

# Testing Plan: Team 7

Will Enright, Zhaoji Jiang, Adam Petty, Dingfu Sun, Thomas Worns

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ID	Title	Severity	Instructions	Expected Result
1	Drawing Canvas	1	In a game, click and drag on the canvas to draw a line.	A line appears under your cursor, and traces it until you release. This will also appear on the other players' screen.
2	Drawing Canvas	1	Do nothing.	Nothing should show up on the canvas
3	Drawing Canvas	1	Place cursor in the middle of the screen and drag past one of the edges.	The line will stop at the edge of the canvas.

ID	Title	Severity	Instructions	Expected Result
4	Local Multiplayer	1	On the main menu, click the New Local Game button.	Local game menu appears.
5	Local Multiplayer	1	Do not click the New Local Game button.	Nothing should happen.
6	Local Multiplayer	1	Click on New Local Game button, then click "Cancel" when menu appears.	Local Game menu will appear. When the Cancel button is clicked, main menu should re-appear.

ID	Title	Severity	Instructions	Expected Result
7	Online Multiplayer	2	On the main menu, click the New Online Game button.	Online Game menu appears.
8	Online Multiplayer	2	Do not click the New Online Game button.	Nothing should happen.
9	Online Multiplayer	2	Click on New Online Game button, then click "Cancel" when the menu appears.	Online Game menu will appear. When Cancel is clicked, the main menu should re-appear.
10	Online Multiplayer	2	Select New Online Game from the main menu. Enter lobby password, as obtained from existing session.	User will be joined to the lobby that corresponds to the password
11	Online Multiplayer	2	Select New Online Game from the main menu. Select "Begin New Game" and fill in desired game settings.	New game lobby will be created along with its passcode.

ID	Title	Severity	Instructions	Expected Result
12	Random Multiplayer	2	In the Online Game menu, click "Join Random Lobby."	User should join a random, existing lobby not set to private.
13	Random Multiplayer	2	Select the join lobby option and then does not select random.	User is not joined to a random lobby.
14	Random Multiplayer	2	In the Online Game menu select "Join Random Lobby" and exit lobby before game start	User joins a lobby, but is returned to the main menu when the exit game option is chosen.

ID	Title	Severity	Instructions	Expected Result
15	Slideshow	3	Play out an entire game and have at least one correct guess made.	All the pictures that were correctly guessed should appear in a slide show shown to all players.
16	Slideshow	3	Play out an entire game and make no correct guesses.	There will be no slideshow at the end of the game.
17	Slideshow	3	Start a game, make one correct guess, and then end the game before all rounds are completed.	There will be no slideshow upon early termination of the game.

ID	Title	Severity	Instructions	Expected Result
18	Save Drawings	3	During the slideshow at the end of a completed game, click a picture and then click "Save."	The image file of the picture is saved to the user's Downloads folder.
19	Save Drawings	3	Do not click on an image in the slideshow.	Nothing happens.
20	Save Drawings	3	Click on a picture in the slideshow, click "Save", and then click "Cancel."	The image file is not saved and the user is returned to the slideshow.

ID	Title	Severity	Instructions	Expected Result
21	Scoreboard	3	A user makes a correct word guess during a round of the game.	Both the correct guesser and the artist is awarded one point. The scoreboard is updated to reflect the new scores of the players.
22	Scoreboard	3	No users make correct guesses during a round.	All users' scores stay the same, and the scoreboard remains unchanged.
23	Scoreboard	3	Start a new game.	Scoreboard will show all players starting with zero points.

ID	Title	Severity	Instructions	Expected Result
24	Sound Effects	3	A game round is completed (timer runs out).	Round Completed sound is played and heard by all players.
25	Sound Effects	3	A player sends a word guess.	Guess Sent sound is played, but only heard by the sender.
26	Sound Effects	3	A player makes a correct word guess.	Success sound is played and heard by all players.
27	Sound Effects	3	A player makes an incorrect guess.	Failure sound is played, but only heard by the guesser.
28	Sound Effects	3	Players are not actively sending any guesses during a round of gameplay.	No sounds are heard by any players.

ID	Title	Severity	Instructions	Expected Result
29	Randomized Words	2	Begin multiple games.	The artist player will be given a different, randomized word clue to draw at the start of each game.
30	Randomized Words	2	Begin a game.	Guessing players will not be shown any word clues to draw.
31	Randomized Words	2	Play one full game.	Word clues will not appear more than once per round.

ID	Title	Severity	Instructions	Expected Result
32	Main Menu	1	Start the game application.	Main Menu appears.
33	Main Menu	1	Play one game, then click "Back to Main Menu" option.	User is taken back to the main menu.
34	Main Menu	1	From the main menu, go to the settings menu, then hit "Back to Main Menu" option.	User is taken back to the main menu
35	Main Menu	1	Select "Quit" from the main menu.	Main menu and application will close.

ID	Title	Severity	Instructions	Expected Result
36	Guess Sending	2	User types and sends a guess.	Audiovisual feedback confirming that the guess was sent.
37	Guess Sending	2	Guessing user guesses the word correctly.	User is informed the guess is correct, and scoreboard is updated to reflect correct guess.
38	Guess Sending	2	Guessing user guesses the word incorrectly.	User is informed the guess is incorrect.
39	Guess Sending	2	Guessing user makes no guess.	Nothing should happen.

ID	Title	Severity	Instructions	Expected Result
40	Game Settings	2	Game Settings icon is clicked while creating a game lobby.	Game Settings menu opens with options for the game timer, word categories, and difficulty.
41	Game Settings	2	Change/Select desired game options from the Game Settings menu.	Changes are saved and reflected in the game upon start.
42	Game Settings	2	No changes are made to the current game settings in the Game Settings menu, and "Save" is clicked.	User is returned to lobby creation menu, and the game settings remain the same.
43	Game Settings	2	Current settings are changed and "Cancel" is clicked.	User is returned to lobby creation menu, and game settings remain the same.

<b>ID</b>	<b>Title</b>	<b>Severity</b>	<b>Instructions</b>	<b>Expected Result</b>
44	Player Names	3	Player enters a valid username the first time they open the game.	User name is accepted and displayed in-game.
45	Player Names	3	Player enters invalid username that uses special characters	User name is denied and an appropriate message is displayed to inform the user of the mistake
46	Player Names	3	Player enters a user that is too long	Username is denied and an appropriate message is displayed to inform the user of the mistake.
47	Player Names	3	Player doesn't enter a username, or enters a username of white space, but clicks confirm anyway.	Username is denied and an appropriate message is displayed to inform the user of the mistake.