SennottSquareSUPERCoders Final- Unit Tests

Game Modes- Classic/Strategic

Identifier: GameModeTest01

Description: This test confirms that the option to use boomerangs only happens when playing in strategic mode.

Preconditions: World of Sweets has been launched, strategic game mode is selected, and player info entered, and game started.

Execution Steps: Observe the deck area, player information area. Close game, launch World of Sweets again, select classic mode, enter player info, start game and observe deck area and player information area.

Postconditions: When playing in strategic mode, there is a button that says "Use Boomerang", and usable player boomerang counts are displayed as buttons in the player information area.

Identifier: GameModeTest02

Description: This test confirms that the functionality of boomerangs works, and does not allow players to use more than 3 boomerangs in one game.

Preconditions: World of Sweets has been launched, strategic game mode is selected, and player info entered, and game started.

Execution Steps: After a few turns, pick a player to use the boomerangs. Every time that player's turn comes around, use a boomerang on any other player, observe board-state to ensure boomeranged player moves backward corresponding number of spaces, and then after that one player using boomerangs uses 3, try to use another boomerang on someone, and observe the board.

Postconditions: Player that is boomeranged backward is sent back the corresponding number of spaces based on the boomerang card drawn, and after a player uses 3 boomerangs, if they try to use another one, they are informed "You're out of boomerangs, dummy!"

Dad Cheat

Identifier: DadTest01

Description: This test confirms that when playing as "Dad", the first card drawn is a skip a turn card, because that is the worst card to draw at the beginning of the game.

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

Execution Steps: Whenever it is "Dad"'s turn, click on a the deck to draw a card, and observe the last card drawn and game area.

Postconditions: The card that the "Dad" draws is the skip a turn card and the "Dad" token does not move.

Identifier: DadCheat02

Description: This test confirms that when playing as "Dad", when all of the skip a turn cards are exhausted, the "Dad" player only moves one space at a time, because the worst card in the deck will be the card with the nearest space card available.

Preconditions: World of Sweets has been launched and player info entered, game is started, and "Dad" exhausts all of the Skip a Turn Cards.

Execution Steps: Whenever it is "Dad's" turn again after the 3rd skip a turn card has been exhausted, click the draw card deck and observe how "Dad" moves forward.

Postconditions: "Dad" moves only one space forward on each turn, unless he gets swapped with someone, where if there is a candy card before his current position, he will move backward.

Incorruptible File

Identifier: FileTest01

Description: This test confirms that the save file cannot be tampered with.

Preconditions: World of Sweets has been launched and player info entered, game is started, some of game is played, and the save and exit button is selected.

Execution Steps: Open corresponding .wos file that was just saved and edit any value in the file to try and manipulate the load data, save and exit from the file, and run World of Sweets, and select the option to load a previous game, and select the corresponding .wos file that was tampered with.

Postconditions: A pop-up box informs the user that "The file you are trying to load is corrupt or has been tampered with" and will not load the file, it will then ask the user if they want to load another file or to just start a new game.

Identifier: FileTest02

Description: This test confirms that the save file can be properly loaded after the checksum hash has been added.

Preconditions: World of Sweets has been launched and player info entered, game is started, some of game is played, game-state is observed, and the save and exit button is selected.

Execution Steps: Launch World of Sweets again, select the option to load a previous game, select the corresponding .wos file that was just saved, and observe the game-state after it is loaded.

Postconditions: The game-state of the loaded game matches the game-state of the game that was saved before it was closed, and players turns resume normally.

AI Players

Identifier: AITest01

Description: This test confirms that an all AI game works properly.

Preconditions: World of Sweets has been launched, enter number of AI as same number of total players, player info entered, and game is started.

Execution Steps: Observe the game window.

Postconditions: AI automatically draw cards, dismisses popups, and plays game until one of the AI players wins.

Identifier: AITest02

Description: This test confirms that a game with both AI and actual players works properly.

Preconditions: World of Sweets has been launched, at least 1 AI player is selected, and at least 1 real player is selected, player info entered, and game is started.

Execution Steps: Take turns for actual players, and observe game window when AI takes turns.

Postconditions: Game flow is as expected, and AI players draw for themselves and dismiss text boxes.