

Manual Test Plan for sp21-CS242-assignment 1-2

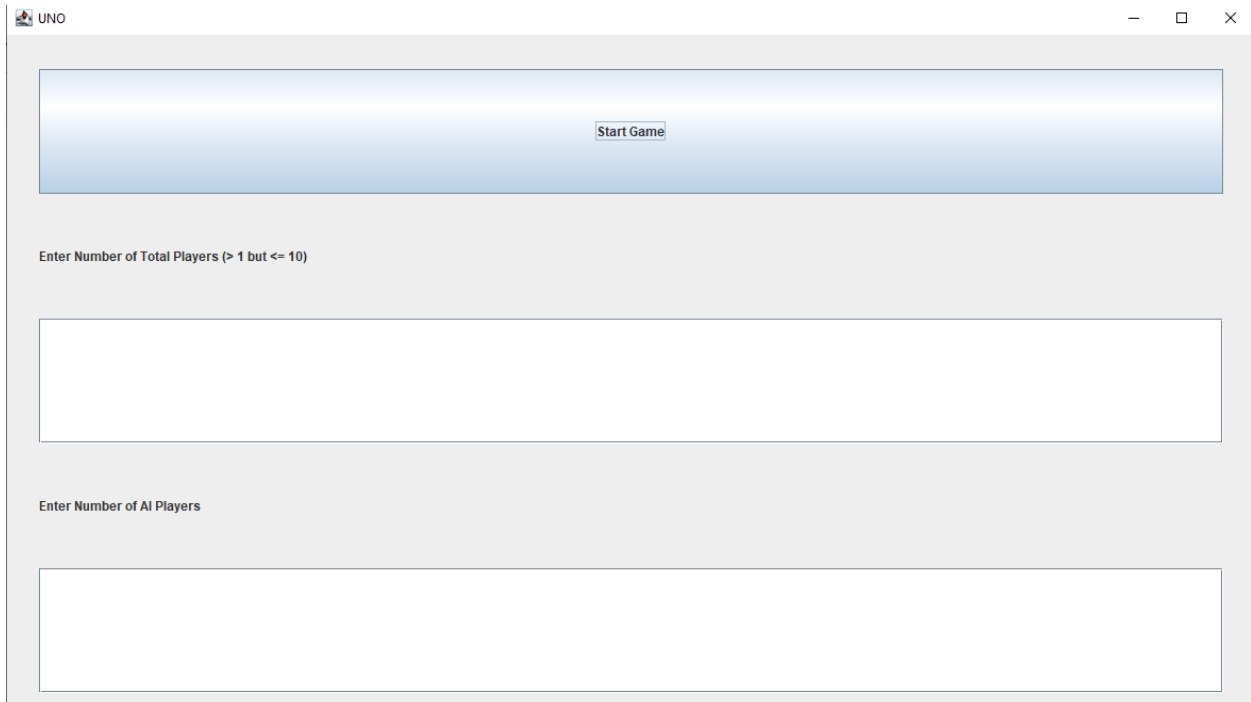
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Environment Setup

- Java JDK - 16.0.2 (Swing, awt, lang, util)
- JUnit - 5.7.1
- Eclipse - 4.20.0
- Windows 10

Test - UNO/Starting Frame

A screenshot of a Java Swing window titled "UNO". The window has a light gray background and standard window controls (minimize, maximize, close) in the top right corner. At the top, there is a blue rectangular button with the text "Start Game". Below this button, the text "Enter Number of Total Players (> 1 but <= 10)" is displayed. Underneath this text is a large, empty white rectangular text field. Further down, the text "Enter Number of AI Players" is displayed, followed by another large, empty white rectangular text field.

@Test 1.1 JTextField "(Enter a valid number of players > 1 but <= 10)"

- User inputs a desired amount of players within a given bound.

@Test 1.2 JTextField "(Enter Number of AI Players)"

- User inputs a desired amount of AI players \leq total number of players.



UNO



Start Game

Enter Number of Players (> 1 but <= 10)

-1

Message



Invalid Number of Players. (Must be more than 1 but less than 10)

OK

UNO



Start Game

Enter Number of Total Players (> 1 but <= 10)

2

Message



Invalid Number of AI Players. (Must be <= Total Number of Players)

OK


Enter Number of AI Players

3

@Test 1.1 Button “Start Game”

- After entering a valid number of players and clicking this button the frame should now change to the Game In Progress Window.
- If an invalid number of players is given, an error message is shown and the game will not begin.
- If an invalid number of AI players is given, an error message is shown and the game will not begin.

Test - Game In Progress

 Game in Progress—□×

Number of Players : 4

Current Player : 0

Current Player's Hand : [Blue - 1, Green - 2, Blue - 4, Yellow - 4, Wild - Wild, Red - DrawTwo, Green - 3]

Current Color : Red

Current Card of Discard Pile : Red - 3

Number of Cards Stacked : 0

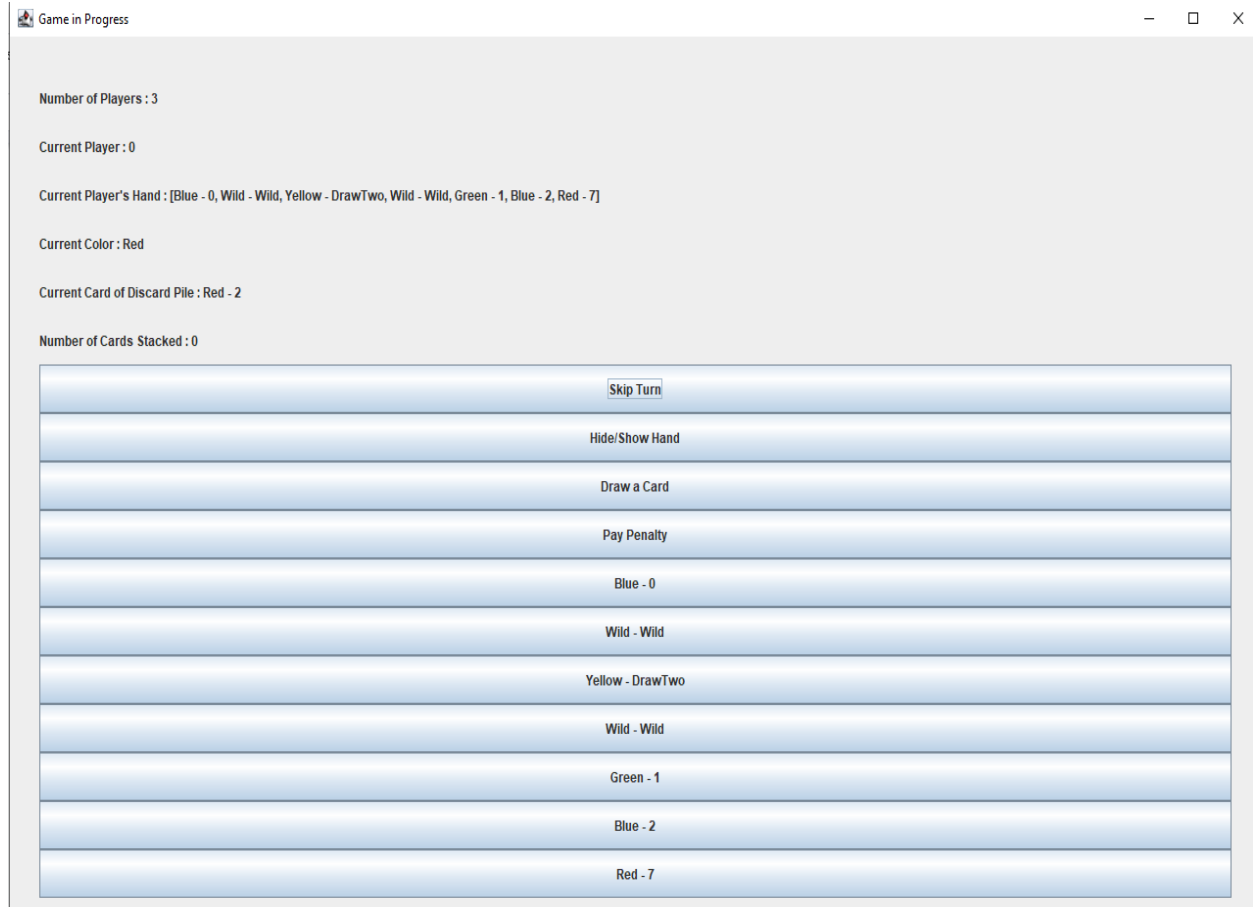
Blue - DrawTwo, Green - 1, Green - 1, Green - 2, Green - 3, Green - 5, Green - 6, Green - 6, Green - 7, Green - 8, Green - 9, Green - 9, Green - Skip, Green - Skip, Green - Reverse, Yellow - 2, Yellow - 3, Yellow - 4, Yellow - 7, Yellow - 8, Yellow - 9, Yellow - Skip, Yellow - Reverse, Yellow - DrawTwo, Wild - WildDrawFour, Red - 7, Blue - 5, Red - 3, Wild - WildDrawFour, Red - 7, Yellow - 1, Blue - 6, Green - 5, Green - 7, Blue - 7, Red - 9, Blue - DrawTwo, Red - Skip, Green - 8.

Enter Desired Color

Set Color

Skip Turn

Hide/Show Hand



@Test 1.1 - JTextField "Enter Desired Color"

- User inputs a color of choice and proceeds to click Button "Set Color"

@Test 1.2 - Button "Set Color"

- After a user clicks this button, the Current Color label should be updated to the color that was inputted.

@Test 1.3 - Button "Skip Turn"

- After a user clicks this button, the Current Player label should be updated to the next player, and the Current Player's Hand label should also correspond to the new Player's hand.

@Test 1.4 - Button "Hide/Show Hand"

- After a user clicks this button, if the Current Player's Hand label is visible, it should turn invisible and vice versa.

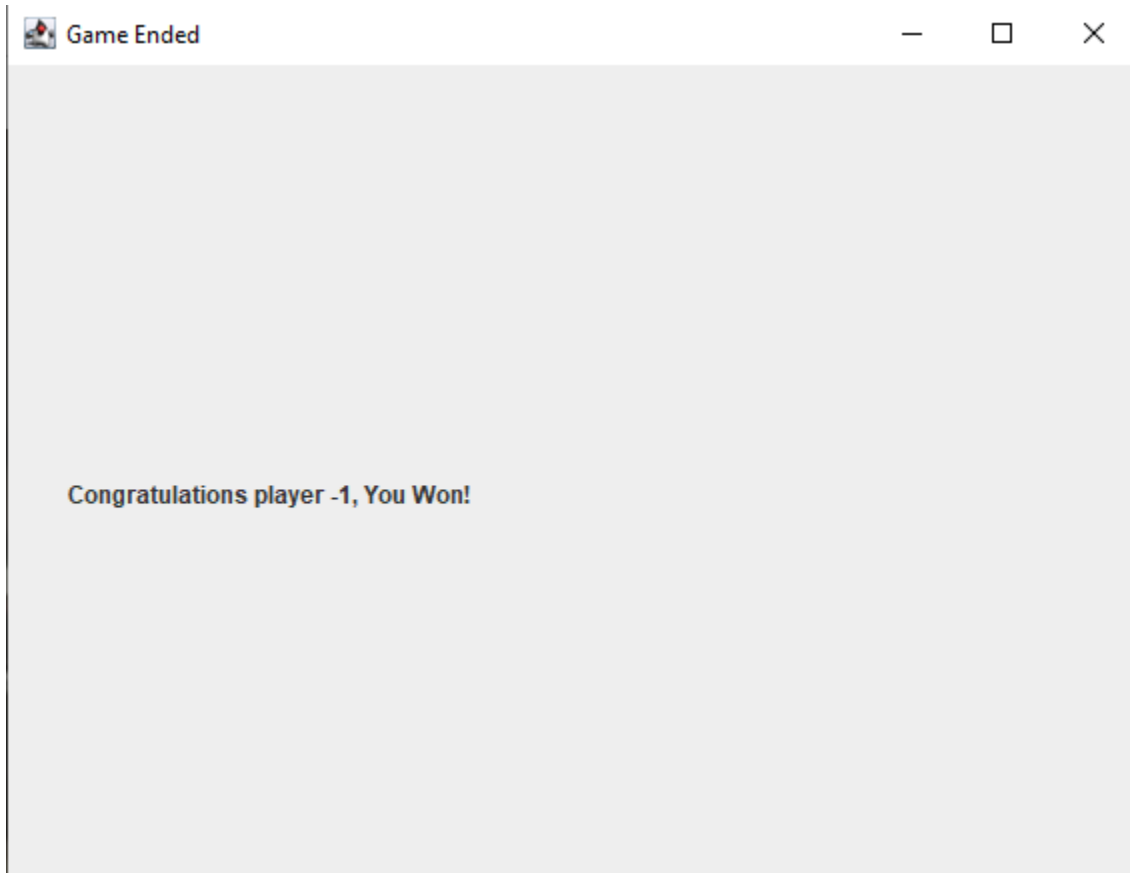
@Test 1.5 - Button "Pay Penalty"

- After a user clicks this button, the Number of Stacked Cards will be added to their hand.

@Test 1.6 - Buttons “Players Hand”

- If a user clicks a valid card button, the card will be played and the proper effect should be enacted. If the card is not a valid move, no action is taken.

Test - Game Ended



@Test 1.1 - Label “Congratulations player _, You Won!”

- After the game has ended, the player whose hand was empty first should receive this message.