Test Case: Taking a turn

Test Case ID: TC-401
Test Suites Gameplay
Priority: High
Hardware Required: Computer (Desktop, Laptop, Personal Computer), Wifi Connector
Software Required: Operating System (Windows, OSX, Linux), Internet Browser (Google Chrome, Microsoft Edge, Mozilla Firefox)
Duration: 2-3 minutes
Effort: 5 minutes
Setup: User must be playing in a game of PSiP and the system must reached the user's turn
Teardown: The system must end the user's turn and continue to the next player's turn

Steps	Description of Step	Expected Result	Actual Result			
1	The system brings the dice up, and somehow indicates that none of them have been rolled yet	Screen displays the six dice in unrolled state				
2	The user clicks one of the dice to roll them all.	Dice rolling animation goes				
3	The system randomly generates an array of dice outcomes and presents them visually as upturned faces of the dice.	Dice stop and enter rolled state; displays dice results on screen				
4	The user clicks on each die they would like to remove from the keep pile and reroll. They click that die again to return it to the keep pile. Clicking the roll button rerolls the discarded dice.	Dice move when clicked (to keep pile, or back in the "roll" area of the screen)				
5	The system stores the kept dice values and randomly generates new outcomes for the rest.	Kept dice are kept the same, re-rolled dice change values				
6	After the third/final roll, the user chooses how to use the results.	Game allows player to dispense dice outcomes				
7	The system updates the game board to reflect these moves.	Gameboard values updated				
8	The player chooses to end their turn by clicking a button.	Their turn is over, next player's turn begins.				

Test Logs

Date	Execution Summary	Status	Bug ID	System Confuguration ID	Tester	Effort	Duration