SennottSquareSUPERCoders Sprint 2- Unit Tests

Skip a Turn Card

Identifier: SkipTurnCardDisplayed
Description: This test confirms that when a "skip turn" card is drawn from the deck, it is properly displayed at the bottom of the screen
Preconditions: World of Sweets has been launched and player info entered
Execution Steps: Click the draw card button and progress through the turns, checking the bottom of the screen for card images
Postconditions: Some card drawn shows a black background with the words "Skip A Turn" at the bottom of the screen

Identifier: SkipTurnToken
Description: This test confirms that when a "skip turn" card is drawn from the deck, the player's token does not move
Preconditions: World of Sweets has been launched and player info entered
Execution Steps: Click the draw card button and progress through the turns, checking the bottom of the screen for a card with a black background with the words "Skip A Turn" on it
Postconditions: After drawing the "Skip A Turn" card, all of the tokens are on the same spaces as they were before drawing the card

Other Unit Test coded into SSQWorldOfSweetsTest.java file.

Go to Middle Card

Identifier: Go-to-Middle-Test
Description: This test verifies that when a card is drawn with value 11, it is displayed as a "Go to Middle" card. The Go to Middle cards resembles a single card of color grey with white text saying "Go to Middle".
Preconditions: World of Sweets has been launched and player info entered
Execution steps: Click draw card button until a "Go to Middle" card is drawn.
Postconditions: The player that drew the card is sent to space 25, no matter their position on the board.

Other Unit Test coded into SSQWorldOfSweetsTest.java file.

Tokens on Same Space

Identifier: TokenMove01
Description: This test verifies that player tokens all start on the start space together and can occupy any other space together on the board
Preconditions: World of Sweets has been launched, player info entered
Execution steps: Begin drawing cards until two player occupy the same space
Postconditions: The tokens are observed occupying the start space and some other space together

Identifier: TokenMove02

Description: This test verifies that all 4 possible player tokens can occupy the same space after the start space
Preconditions: SSQWorldOfSweets.java is edited such that instead of letting cards draw from the deck, the values are hard-coded so that each card draw results in every player moving to the same colored space. World of Sweets then is launched and player info entered
Execution steps: Click the draw card button for each player until each player has drawn one card and observe the game board
Postconditions: All of the players in the game are positioned in different corners of the same colored space

Correct Flow of the Board
Identifier: BoardSnakePattern
Description: This test confirms that the board moves in a snake-like pattern
Preconditions: World of Sweets has been launched and player info entered
Execution Steps: Observe game board
Postconditions: The spaces are laid out so that they follow the pattern "right, down, left, down", repeating until grandma's house

Identifier: SimplePathToWin
Description: This test confirms that there is only one path from the start space to grandma's house
Preconditions: World of Sweets has been launched and player info entered
Execution Steps: Observe game board
Postconditions: Except for the start space and grandma's house, each space is next to exactly 2 other spaces

Move to Space
Identifier: MoveToSpace01
Description: This test confirms that the players are moved each time cards are drawn unless the skip a turn card is drawn.
Preconditions: World of Sweets has been launched and player info entered
Execution Steps: For each player's turn, click the draw card button and observe the game board
Postconditions: For each respective player's turn, the player's token is moved to another space on the game board unless the skip a turn card is drawn, in which their token is skipped over.

Identifier: MoveToSpace02
Description: This test verfies that when a color card is drawn that the player moves
to the next correct color space according to the card.
Preconditions: World of Sweets has been launched and player info entered
Execution steps: Click the draw card button until a single or double color card is drawn and observe the game board
Postconditions: The player that drew the card has moved to the next color space corresponding to their card.

Win/Loss
Identifier: GameOver

Description: This test confirms that when a player reaches grandma's house, they are informed that the game is over

Preconditions: World of Sweets has been launched and player info entered

Execution Steps: Click the draw card button and progress through the turns until a token lands on grandma's house

Postconditions: An alert window pops up, telling that the game is over

Identifier: GameOverWinner

Description: This test confirms that when a player reaches grandma's house, they are informed who won the game

Preconditions: World of Sweets has been launched and player info entered

Execution Steps: Click the draw card button and progress through the turns until a token lands on grandma's house

Postconditions: An alert window pops up which displays the name of the player who reached grandma's house