

Acceptance tests for requirements

Functional requirements

Story ID: 01

User story: I want to have a graphical user interface in order to control the game.

Dependencies:

Acceptance test:

- There is an overview which represents a physical table, where all the created piles are visible.
- The table overview is available to all players

Story ID: 02

User story: I want to have a graphical interface to display cards in a pile.

Dependencies: 01

Acceptance test:

- There should be a separate view to inspect piles on the table, where the cards in said pile are shown in their current state. This view is accessible via the table overview.
- It is possible to revert back to the previous view

Story ID: 03

User story: I want to have access to a deck of cards to be able to play card games.

Dependencies: 01

Acceptance test:

- There should exist a standard 52 card deck. (13 ranks, 4 suits with 10 value cards and 3 face cards in each suit.)
- The deck should be represented as a pile, consisting of all cards, that is available in the overview at the start of the game.

Story ID: 04

User story: I want to be able to have a pile of cards automatically shuffled so I don't have to do it myself.

Dependencies: 01, 02

Acceptance test:

- An option to shuffle each individual pile exists.
- The cards in the pile are randomly rearranged.
- The user is notified that the pile has been shuffled.

Story ID: 05

User story: I want to create piles to hold cards.

Dependencies: 01, 03

Acceptance test:

- It is possible to create new piles via the table overview
- The pile is visible in the table overview after creation
- When creating a new pile, the user is prompted to enter a unique name for the pile. If no name is chosen, a default name is assigned.

Story ID: 06

User story: I want to be able to see the name of a pile.

Dependencies: 01, 05

Acceptance test:

- The name is visible for all users
- The name should be able to be properly displayed.

Story ID: 07

User story: I want to delete an empty pile to make room for new ones.

Dependencies: 01, 05

Acceptance test

- The image where the empty pile was should revert to represent an unused position on the table.
- It is possible to create new piles on the section of the grid where the old pile was.
- The deleted pile name is no longer visible.
- It shouldn't crash when someone else is inspecting the pile that is being removed.

Story ID: 08

User story: I want to move a card from one pile to another.

Dependencies: 01, 02, 03, 05, 06

Acceptance test:

- The user can, in the pile overview, choose to 'send' a card and is then prompted with a list of possible target piles.
- The selected card is no longer a part of the pile from which it was selected.
- The selected card is a part of the new pile and in the same state as before.

Story ID: 09

User story: I want to be able to peek at a card that is face down when having inspected a pile.

Dependencies: 01, 02, 03, 05

Acceptance test:

- The rank and suit of the selected card is shown only to the user performing the action.
- The cards face up/down status is not altered

Story ID: 10

User story: I want to see how many cards are in a pile.

Dependencies: 01, 02, 03, 05

Acceptance test:

- The count should be visible to all players

- The count should be dynamically updated

Story ID: 11

User story: I want to be able to flip a card, after inspecting a pile, to show or hide it's value.

Dependencies: 01, 02, 03, 05

Acceptance test:

- A card can be selected and an option to flip is presented
- The selected card changes visibility state

Story ID: 12

User story: I want to start a game session to play a game locally.

Dependencies: 01

Acceptance test:

- Several users should be able to play on the same phone.
- There is a full deck of cards available in the table overview.
- There should be a start screen where the user can choose to start a new local game.

Story ID: 13

User story: I want to rename an existing pile.

Dependencies: 01, 03, 05, 06

Acceptance test:

- An option to rename an existing pile is available and when chosen the user is prompted to enter a new unique name.
- The name is updated/changed at all occurrences in the session.

Story ID: 14

User story: I want to be able to set an entire pile to be either face up or down.

Dependencies: 01, 03, 05, 11

Acceptance tests:

- The user has the option to set the face state of an entire pile.
- When a face state is chosen all the cards in said pile have their states updated to correspond to the chosen state.
- The images of the cards are updated to reflect its face state.
- The pile and tables views are updated for all players in the session

Story ID: 15

User story: I want to be able to send all cards in a pile to another pile.

Dependencies: 01, 03, 05, 06, 08

Acceptance tests:

- The user has the option to send all cards in a pile.
- All cards is moved to the selected pile and the source pile is empty

Story ID: 16

User story: I want to terminate a session.

Dependencies: 01, 12

Acceptance tests:

- Users have the option to terminate a session without closing down the application.
- The user should be able to connect again to the session

Story ID: 17

User story: I want to play with other users on multiple devices.

Dependencies: 01, 12

Acceptances tests:

- When the app starts the user will be able to choose to create a multi device game session or join one started by another device.
- When joining a session hosted by another device the joining device will receive an identical version of the hosts game session.
- Any action that affects the state of the game is relayed to the host device.
- Whenever the state of the game is altered all connected devices will receive the updated state.

Story ID: 18

User story: I want to play rename an existing pile.

Dependencies:

Acceptances tests:

- An option to rename an existing pile is available and when chosen the user is prompted to enter a new unique name.
- The name is updated/changed at all occurrences in the session.

Story ID: 19

User story: I want to be able to protect a pile so that other users can't access it

Dependencies:

Acceptances tests:

- A user can choose to set an unprotected pile to be protected.
- Said pile can only be opened and viewed by the user who set the pile to be 'protected'
- When a pile has been set to be protected, the option for protecting said pile is no longer available for any of the players in the session.
- The user who chose to protect a pile has the option to 'unprotect' the same pile and the option to protect is again available for all users.
- When a pile is protected there is an indication at the table overview which indicates that said pile is protected.
- The image for the pile at the table overview should be a special image that doesn't show the value of the first card.
- All card operations for a protected pile works as for unprotected piles. (Cards can be moved to and from etc).

Story ID: 20

User story: I want to see the table when moving cards.

Dependencies:

Acceptances tests:

- When the user chooses to move a card from the pileview the table overview is shown.
- When a pile in the overview is clicked, the card chosen is moved from the pile the pileview displayed to the pile clicked in the tableview.
- All criterias for "move card" user story apply.

Story ID: 21

User story: I want to be able to deal cards from a pile easily.

Dependencies:

Acceptances tests:

- An option to deal is presented in the pile context menu.
- When the option is chosen the player can click on a pile to send a card from the initial pile to the clicked pile, this can be done until the player exits "deal mode".

Story ID: 22

User story: I want to be able to peek at a card that is face down when having inspected a pile

Dependencies:

Acceptances tests:

- The rank and suit of the selected card is shown only to the user performing.
- The cards face up/down status is not altered.

Story ID: 23

User story: I want to be able to peek at all the cards in a pile at once

Dependencies:

Acceptances tests:

- An option should be available to peek at all cards in a pile at once, accessed from the pile view.
- The option is found in the context menu.

Story ID: 24

User story: I want to be able to move an entire pile

Dependencies:

Acceptances tests:

- An option is available to move a pile to a different position on the table. If there are cards in the pile, they should end up in the moved pile as well.

Story ID: 25

User story: I want to be able restart the game

Dependencies:**Acceptances tests:**

- An option is available to reset the game to the initial state for all players.

Story ID: 26

User story: I want to be able to quickly perform an action on a card in the pile view

Dependencies:**Acceptances tests:**

- Actions can be performed quickly with user gestures in a pile view instead of clicking menu entries.
- A double tap on a card should invoke the flip command on that card
- A swipe up on a card should invoke the move command on that card
- A swipe down on a card should invoke the peek command on that card