

TouchDeck: Test report

Test environment

Test devices

- Asus nexus 7 - Android 4.3
- Sony ericsson Xperia Arc S - Android 4.0.4
- Samsung Galaxy S - Android 4.3
- HTC Incredible S - Android 4.0.4
- Emulator - Android 4.0.3

Software environment

- Eclipse Kepler Release
- Android SDK - Target API 15
- Robotium Solo 4.3

Application version

TouchDeck v0.2

Automatic tests

* Unit tests

Unit test cases are used for testing models and game logic

* Gui tests

Robotium is used for testing the gui by simulating a user

Testfile	Type	Test	Result
GameControllerTest	Unit	Create	Pass
GameControllerTest	Unit	Flip	Pass
GameControllerTest	Unit	Move	Pass
PileViewTest	Gui	FlipCard	Pass
PileViewTest	Gui	SendCard	Pass
TableViewTest	Gui	CreatePile	Pass
CardTest	Unit	Constructors	Pass
CardTest	Unit	Equals	Pass
CardTest	Unit	FlipFace	Pass
CardTest	Unit	GetFaceState	Pass
CardTest	Unit	FaceDown	Pass
CardTest	Unit	FaceUp	Pass
PileTest	Unit	AddTakeGet	Pass
PileTest	Unit	Create	Pass

Manual Tests

Test ID	Result	Comment
1	Pass	
2	Pass	A simple check to assure that the GUI responds.
3	Pass	
4	Pass	
5	Pass	
6	Pass	
7	Pass	

Test Cases

Test Id:

1

User Story Title:

“... have access to a deck of cards to be able to play card games”

Dependency:

#2, #6, #7

PreCon:

A new session has been started and that at least one pile is shown.

PostCon:

The moved card is on top of the target pile.

Test Sequence:

1. Click on a pile of your choice.
2. Verify that a detailed view of the cards in the pile is shown.
3. Tap on a card of your choice.
4. Tap on "Flip card".
5. Verify that the face state of the card has changed.
6. Tap the same card again.
7. Tap on "Flip card".
8. Verify that the face state of the card has changed again.
9. Tap the same card again.
10. Tap on "Move card".
11. Choose target pile.

Test Id:

2

User Story Title:

“... have a graphical user interface in order to control the game”

Dependency:

PreCon:

Ensure that a new session has been started and a pile showing a deck of cards is shown.

PostCon:

N/A.

Test Sequence:

1. Tap the pile and verify that the tapping was recognized (that something on the screen changes). Ignore any following actions and events.

Test Id:

3

User Story Title:

“... create piles to hold cards”

Dependency:

#2

PreCon:

A new session has been started and that exactly one pile, showing a deck of cards, is shown.

PostCon:

There exist two new piles:

One with the name entered and one with a default name.

Test Sequence:

1. Click on the TableView, outside the pile.
2. A dialogue for naming a new pile is shown.
3. Enter a unique name and click OK.
4. Click on the Table View, outside the two piles.
5. A dialogue for naming a new pile is shown.
6. Leave the text field empty and click OK.

Test Id:

4

User Story Title:

“... start a game session to play a game locally”

Dependency:

#2

PreCon:

Touchdeck is not running.

PostCon:

A game session is running.

The TableView is shown.

One pile, containing a predefined quantity of full decks of cards, exists and is shown in the TableView.

No other pile exists in the TableView.

Test Sequence:

1. Start Touchdeck.
2. Verify that there is a start screen with the text "Start Local Game".
3. Tap on the text "Start Local Game".
4. Verify that you get a table overview with exactly one pile of cards.

Test Id:

5

User Story Title:

“... have a graphical interface to display cards in a pile”

Dependency:

#2

PreCon:

A session is running and that the TableView is shown.

PostCon:

The TableView looks exactly as before inspecting the pile.

Test Sequence:

1. Make a mental note of what is shown on the TableView.
2. Tap a pile.
3. Verify that the cards in the selected pile are shown in their current face state.
4. Click the back button.

Test Id:

6

User Story Title:

“... move a card from one pile to another”

Dependency:

#2, #3, #5

PreCon:

A session is running, the TableView is shown containing at least two piles.
At least one pile is non-empty.

PostCon:

The card you moved is now placed on top of the target pile.

Test Sequence:

1. Click on a non-empty pile of your choice.
2. Click on one of the cards in the detailed view.
3. Click on the option to "Move Card".
4. Click on the name of the desired target pile.
5. Click the back-button.

Test Id:

7

User Story Title:

“... be able to flip a card, after inspecting a pile, to show or hide its value”

Dependency:

#2, 5

PreCon:

A new session has been started and that at least one pile is shown.

PostCon:

N/A.

Test Sequence:

1. Click on a pile of your choice.
2. Verify that a detailed view of the cards in the pile is shown.
3. Tap on a card of your choice.
4. Tap on "Flip card".
5. Verify that the face state of the card has changed.
6. Tap the same card again.
7. Tap on "Flip card".
8. Verify that the face state of the card has changed again.