

GUI Tests

- Main menu
 - When I press the “Start Game” button, I should be taken to the setup screen.
 - SUCCESS (10/22, 20:56)
 - SUCCESS (10/22, 21:21)
 - When I press the “Load Game” button, I should be prompted for which save I want to load.
 - FAIL (10/22, 20:56)
 - NullPointerException is thrown.
 - FAIL (10/22, 21: 19)
 - Soft-locks the game into a blank screen.
 - When I press the “Instructions” button, I should be taken to a page with all of the instructions of the game.
 - FAIL (10/22, 20:56)
 - Does not launch a new page.
 - FAIL (10/22, 21:22)
 - Does not launch a new page.
 - When I press the “Exit” button, the application should close.
 - SUCCESS (10/22, 20:56)
 - SUCCESS (10/22, 21:22)
- Instructions Page
 - When I click on Instructions button, I should have a way to go back to main menu.
 - FAIL (10/22, 21:44)
- Load Page
 - When I go to the “Load” page, I should have the option to specify the file that I want to select.
 - FAIL (10/22, 21:44)
 - Load page has no content.
 - Should I decide not to load a game, I should be able to return to the Main Menu.
 - FAIL (10/22, 21:44)
 - Load page has no content.
- Set Up Screen
 - When I click on any text box, I should be able to change its text.
 - SUCCESS (10/22, 21:14)
 - SUCCESS (10/22, 21:24)
 - When I click the “Submit” button, if I have any errors in my form I should be notified of those errors.

- SUCCESS (10/22, 21:25)
 - I should not be able to proceed to the game if I type an even dimension.
 - SUCCESS (10/22, 21:28)
 - I should not be able to proceed to the game if I type no dimension, either for the width or height.
 - SUCCESS (10/22, 21:30)
 - When I click the “Submit” button, I should be taken to a new screen with the game set up to my specifications (correct dimensions of the board, as well as correct names for the players).
 - SUCCESS (10/22, 21:35)
 - If I haven’t provided player names at the time that I click the “Submit” button, player names should default to “Player 1” and “Player 2” respectively.
 - SUCCESS (10/22, 21:48)
- Game Screen
 - When I click on a grid location, I should be able to make a valid move.
 - SUCCESS (10/22, 20:56)
 - SUCCESS (10/22, 21:22)
 - SUCCESS (10/22, 21:36)
 - The timer should countdown for each player when it is their turn.
 - SUCCESS (10/22, 21:36)
 - The timer should stop for each player when a player has won.
 - FAIL(10/22, 21:49)
 - Once the turn comes back to a player, that player’s counter should be reset to 20 seconds.
 - SUCCESS (10/22, 21:39)
 - For player one, when I make a valid capture my counter should be incremented.
 - SUCCESS (10/22, 21:40)
 - For player two, when I make a valid capture my counter should be incremented.
 - SUCCESS (10/22, 21:39)
 - For player one, as the timer runs out, the move should be switched to the opponent.
 - SUCCESS (10/22, 21:36)
 - For player two, as the timer runs out, the move should be switched to the opponent.
 - SUCCESS (10/22, 21:37)
 - When I, as a player, place 3 consecutive stones on the board, there should be an announcement of “Tria.”

- SUCCESS (10/22, 22:10)
 - When I, as a player, place 4 consecutive stones on the board, there should be an announcement of “Tessera.”
 - SUCCESS (10/22, 22:11)
- Winning Screen
 - When a player wins there name should be declared
 - SUCCESS (10/22, 20:56)
 - SUCCESS (10/22, 21:22)
 - SUCCESS (10/22, 21:36)
 - From the Winning Screen, I should be able to go back to the Main Menu.
 - SUCCESS (10/22, 21:49)