" in input box and click Enter. Enter "fruit" in input box and click Enter. Enter "sWeEt" in input box and	Player 1: 0 Player 2: 0 Message: "Player 1: Out of guesses. Click Enter to continue." 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 "Shape", 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	

	<p>click Enter.</p> <p>Enter "Shake" in input box and click Enter.</p> <p>(Ctrl+C to stop execution)</p>	<p>the 1 seed word, they are black. Unused letters remain light grey.</p>	
<p>testPlayer1MiddleTrySuccess</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter Player 1 name and click Enter on the Wordle GUI</p> <p>Enter Player 2 name and click Enter on the Wordle GUI</p> <p>Enter "Circle" in input box and click Enter.</p> <p>Enter "SQUARE" 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>Player 1 Score: 30 Player 2 Score: 0 Message: "Player 1: Correct! Click Enter to continue."</p> <p>Grid: input word shown in green in the fourth row with the incorrect guesses above it.</p> <p>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 "Shape" 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.</p>	
<p>testPlayer2OneTrySuccess</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter Player 1 name and click Enter on the Wordle GUI</p> <p>Enter Player 2 name and click Enter on the Wordle GUI</p> <p>Enter "Circle" in input box and click Enter.</p> <p>(Ctrl+C to stop execution)</p>	<p>Player 1 Score: 0 Player 2 Score: 60 Message: "Player 2: Correct! Click Enter to continue."</p> <p>Grid: input word shown in green in the top row</p>	
<p>testPlayer2SixTriesFail</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter Player 1 name and click Enter on the Wordle GUI</p>	<p>Player 1 Score: 0 Player 2 Score: 0 Message: "Player 2: Out of guesses. Click Enter</p>	

<p>Author: Ben Morris</p>	<p>Enter Player 2 name and click Enter on the Wordle GUI</p> <p>Enter "Shape" in input box and 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>(Ctrl+C to stop execution)</p>	<p>to continue."</p> <p>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 "circle", 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.</p>	
<p>testPlayer2MiddleTrySuccess</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter Player 1 name and click Enter on the Wordle GUI</p> <p>Enter Player 2 name and click Enter on the Wordle GUI</p> <p>Enter "Shape" in input box and 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 "Circle" in input box and click Enter.</p> <p>(Ctrl+C to stop execution)</p>	<p>Player 1 Score: 0 Player 2 Score: 30 Message: "Player 2: Correct! Click Enter to continue."</p> <p>Grid: input word shown in green in the fourth row with the incorrect guesses above it.</p> <p>If any of the letters are in the correct location and used in the "Circle", 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.</p>	
<p>testFiveRoundsPerfectPlayers</p> <p>Author: Ben Morris</p>	<p>\$ java -cp bin Wordle -1</p> <p>Enter Player 1 name and click Enter on the Wordle GUI</p> <p>Enter Player 2 name and click Enter on the Wordle GUI</p>	<p>Player 1 Score: 300 Player 2 Score: 300 Message: "Game over. It is a TIE!"</p> <p>Grid: input word shown in green in the top row</p>	

	<p>Enter “Shape” in input box and click Enter.</p> <p>Enter “circle” in input box and click Enter.</p> <p>Enter “ROUND” in input box and click Enter.</p> <p>Enter “Square” in input box and click Enter.</p> <p>Enter “boxed” in input box and click Enter.</p> <p>Enter “fruit” in input box and click Enter.</p> <p>Enter “GRAPE” in input box and click Enter.</p> <p>Enter “Sweet” in input box and click Enter.</p> <p>Enter “Berry” in input box and click Enter.</p> <p>Enter “Citrus” in input box and click Enter.</p>	<p>Keyboard: Letters used in input word are highlighted green, all other letters light grey</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>For each of the five round:</p> <p>Player 1: input 6 different words that are not the current target word, clicking Enter after each word</p> <p>Player 2: input 6 different words that are not the current target word, clicking Enter after each word</p> <p>(Ctrl+C to stop execution)</p>	<p>Player 1 Score: 0 Player 2 Score: 0 Message: “Game over. It is a TIE!”</p> <p>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.</p>	

testPlayer1Wins	<p>\$ java -cp bin Wordle 1</p> <p>Click Enter on the Wordle GUI</p> <p>Player 1 for each of the five rounds: Input first target chosen word and click enter</p> <p>Player 2 for each of the five rounds: Input 6 different words that are not the current target word, clicking Enter after each word</p>	<p>Player 1 Score: 300 Player 2 Score: 0 Message: "Game over. Player 1 Wins!"</p> <p>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 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.</p>	
testPlayer2Wins	<p>\$ java -cp bin Wordle 1</p> <p>Click Enter on the Wordle GUI</p> <p>Player 1 for each of the five rounds: Input 6 different words that are not the current target word, clicking Enter after each word</p> <p>Player 2 for each of the five rounds: Input first target chosen word and click enter</p>	<p>Player 1 Score: 0 Player 2 Score: 300 Message: "Game over. Player 2 Wins!"</p> <p>Grid: input word shown in green in the top row</p> <p>Message: "Game over. Player 1 Wins!"</p>	

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