

KRONOS

Acceptance Test Procedures

Brandon Smith, Nieka Gutenberg, Joseph Coppin, Ryan Frazier, Trevor Jewkes

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1 Client GUI

1.1 Login

1.1.1 Create user

1. Press Create Account button
 - Create New User Panel shows up.
2. Create username to enter credentials used to identify player.
3. pressing 'x' to remove window brings user back to login screen.
4. Create password.
 - confirm password
 - error if passwords do not match. Press 'ok' and retype desired passwords correctly.
5. User created dialog box appears. Press 'ok'.
6. Successfull login brings user to Main Menu Window.
 - cannot close out of window.
 - incorrect password prompts user to try again or to create a new user.

1.2 Main Menu

1.2.1 Main menu

1. Click Join Private Hearts Game
 - Join private hearts game dialog shows up.
 - enter first letter of your last name and the last letter of your first name.
 - If private game exists, it will join. else dialog box that shows there is not a game with taht name
2. Repeat Step 2 for Hearts
3. Press Create New Game Option (bottom right).
 - Choose Private or Public game
 - Choose Name of Game (if Private)
 - Choose number of human/computer players
 - If Computer, select AI ability.
4. Click Join Public Hearts Game
 - Server Settings dialog shows up.
 - Enter IP address and Port number for server
 - If public game exists, will be joined.
5. Repeat step 4 for Spades Game

1.3 Game Table/GUI

1.3.1 Cards

1. View cards, ensure cards are delt properly
2. Cards match values listed on card

1.3.2 Scoreboard

1. See scores/bid
2. Reflects appropriate score at the end of each turn
3. Players info and cards sent each time a player selects a card.

1.3.3 Moves

1. See when other players move
2. Each turn is shown with appropriate amount of time
3. Can see past hand from option menu

1.4 Game End Event

1. If connection removed prematurely, AI will fill in so gameplay will continue without problems
2. End at proper time
3. Score for round displays on screen
4. Option to play again
5. Option to return to main menu

1.5 Other

1.5.1 Multiplayer Options

1. AI fills in as needed
2. 1-3 other humans can join game
3. Disconnecting user is replaced with AI that takes place
4. After determined amount of time of inactivity, player is removed from game
5. When disconnected accidentally, can rejoin same game if game is still in play

2 Hearts Logic

1. Two of clubs is played first
2. Player can't play hearts if not broken
3. Player who wins trick starts next hand
4. Score is appropriate at end of turn