Project: The Art Dealer Game

Team Name: Team 4

\*Test results are shown at the bottom of section 2

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## Section 1. Introduction

The game is played with a deck of cards which simulate artworks for sale. The player selects 4 cards to offer for sale. The dealer chooses whether to buy each card according to a secret rule. After several rounds, the player gathers information necessary to determine the rule the dealer is following.

## Section 2. Items to be Tested

**2.1**

Test game menu

- Initial game menu to be tested, what the user sees when first playing game

Expected

- User selects the game mode and then is taken to main game screen to play

- Depending on the game mode, the difficulty should correspond to to the selected mode

- All game mode buttons take the user to the gameplay screen

- How to play button gives user information on how to play, user able to enter amount of rounds the game will last for on menu

- make sure what they enter is reflected in the actual gameplay

**2.2**

Test Basic Gameplay

-Interaction with the Deck and Board to be tested, after selecting appropriate menu item.

Expected

- User clicks on card in the Deck and card is shown on the Board

- User clicks on card on the Board and it is removed from the Board.

**2.3**

Test replay option

- When the user solves correctly (the game is over) the user will be taken back to the game menu. If they lose they continue playing

Expected

- User wins the game and is sent back to menu, if they lose they continue playing

- Menu option should take the user back to the menu

**2.4**

Score display

- The score should update with the number of cards bought

Expected

- If the dealer buys 1 card the score should show 1

- If the dealer buys 2 cards the score should show 2 etc.

- The score should remain the same from turn to turn if no cards purchased and never reset

**2.5**

History display

- Test history that updates and shows the players past card choices

Expected

- History should show exactly the cards that the user selected from the round prior

- If the buyer has a bought a card the history will display the card with a check to show that it has been bought, if it was not bought it will have an X next to it

**2.6**

Solve button display

- The solve button can be clicked to give the user an option to choose the pattern that they believe the buyer is purchasing in

Expected

- When clicked, a list of descriptions of each possible rule is displayed with a checkbox next to each one

- The user is able to select only one checkbox

- If it is correct, they win and the pop-up appears, If incorrect, the game loop continues

**2.7**

Next button

- After the user has selected four cards they click next to end the turn and see what the buyer bought

Expected

- When clicked, the score updates if any cards were bought

- The game board is emptied

- All cards on the board are moved to history with accepted cards having a check and non purchased with an X, and the score is updated accordingly

- User can start to select new cards

**2.8**

52 card deck display

- A deck of 52 standard cards is displayed for the user to choose from

Expected

- All standard 52 cards are shown, colors/ suits are correct

- All cards are clickable to be copied onto the game board

- After each turn, the same 52 cards are always being displayed in the same order

**2.9**

PVP mode

- When user chooses PVP mode this will reflect a player playing against anothe player

Expected

- Player 1 (the user) selects 4 cards

- Player 2 (the buyer) clicks on cards that they want to accept and clicks nothing to reject

- Player 1 then hits next when the the buyer is done

- Player 1 can solve

- Score updates accordingly

- winning works correctly

*TEST RESULTS*

2.1 Game Menu

Test completed: Monday, May 11th

Tested by: David Richards

Result: Test passed

2.2 Basic Game Play

Test completed: Monday, May 11th

Tested by: David Richards

Result: Test passed

2.3 Replay

Test completed: Monday, May 11th

Tested by: David Richards

Result: Test passed

2.4 Score display

Test completed: Monday, May 11th

Tested by: David Richards

Result: Test passed

2.5 History Display

Test completed: Monday, May 11th

Tested by: David Richards

Result: Test passed

2.6 Solve button

Test completed: Tuseday, May 12th

Tested by: David Richards

Result: Test passed

2.7 Next button

Test completed: Monday, May 11th

Tested by: David Richards

Result: Test passed

2.8 52 card deck display

Test completed: Monday, May 11th

Tested by: David Richards

Result: Test passed

2.9 PVP mode

Test completed:Tuesday, May 12th

Tested by: David Richards

Result: Test passed

## Section 3. Signatures of the Testing Team







