CS2028C Homework 3

Nicholas McClorey, Daniel Wood, Kyle Van Blaricom   March 15, 2019

Project Name:

Test Case Template

Test Case ID: main   **Test Designed by:** Nick McClorey

Test Priority (Low/Medium/High): Med   **Test Designed date:** 3/15/2019

Module Name: **Test Executed by:** Daniel Wood

Test Title: Test the overall game logic   **Test Execution date:** 3/15/2019

Description: Test to make sure user can't pull cards from empty decks or break the rules

Pre-conditions: None

Dependencies: Other tests are working

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Start Program		User should be able to login	Program started normally	Pass	
2	Choose option 2 the first time	2	Program tells you that isn't a valid option and to choose again	The program said that the side pile is empty and prompted me to try again	Pass	
3	Choose option 3, then option 2.		One of the cards you play is the one you pushed to the pile	One card was pushed to the pile, one was played, then two cards were played on the next turn	Pass	

				Winner is declared and game exits	"You lost this round" was displayed	Pass	
4	Play until someone runs out of cards						

Post-conditions:
    User has validated the main functionality

Project Name:

Test Case Template

Test Case ID: TC_Deck_1   **Test Designed by:** Kyle Van Blaricom

Test Priority (Low/Medium/High): Med   **Test Designed date:** 3/15/19

Module Name: Card Deck   **Test Executed by:** Daniel Wood

Test Title: Verify Deck Functionality   **Test Execution date:** 3/15/2019

Description: Test the deck's general functionality, including peeking at the top card value, and keeping count of the total number of cards in the deck as cards are added and removed.

Pre-conditions: None. User is ready to start the game.

Dependencies: Side Deck

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Start game		Game should start normally	Game starts normally	Pass	
2	Try peeking at deck		Player should be able to peek at the top card of the deck to see what to do with it	Player peeks at the top card at the start of each turn	Pass	

Step	Test Steps	Test Data	Expected Result	Actual Result	Status	Notes
3	Try returning how many cards are left in deck		The number of cards left in the deck should be accurately returned	The number of cards in the deck is shown after each round	Pass	
4	Try adding cards to deck after winning hand		The cards won in the hand should be added to the player's deck	Cards are added properly	Pass	

Post-conditions:
User has validated the deck class functionality

Project Name:

Test Case ID: TC_SidePile_1

Test Designed by: Daniel Wood

Test Priority (Low/Medium/High): Med

Test Designed date: 3/15/19

Module Name: Player's Side Pile

Test Executed by: Kyle Van Blaricom

Test Title: Verify Side Pile Functionality

Test Execution date: 3/15/19

Description: Test the side pile stack overflow and underflow errors, along with its general functionality, including that it is drawn from when the deck is empty

Pre-conditions: None. User is ready to start the game

Dependencies: Deck class

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Start the game		Game should start normally	Game starts.	Pass	
2	Before adding any cards to the side pile, attempt to play a card from the side pile		An error should prevent the user from doing this	Error is returned letting user know there are no cards in side pile.	Pass	
3	Add 5 cards to the pile		The cards should be added successfully. On turns when the user adds a card to the	5 cards were added without any errors.	Pass	

			side pile, they should only be able to play one card			
4	Try to add another card to the side pile		An error should prevent this	An error was returned preventing the user from adding a 6th card to the side pile.	Pass	
5	Play several turns with a card from the deck and the side pile		For each turn, a card should be removed from the pile and the sum of the two cards is the player's score	The turns were successfully completed with cards drawn from the deck and side pile.	Pass	
6	Ensure that the side pile is full (5 cards), then play until the deck is empty		The user may need to start over if this causes them to win	After the side pile was made full, the player played until the deck was empty.	Pass	
7	Try playing a card		Card should be played from the side pile	The next card that the player played was drawn from the side pile, not the deck..	Pass	

Post-conditions:
User has validated the side pile functionality

Contributions:
All members contributed to coding this project and writing/performing the test cases.