**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	<b>Expected Results</b>	Actual Results
testInitialGUI	\$ java -cp bin Wordle	GUI titled "Wordle" is	
		displayed.	
Author:	(Ctrl+C to stop execution)	"[Player1Name]: 0" and	
		"Player2Name: 0" are	
Joe Hummer		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	GUI closes
	Click Quit on the Wordle GUI	
testStartFirstTu	\$ java -cp bin Wordle	Player 1: 0
rn		Player 2: 0
	Enter Player 1 name and click Enter	Round: 1
Author:	on the Wordle GUI	Message: "Player 1: Guess a word"
Joe Hummer	Enter Player 2 name and click Enter	Grid: blank
	on the Wordle GUI	
	on the wordle dor	
	(Ctrl+C to stop execution)	
testPlayer1On	\$ java -cp bin Wordle -1	Player 1: 60
eTrySuccess	Futor Discourt management alials Futor	Player 2: 0 Message: "Player 1:
	Enter Player 1 name and click Enter on the Wordle GUI	Correct! Click Enter to
Author: Joe	on the wordle dor	continue."
Hummer	Enter Player 2 name and click Enter	Grid: "SHAPE" shown in
	on the Wordle GUI	green in the top row
	Enter "shape" in input box and click Enter	
	Effect	
	(Ctrl+C to stop execution)	
testPlayer1SixT	\$ java -cp bin Wordle -1	Player 1: 0
riesFail	Futor Discourt name and districtor	Player 2: 0 Message: "Player 1: Out
	Enter Player 1 name and click Enter on the Wordle GUI	of guesses. Click Enter
Author: Joe	on the wordle dor	to continue."
Hummer	Enter Player 2 name and click Enter	Grid: All six input words
	on the Wordle GUI	are displayed in order
	F. 1	on the grid. If any of the
	Enter "Circle" in input box and click Enter.	letters are in the correct location and used in
		"Shape", they are
	Enter "SQUARE" in input box and	highlighted green. If
	click Enter.	they are used in the 1
	Enter "fruit" in input box and click	seed word and in the
	Enter.	wrong spot they are
		highlighted yellow. If
	Enter "sWeEt" in input box and	they are used but not in

	click Enter.	the 1 seed word, they are black. Unused
	Enter "Shake" in input box and click Enter.	letters remain light grey.
	(Ctrl+C to stop execution)	
testPlayer1Mid dleTrySuccess	\$ java -cp bin Wordle -1	Player 1 Score: 30 Player 2 Score: 0
Author: Ben	Enter Player 1 name and click Enter on the Wordle GUI	Message: "Player 1: Correct! Click Enter to continue."
Morris	Enter Player 2 name and click Enter on the Wordle GUI	Grid: input word shown in green in the fourth
	Enter "Circle" in input box and click Enter.	row with the incorrect guesses above it.
	Enter "SQUARE" in input box and click Enter.	If any of the letters are in the correct location
	Enter "shape" in input box and click Enter.	and used in the 1 seed word, they are highlighted green. If they are used in the "Shape" and in the
	(Ctrl+C to stop execution)	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.
testPlayer2On	\$ java -cp bin Wordle -1	Player 1 Score: 0
eTrySuccess  Author: Ben	Enter Player 1 name and click Enter on the Wordle GUI	Player 2 Score: 60 Message: "Player 2: Correct! Click Enter to continue."
Morris	Enter Player 2 name and click Enter on the Wordle GUI	Grid: input word shown in green in the top row
	Enter "Circle" in input box and click Enter.	
	(Ctrl+C to stop execution)	
testPlayer2SixT riesFail	\$ java -cp bin Wordle -1  Enter Player 1 name and click Enter on the Wordle GUI	Player 1 Score: 0 Player 2 Score: 0 Message: "Player 2: Out of guesses. Click Enter

Author Don		to continue."	
Author: Ben	Enter Player 2 name and click Enter		
Morris	Enter Player 2 name and click Enter on the Wordle GUI	Grid: All six input words	
	on the wordle gor	are displayed in order	
	Enter "Shape" in input box and	on the grid. If any of the	
	click Enter.	letters are in the correct	
	CHER LINEI.	location and used in the	
	Enter "ROUND" in input box and	"circle", they are	
	click Enter.	highlighted green. If	
	onek zinen	they are used in the 1	
	Enter "boxed" in input box and	seed word and in the	
	click Enter.	wrong spot they are	
		highlighted yellow. If	
	Enter "gRaPe" in input box and	they are used but not in	
	click Enter.	the 1 seed word, they	
		are black. Unused	
	Enter "berry" in input box and click	letters remain light grey.	
	Enter.	retters remain light grey.	
	(Ctrl+C to stop execution)		
testPlayer2Mid	\$ java -cp bin Wordle -1	Player 1 Score: 0	
dleTrySuccess		Player 2 Score: 30	
,	Enter Player 1 name and click Enter	Message: "Player 2:	
Author Don	on the Wordle GUI	Correct! Click Enter to	
Author: Ben		continue."	
Morris	Enter Player 2 name and click Enter		
	on the Wordle GUI	Grid: input word shown	
		in green in the fourth	
	Enter "Shape" in input box and	row with the incorrect	
	click Enter.	guesses above it.	
	Enter "ROUND" in input box and	If any of the letters are	
	click Enter.	in the correct location	
		and used in the "Circle",	
	Enter "boxed" in input box and	they are highlighted	
	click Enter.	green. If they are used	
	File (Color)	in the 1 seed word and	
	Enter "Circle" in input box and click	in the wrong spot they	
	Enter.	are highlighted yellow.	
	(Ctrl+C to stop execution)	If they are used but not	
	(Carro to stop excounting	in the 1 seed word, they	
		are black. Unused	
	Cinco on him Market III.	letters remain light grey.	
testFiveRounds	\$ java -cp bin Wordle -1	Player 1 Score: 300	
PerfectPlayers		Player 2 Score: 300	
	Enter Player 1 name and click Enter	Message: "Game over.	
Author: Ben	on the Wordle GUI	It is a TIE!"	
Morris	Enter Player 2 name and click Enter	Grid: input word shown	
ī	on the Wordle GUI	in green in the top row	

	T		
	Enter "Shape" in input box and click Enter.	Keyboard: Letters used in input word are highlighted green, all	
	Enter "circle" in input box and click Enter.	other letters light grey	
	Enter "ROUND" in input box and click Enter.		
	Enter "Square" in input box and click Enter.		
	Enter "boxed" in input box and click Enter.		
	Enter "fruit" in input box and click Enter.		
	Enter "GRAPE" in input box and click Enter.		
	Enter "Sweet" in input box and click Enter.		
	Enter "Berry" in input box and click Enter.		
	Enter "Citrus" in input box and click Enter.		
testFiveRounds	\$ java -cp bin Wordle 1	Player 1 Score: 0	
PlayersFailAll	Click Enter on the Wordle GUI	Player 2 Score: 0 Message: "Game over. It is a TIE!"	
Author: Ben	For each of the five round:	ICIS a TIE!	
Morris	Player 1: input 6 different words that are not the current target word, clicking Enter after each word  Player 2: input 6 different words that are not the current target word, clicking Enter after each	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	
	word (Ctrl+C to stop execution)	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.	

testPlayer1Win s Author: Joe Hummer	\$ java -cp bin Wordle 1  Click Enter on the Wordle GUI  Player 1 for each of the five rounds: Input first target chosen word and click enter  Player 2 for each of the five rounds: Input 6 different words that are not the current target word, clicking Enter after each word	Player 1 Score: 300 Player 2 Score: 0 Message: "Game over. Player 1 Wins!" 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.	
testPlayer2Win s	\$ java -cp bin Wordle 1  Click Enter on the Wordle GUI  Player 1 for each of the five rounds: Input 6 different words that are not the current target word, clicking Enter after each word  Player 2 for each of the five rounds: Input first target chosen word and click enter	Player 1 Score: 0 Player 2 Score: 300 Message: "Game over. Player 2 Wins!" Grid: input word shown in green in the top row Message: "Game over. Player 1 Wins!"	
