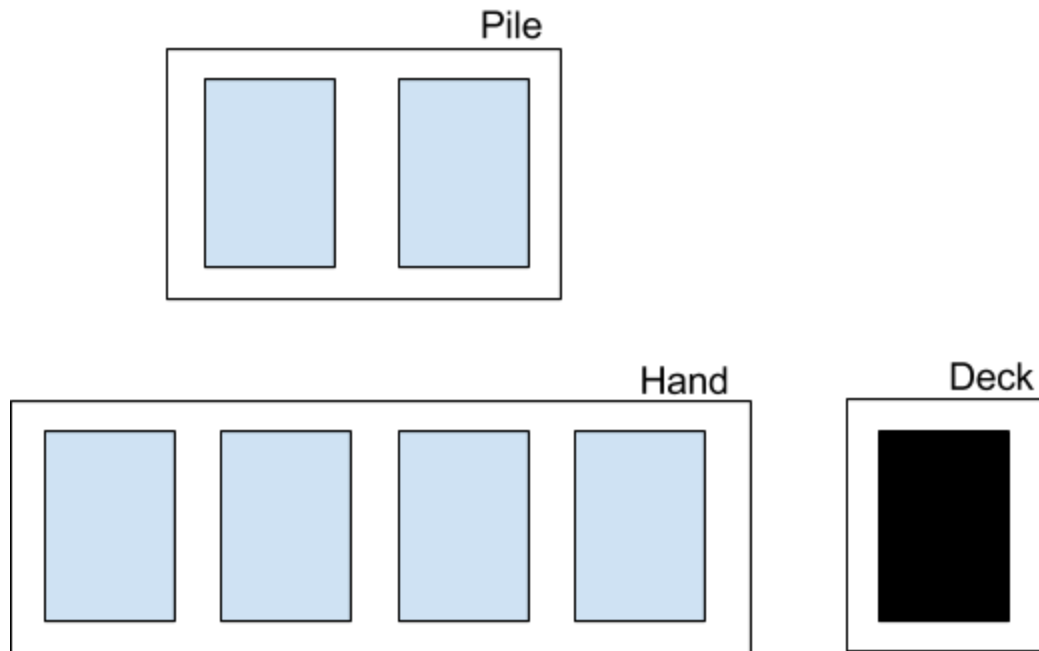


# Spiton.us Test Plan

<b>Terminology</b>	<b>2</b>
<b>Gameplay</b>	<b>3</b>
Severity 1 (Critical)	3
GP1A - Move Card	3
GP1B - Invalid Move	3
GP1C - Ghost Hand	3
GP1D - Round Reset	3
GP1E - Earn Your Rank	3
GP1F - Space Jam!	3
GP1G - Ghost Deck	3
GP1H - Full Hands	3
GP1I - Game Ends	3
GP1J - Combine Hands	3
GP1K - Invalid Combine	4
Severity 2 (Important)	4
GP2A - Card Selection	4
GP2B - Stalling	4
GP2C - Card Deselection	4
Severity 3 (Workaround)	4
GP3A - Timer	4
GP3B - Position	
<b>Match Making</b>	<b>4</b>
Severity 1 (Critical)	4
MM1A - Multiplayer	4
MM1B - Quick Play	5
MM1C - Custom Room	5
MM1D - Invite Links	5
MM1E - Start Custom	5
MM1F - Force Start Quick Play	5
MM1G - Full Room	5
MM1H - Solo Play	6
Severity 2 (Important)	6
MM2A - Matching similar level players	6
MM2B - Long Queue Times	6

Severity 3 (Workaround)	6
<b>Accounts and Leaderboard</b>	<b>6</b>
Severity 1 (Critical)	6
AL1A - Invalid Account Info	6
Severity 2 (Important)	6
AL2A - Leaderboard	6
AL2B - Account/Usernames	6
Severity 3 (Workaround)	6
<b>General Functionality</b>	<b>7</b>
Severity 1 (Critical)	7
GF1A - Main site	7
Severity 2 (Important)	7
Severity 3 (Workaround)	7
GF3A - Report	7
GF3B - Chat	7

# Terminology



## Gameplay (GP)

### Severity 1 (Critical)

- GP1A - Move Card
  - A. select a valid card using keys 1-4 and click on a valid pile to place it
  - B. The card should move to the destination pile.
- GP1B - Invalid Move
  - A. select a card using keys 1-4 and click on a invalid pile to place it
  - B. Invalid move animation and sound will play.
- GP1C - Ghost Hand
  - A. Press a key 1-4 that doesn't have a card and click on a pile to place it
  - B. Invalid move sound will play.
- GP1D - Round Reset
  - A. No player has a valid card to play but at least 1 player still has card(s) in deck.
  - B. Top card from every remaining player's deck will be put on the pile after a short countdown.

- GP1E - Earn Your Rank
  - A. A player has played all their cards
  - B. Ranks player by finish time.
- GP1F - Space Jam!
  - A. A player has an open slot and uses the space key
  - B. A card from said player's deck will be placed in the player's first open hand.
- GP1G - Ghost Deck
  - A. A player has an empty deck and uses the space key
  - B. No card will be placed in the player's hand
- GP1H - Full Hands
  - A. A player uses the space key while having a full hand
  - B. No card will leave the deck nor be placed in the player's hand
- GP1I - Game Ends
  - A. No player has any possible moves or cards in deck
  - B. If players still have cards in hand, rank by fewest to highest cards in hand. End the game.
- GP1J - Combine Hands
  - A. Select a card using 1-4 keys and a different card with the same value in hand using 1-4
  - B. The cards will be combined (stacked)
- GP1K - Invalid Combine
  - A. Select a card using 1-4 keys and a different card with different value in hand using 1-4
  - B. Invalid move animation and sound will play

## Severity 2 (Important)

- GP2A - Card Selection
  - A. Press a key 1-4
  - B. The corresponding 1-4 card will be highlighted/enlarged.
- GP2B - Stalling
  - A. A player does not make a move after an extended amount of time while having valid moves..
  - B. Said player will be given a warning and if no action occurs, player will forfeit match.
- GP2C - Card Deselection
  - A. Press the key (1-4) of the selected card

- B. The card will be deselected

## Severity 3 (Workaround)

- GP3A - Timer
  - A. Join Game
  - B. Timer should accurately keep track of elapsed time
- GP3B - Position
  - C. Join Game
  - D. Each player should see themselves as the bottom position player.

## Matchmaking (MM)

### Severity 1 (Critical)

- MM1A - Multiplayer
  - A. Join a game
  - B. The opponent and their moves will properly be displayed
- MM1B - Quick Play
  - A. Click Play Now (games matched through Play Now button will be referred to as quick play games)
  - B. Match user with random opponent(s) who also clicked Play Now and automatically start the game when 3 other players have been found
- MM1C - Custom Room
  - A. Click create custom room
  - B. Places user in an empty lobby
- MM1D - Invite Links
  - A. Copy and send invite link to friends
  - B. Users who click the link should be sent to appropriate lobby
- MM1E - Start Custom
  - A. Custom room leader clicks start game with 2-4 players in room
  - B. The game will start with the players in the lobby
- MM1F - Force Start Quick Play
  - A. All players click force start when less than 4 players have been matched
  - B. Game will start with the players currently matched
- MM1G - Full Room
  - A. A player joins a custom room with 4 players already inside

- B. Player will receive error message and be unable to join room.
- MM1H - Solo Play
  - A. Neither quick play nor custom games can be started with 1 player
  - B. In quick play, force start cannot be clicked with 1 player. In custom rooms, start game will be greyed out if only 1 person is in lobby.

## Severity 2 (Important)

- MM2A - Matching similar level players
  - A. Join a quick play game
  - B. Opponent should be within 100 rating
- MM2B - Long Queue Times
  - A. A player waits for a match for longer than a minute
  - B. The rating range of matchable opponents widens for every minute in queue.

## Severity 3 (Workaround)

# Accounts and Leaderboard (AL)

## Severity 1 (Critical)

- AL1A - Invalid Account Info
  - A. User enters invalid account information when signing up.
  - B. Account is not created and an error message is displayed

## Severity 2 (Important)

- AL2A - Leaderboard
  - A. Click view leaderboard
  - B. Show rankings of top 50 players and user
- AL2B - Account/Usernames
  - A. Click create account and fill out form
  - B. User account should be created with specified username

## Severity 3 (Workaround)

# General Functionality (GF)

## Severity 1 (Critical)

- GF1A - Main site
  - A. Visit spiton.us
  - B. Homepage should be working

## Severity 2 (Important)

## Severity 3 (Workaround)

- GF3A - Report
  - A. Click report opponent after/during the game
  - B. Flag opponent as potential ban target
- GF3B - Chat
  - A. Type anything into the chat box
  - B. The text should appear for all players