

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 assigned a unique id.
- The pile is visible in the table overview after creation
- When creating a new pile, the user is prompted to enter a 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.

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

Non-functional requirements**Terminology**

Term	Description
Pile	A container for one or several cards.
State	A card is either face down or face up. The value of 'face down card' is not directly shown to user, to view it one must either peek or flip the card. A 'face up card' has it's value shown to everyone directly.
Table overview	A graphical overview of a common physical table where all created piles are shown and where users can choose to create piles.
Pile view	A view that displays cards, in a selected view, in their current states.
Peek	An action wherein a user is able to view the value of a face down card without others users seeing it.
Flip	An action to change the state of a card.
Session	A running instance of the app