KRONOS
Acceptance Test Procedures

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December 3, 2016

1   Client GUI

1.1   Login

1.1.1   Create user

1. Press Create Account button
   crate New User Panel shows up.

2. Create username 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. Successfully login.

7. cannot close out of window.

8. incorrect password prompts user to try again or to create a new user.

1.2   Main Menu

1.2.1   Main menu

Validation:

1. Choose specific game

   (a) Choose Hearts
   (b) Choose Spades

2. Option to join or create Private or Public game (either hearts or spades)

   (a) 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
   (b) 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.
   (c) 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.
   (d) Repeat steps 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

3. See how many cards other users have (face down)

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