**FR1, FR2, FR3 tests**

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# Introduction

Document for functional requirements FR1, FR2, FR3.

## Purpose of this Document

This document is to describe the system tests to be followed when making the Test Report.

## Scope

This document specifies the system tests for FR1, FR2 and FR3.

## Objectives

The objective of this document is to define the system tests for FR1, FR2, FR3.

# BODY OF DOCUMENT

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Ref | Req being tested | Test Content | Input | Output | Pass Criteria |
| SE-F-001 | FR1 | Check that the user is prompted for the names. | Open the executable. | The game should start by prompting the user for four names. | The game starts and asks for names without crashing. |
| SE-F-002 | FR1 | Check that the first character is alphanumeric. | Enter the names John, Jane, Queen Elizabeth II, \_Joe | Error message warns of name not starting with alphanumeric character. The players' names should not be set yet. | System displays "name not starting with alphanumeric character" error message. |
| SE-F-003 | FR1 | Check that empty names are not allowed. | Enter the names John, Jane, Queen Elizabeth II, and one empty name. | Error message warns of empty name. The players' names should not be set yet. | System displays "empty name" error message. |
| SE-F-004 | FR1 | Check that repeated names are not allowed. | Enter the names John, Jane, Queen Elizabeth II, John. | Error message warns of repeated names. The players' names should not be set yet. | System displays "repeated names" error message. |
| SE-F-005 | FR1 | Check that expected input is stored correctly | Enter the names John, Jane, Queen Elizabeth II, 123asdf | The players' names should now be set to those names. | Names are stored correctly. |
| SE-F-006 | FR2 | Check that the port assignment works as intended. | Input:  Follow the instructions to start the game. | The four randomly selected ports should now be assigned to the players. | Each of the four randomly selected ports must be assigned to exactly one player and each player must have exactly one assigned port. |
| SE-F-007 | FR3 | Check that the number of each kind of card is correct. | Start the game. | The 36 cards should now be stored in their specified quantities. | There are six cards of each number (1, 2, 3) for each color (red, black). |
| SE-F-008 | FR3 | Check that the cards are randomly sorted. | Follow previous test. | The 36 cards should now be stored in a random order. | There is no obvious pattern in the storage of the cards. |
| SE-F-009 | FR3 | Check that cards are dealt from the top. | Play the game until a card is given out. | The top card should now be assigned to the player who got it and removed from the original storage. | The top card is assigned to the player and removed from the original storage. |
| SE-F-010 | FR3 | Check that cards are returned to the bottom. | Play the game until a card is returned to the original storage. | The card should no longer be assigned to a player and should be added to the bottom of the storage. | The card is no longer assigned to a player and is added to the bottom of the storage. |

REFERENCES

DOCUMENT HISTORY

| *Version* | *Issue No.* | *Date* | *Changes made to document* | *Changed by* |
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