

Test #	Test type	Pass (Y/N)	Designer	Premise	Situation	Result	Test Changes						
1	Y	Y	Ruben AR	we are playing a sound	Happens at initialization in the constructor	<b>Main:</b> we are looping sound "background_music.wav"							
2	Y	Y	Ruben AR	we are switching scenes	The user clicks on "Start game"	<b>StartMenuController:</b> View changes from "StartMenuView.xml" -> "MainScreenView.xml"							
3	Y	Y	Ruben AR	we are playing a sound	The user clicks on "Start game"	<b>StartMenuController:</b> sound "start_game.wav" plays							
4	Y	Y	Ruben AR	we are updating images based on die	The user click ons on "Roll"	<b>MainScreenController:</b> All 3 ImageViews change pictures to the corresponding "roll numbers"							
5	Y	Y	Ruben AR	we are updating labels based on die	The user click ons on "Roll"	<b>MainScreenController:</b> "dieStatusLabel" text changes to what the "roll numbers" are							
6	Y	Y	Ruben AR	we are updating "roll count label"	The user click ons on "Roll"	<b>MainScreenController:</b> "roll count label" updates to how many times player clicks on "roll"							
7	JUnit	Y	Ruben AR	we are switching player after 3 rolls	"setDie" is called	<b>MainScreenModel:</b> player is switched after 3 rolls							
8	JUnit	Y	Ruben AR	4-2-1 roll score beats all other types of rolls (3/2 of a kind, no matches...)	the logic in "calculateScore"	<b>MainScreenModel:</b> point gets awarded to who rolled a 4-2-1	this newer test makes more senease and helps with development						
9	Y	Y	Ruben AR	we are playing a sound	The user click ons on "Roll"	<b>MainScreenController:</b> sound "roll_die.wav" plays							
10	Y	Y	Ruben AR	we are playing a sound	The user click ons on "Done"	<b>MainScreenController:</b> sound "switch_die.wav" plays							
11	Y	Y	Ruben AR	we are updating die images based on new turn	The user click ons on "Roll"	<b>MainScreenController:</b> player is switched after 3 rolls (goes with test #7)							
12	JUnit	Y	Ruben AR	6x6 > xxx > 1x1 in points	in "calculateScore"	<b>MainScreenModel:</b> point gets awarded to who rolled 6x6 vs all others in 2 of a kind point bracket	changed due to better testing of the project						
13	JUnit	Y	Ruben AR	winner is not decided until the end of game	when "getWinner" is called	<b>MainScreenModel:</b> returns -1 when still playing. Returns which ever player won when game is finished	changed due to better testing of the project						
14	JUnit	Y	Ruben AR	we are switching players if roll count was < 3	when "switchPlayer" is called before 3x rolls	<b>MainScreenModel:</b> 2nd player switches to 1st player if 1st player rolled < 3 and 2nd player roll count matched with first player	changed due to a JUnit test						
15	JUnit	Y	Ruben AR	switch player when player decides to stop rolling	when "switchPlayers" is called	<b>MainScreenModel:</b> currentPlayer is switched at an instant							
16	JUnit	Y	Ruben AR	point is given after round is complete	when "setDie" is called 6x	<b>MainScreenModel:</b> 1 point is given to which player wins a round (default round is 6 rolls)	method: "rollDie" is private, needed to change due to protection level, so changed to another test						
17	JUnit	Y	Ruben AR	666 > xxx > 111 in points	in "calculateScore"	<b>MainScreenModel:</b> point gets awarded to who rolled 666 vs all others in 3 of a kind point bracket	changed due to better testing of the project						
18	JUnit	Y	Ruben AR	whomever won the round is now player 1	for this case, when player 2 wins	<b>MainScreenModel:</b> player data gets swapped to player 1	changed due to better testing of the project						
19	JUnit	Y	Ruben AR	points goes to player 1 if a tie happens	when both players score round winning points	<b>MainScreenModel:</b> points get awarded to player 1	original test was based on misread requirments on my part, changed test to accomodate requirments						
20	N		Ruben AR	die 1, 2, & 3 can be selected to "keep" for the rolls when the individual die	when the die checkbox are selected	<b>MainScreenController:</b> (goes with test 19) activates 3ed dice when it goes from "max toggled" -> "not max toggled"							
21	Y	Y	Javier F	Player 1 rolled 623 on Roll 1, and 414 on Roll 2. Its Players 2 turn now.	Player 2 rolled 413 on roll 1 and clicks done	<b>MainScreenController:</b> Player 1 wins for having 414	Changed						
22	Y	Y	Javier F	Player 1 rolled 421 on 3rd roll and clicks done. Its Players 2 turn now.	Player 2 also rolled 421 on 3rd roll	<b>MainScreenController:</b> Points given to Player 1 due to having 421 first.	Changed						
23	Y	Y	Javier F	Player 1 rolled 114 on 3rd roll round 2. Its Players 2 turn now.	Player 2 rolls 522 on roll 1 and clicks done.	<b>MainScreenController:</b> Player 2 wins for having 522.	Changed						
24	Y	Y	Javier F	Player 1 rolled 151 on roll 1 round 1 and clicks done. Players 2 turn now.	Player 2 rolled 256	<b>MainScreenController:</b> Player 1 wins for having 2 of a kind	Changed						
25	Y	Y	Javier F	Player 1 rolled 321 on roll 1 round 2 and clicks done. Players 2 turn now	Player 2 clicks on Done	<b>MainScreenController:</b> Feedback label lets Player 2 know it must roll first.	Changed						
26	Y	Y	Javier F	Player 1 rolled 411 on roll 2 round 1. Player 2 rolled 421 on roll 2	Player 2 won	<b>MainScreenController:</b> Player 2 will roll again for winning the round.	Changed						
27	Y	Y	Javier F	Round 1 Roll 1 and its Players 1 turn	Player 1 clicks on Done	<b>MainScreenController:</b> Feedback label lets Player 1 know it must roll first.	Changed						
28	Y	Y	Javier F	Player 1 rolled 245 on roll 3 round 11 with 4 points. Players 2 turn	Player 2 rolled 622 on roll 1 and clicks Done	<b>MainScreenController:</b> Player 2 wins the game. Game ends.	Changed						
29	Y	Y	Javier F	Round 3 Roll 1 and its Players 1 turn	Player 1 clicks on a Die	<b>MainScreenController:</b> Feedback label lets Player 1 know it must roll first.	Changed						
30	Y	Y	Javier F	Player 1 rolled 333 in roll 2 round 4 and clicks done. Players 2 turn	Player 2 rolls 555 on roll 2	<b>MainScreenController:</b> Player 2 wins for having higher 3 of a kind	Changed						
31	Y	Y	Javier F	Player 2 rolled 112 on roll 2 round 4.	Player 1 had rolled 513 on roll 2	<b>MainScreenController:</b> Player 2 wins with a two of a kind.	Changed						
32	Y	Y	Javier F	Waiting on Player 1 move during round 2 roll 2. Player 1 had rolled a 231.	Player 1 selects on die 2 and 3	<b>MainScreenController:</b> Feedback label lets Player 1 now that dice 2 and 3 were selected.	Changed						
33	Y	Y	Javier F	Player 1 rolled 213 on round 1 roll 1.	Player 1 keeps die 1 and rolls	<b>MainScreenController:</b> Player 1 gets 514 in return.	Changed						
34	Y	Y	Javier F	Player 1 rolled 224 on roll 3 round 3.	Player 2 rolled 421 on roll 3 round 3.	<b>MainScreenController:</b> Player 2 wins with full house.	Changed						
35	Y	Y	Javier F	Player 1 has rolled twice and clicks on done. Player 2 turn	Player 2 also rolled twice and clicks on done	<b>MainScreenController:</b> Round label has been updated to round 3	Changed						
36	Y	Y	Javier F	Player 1 rolled 551 in roll 2 round 5 holding 3 points. Player 2 turn	Player 2 rolled 555 in roll 2 holding 1 point.	<b>MainScreenController:</b> Player 2 wins and Player2scoreLabel will update to 2.	Changed						
37	Y	Y	Javier F	Player 1 rolled 343 in roll 2 round 3. Waiting on Player 1 next move.	Player 1 clicks on done.	<b>MainScreenController:</b> Switchplayers method will be called and will now be player 2 turn	Changed						
38	Y	Y	Javier F	Player 1 rolled 142 in roll 1 round 4. Player 2 turn now	Player 2 rolled 435 in roll 2.	<b>MainScreenController:</b> Player 1 wins for having full house. 142 is the same as 421.	Changed						
39	Y	Y	Javier F	Player 1 rolled 335 in roll 2 round 2	Player 2 rolled 125 in roll 2.	<b>MainScreenController:</b> Player 2 can't roll again.	Changed						
40	Y	Y	Javier F	Player 2 rolled 415 on roll 3 round 6	Player 1 rolled 412 on roll 1.	<b>MainScreenController:</b> Player 1 wins and it will be player 1 turn next round.	Changed						