

KRONOS

Acceptance Test Procedures

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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 Game Lobby.
 - 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 name of private game.
 - If private game exists, it will join that game. The dialog box shows there is not a game with that name if no game found.
 - Repeat steps but enter 'private' to name. Default private game is entered.
2. Repeat Step 1 for Spades
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. Player names are shown.
2. View cards in hand.
3. Cards respond when valid card is clicked.
4. Card no longer appears after it is played.

1.3.2 Scoreboard

1. See scores and/or bid.
2. Reflects appropriate score at the end of each turn.
3. Reflects appropriate trick at the end of each turn.

1.3.3 Moves

1. See when other players move
2. Each turn is shown with appropriate amount of time

1.4 Game End Event

1. Game end at proper time.
2. Score for round displays on screen
3. Option to play again
 - Yes starts new game
 - No returns user to lobby.

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
 - Play incorrect card. No change in gameplay. Repeat with valid card. Game continues.
2. Player can't play hearts if not broken
 - Play hearts card. No change in gameplay. Repeat with valid card. Game continues.
3. Player who wins trick starts next hand
4. Score is appropriate at end of turn
 - Score updates each turn. Each heart earns 1 point, and the Queen of Spades earns 13 points.
 - Score goes to player who goes first next turn.
 - Gameplay continues until any player scores at least 100.
 - Gameplay ends when any player scores at least 100.
 - End game screen appears. Choosing to play again allows player to start new game.