

Uno Game GUI Manual Test Plan

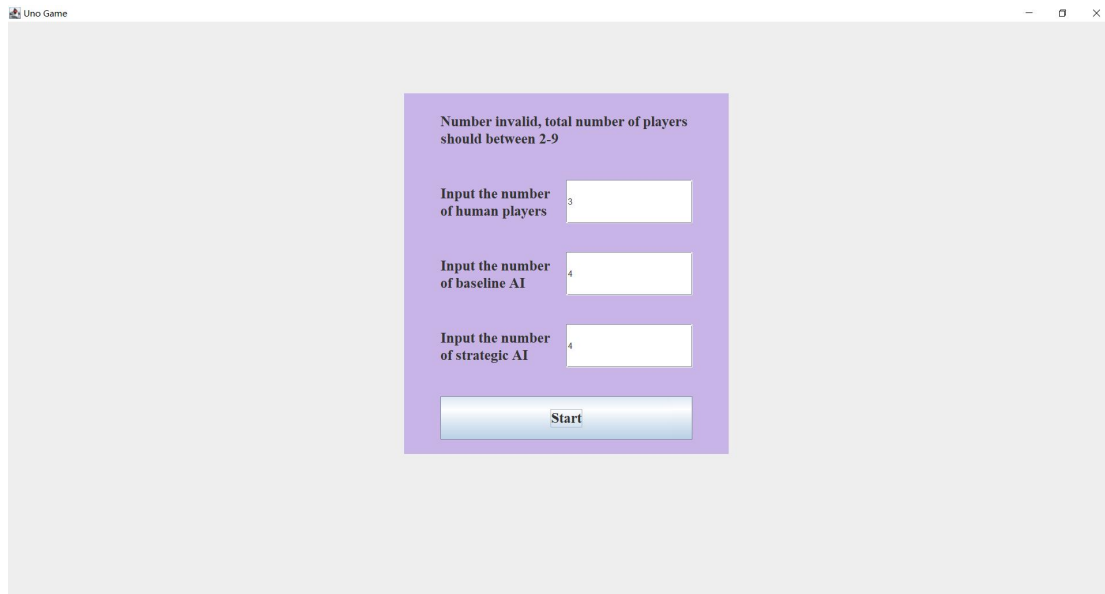
1. Test tool is IDE like Eclipse and IntelliJ. Usage is to hit run on “Uno/src/view/Main.java”, then a game launch page will show up.



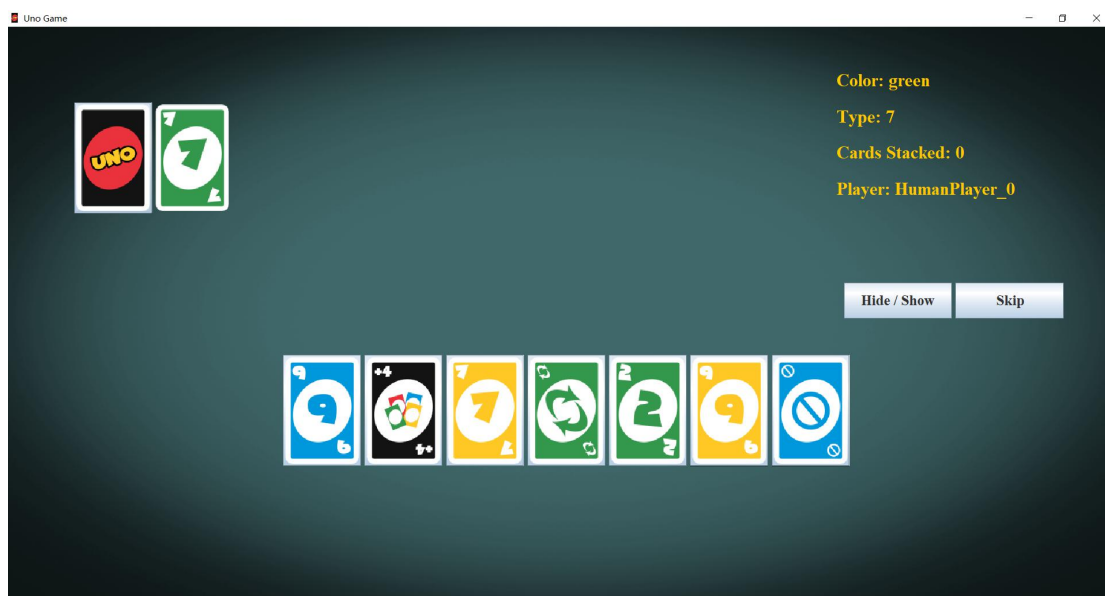
2. When click “Start” button, if text entered is not number, then error message of invalid input will show up.



3. When click “Start” button, if total number of players including human player and AI is not between 2 to 9, then error message of invalid number will show up.

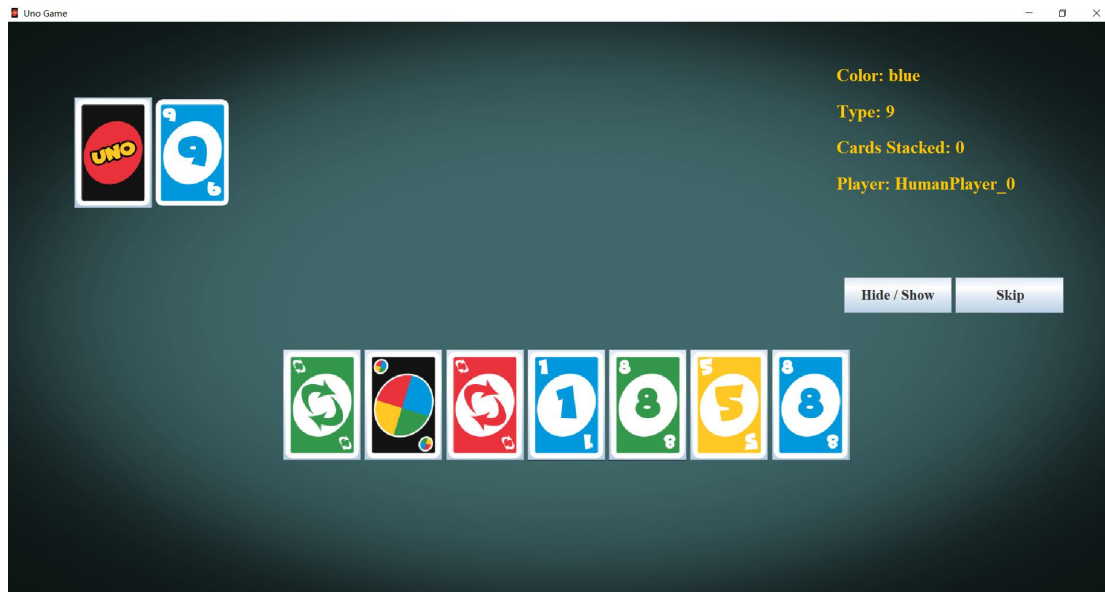


4. After entering the correct number of players and clicking the “Start” button, the launch page will close and game stage page will show up. This page include the start player’s cards, the start card, and the start state.

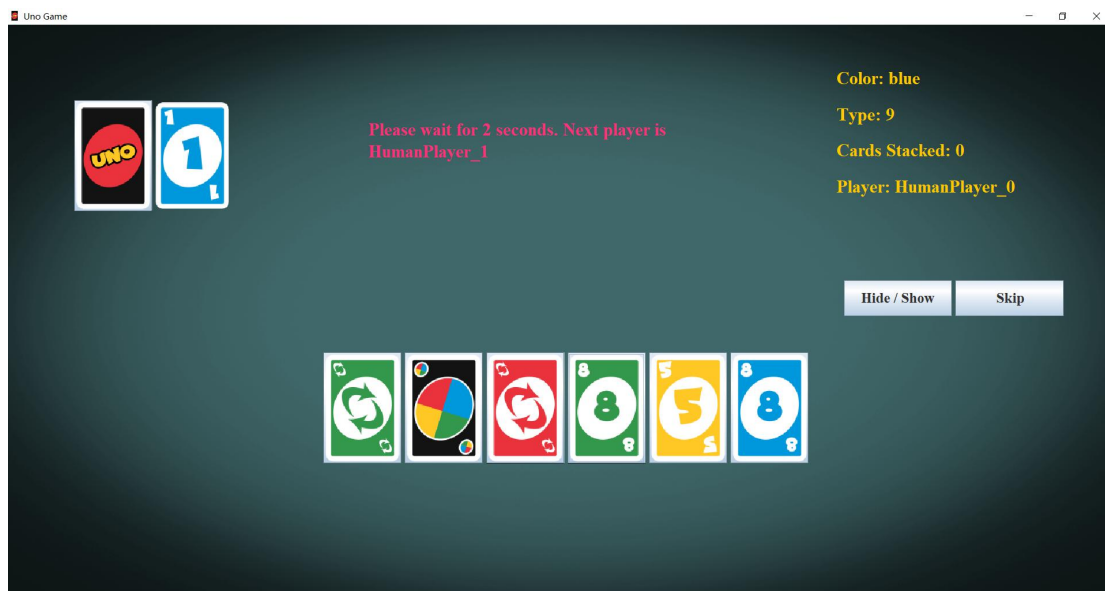


5. If the player plays a valid card, then the card played view and current player’s hand view will be updated immediately and information message will show up. After 2 seconds, hand view of the next player and the new game state view will be updated.

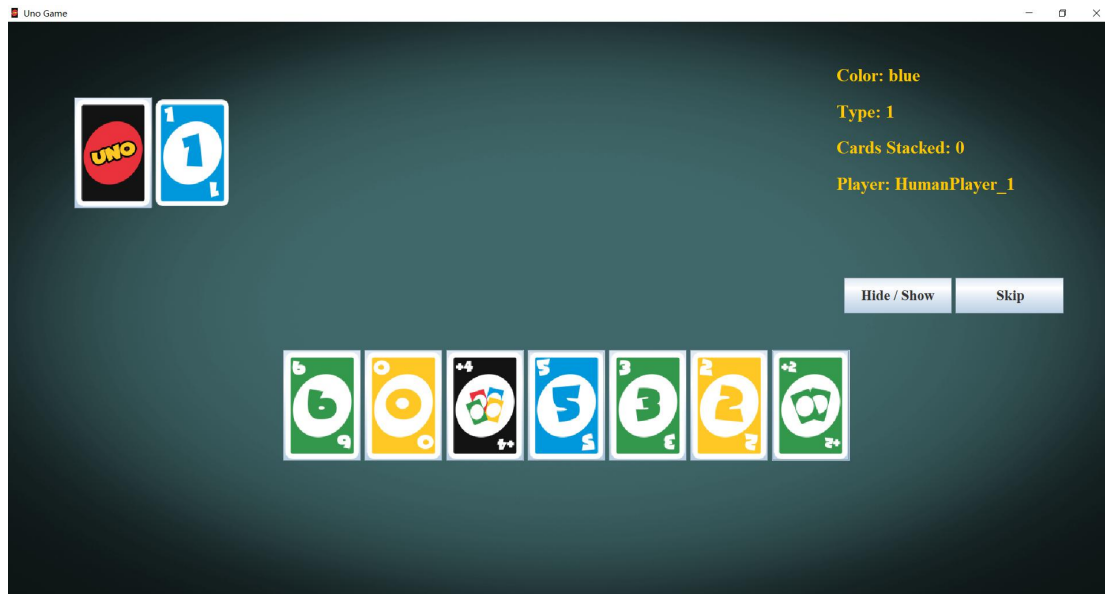
Turn start:



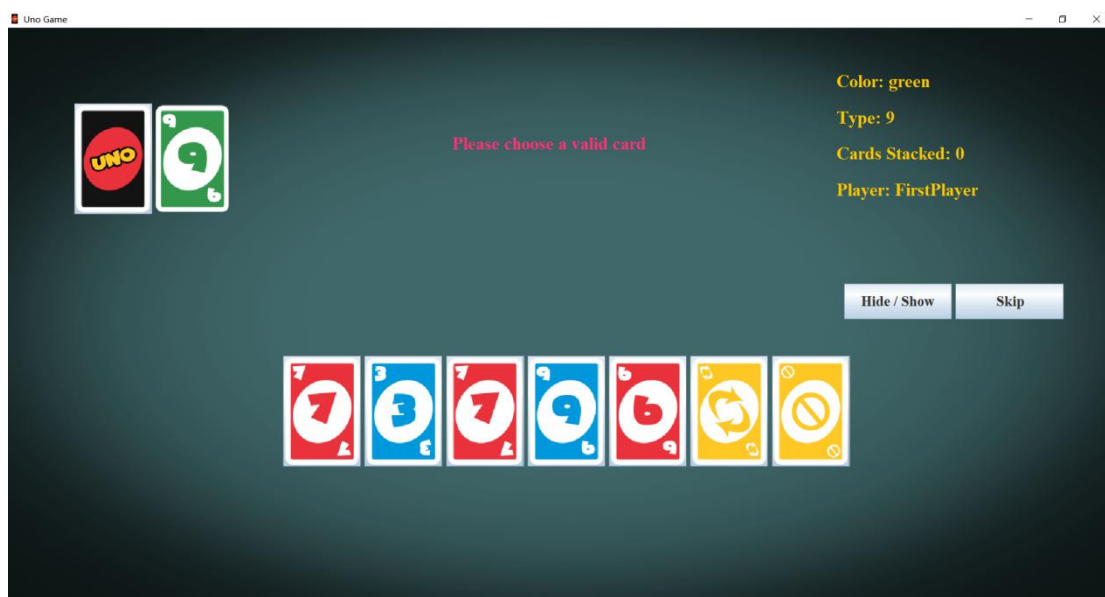
A valid card blue one is played, then message for wait and next player is shown:



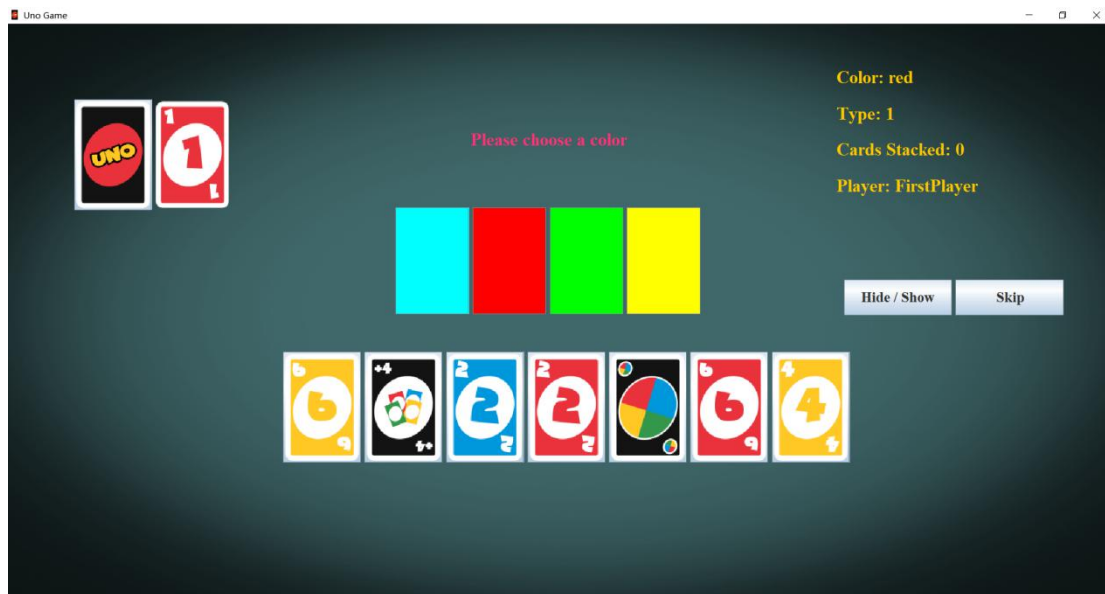
After 2 seconds, the view of the next player is shown:



6. If the human player plays an invalid card, then message will show up to tell the player to make another action and the game state will not change.

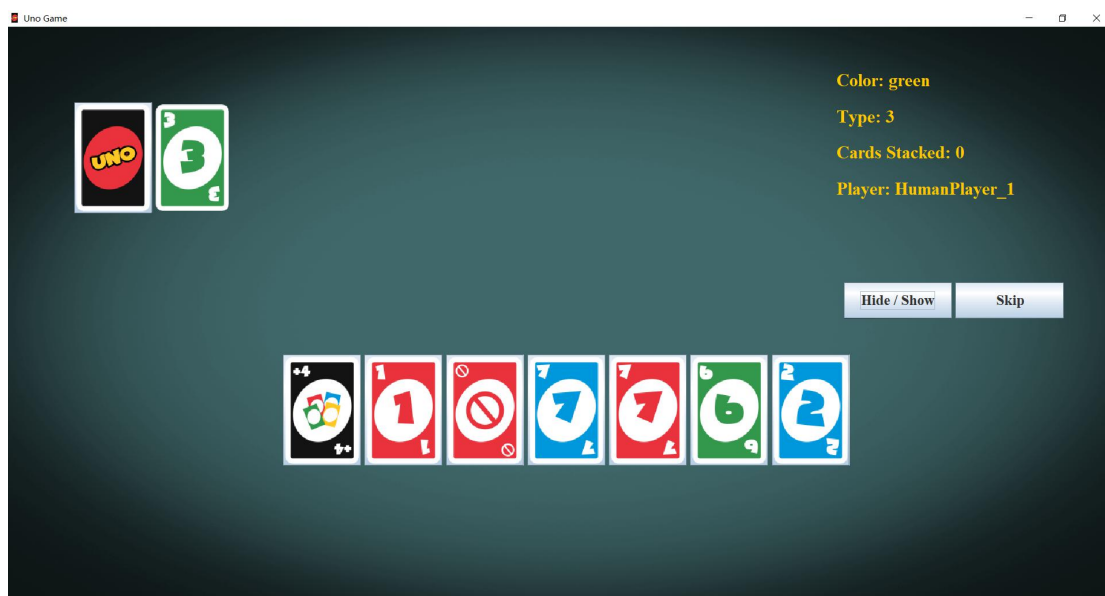


7. If human player plays a wild card, then four colored buttons will show up to let the player choose a color.

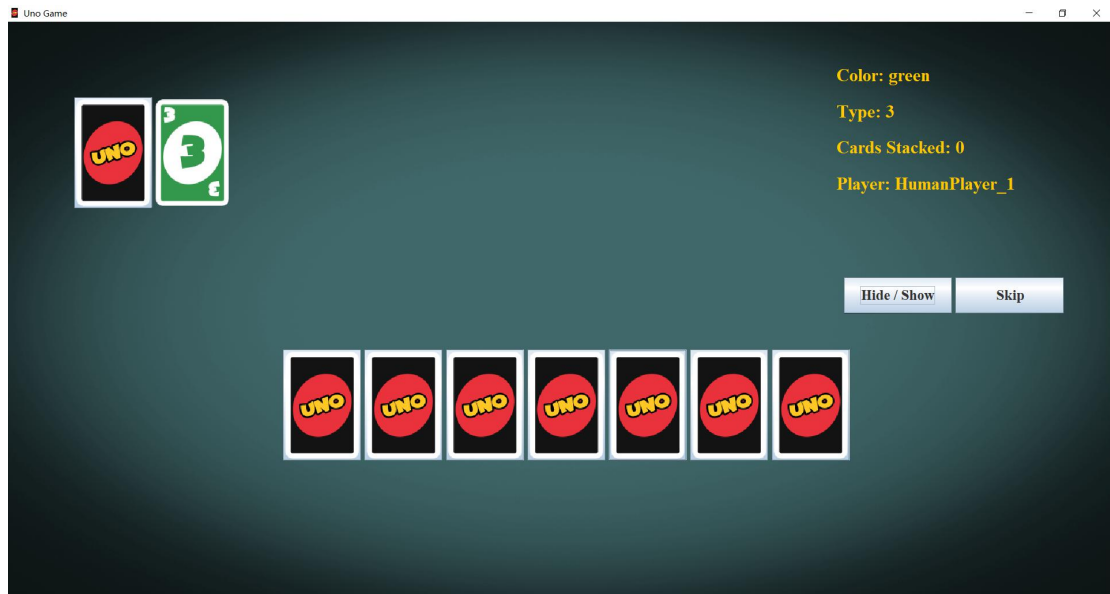


8. If “Hide / Show” button is clicked during human player’s turn, then the cards will be hided or show depending on the state of cards.

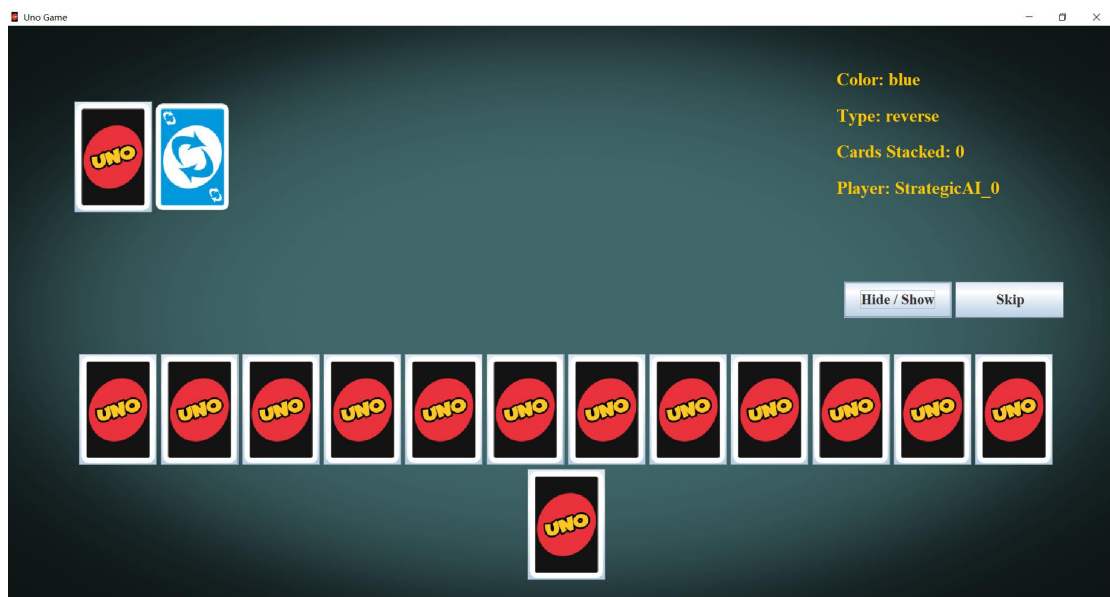
Show:



Hide:

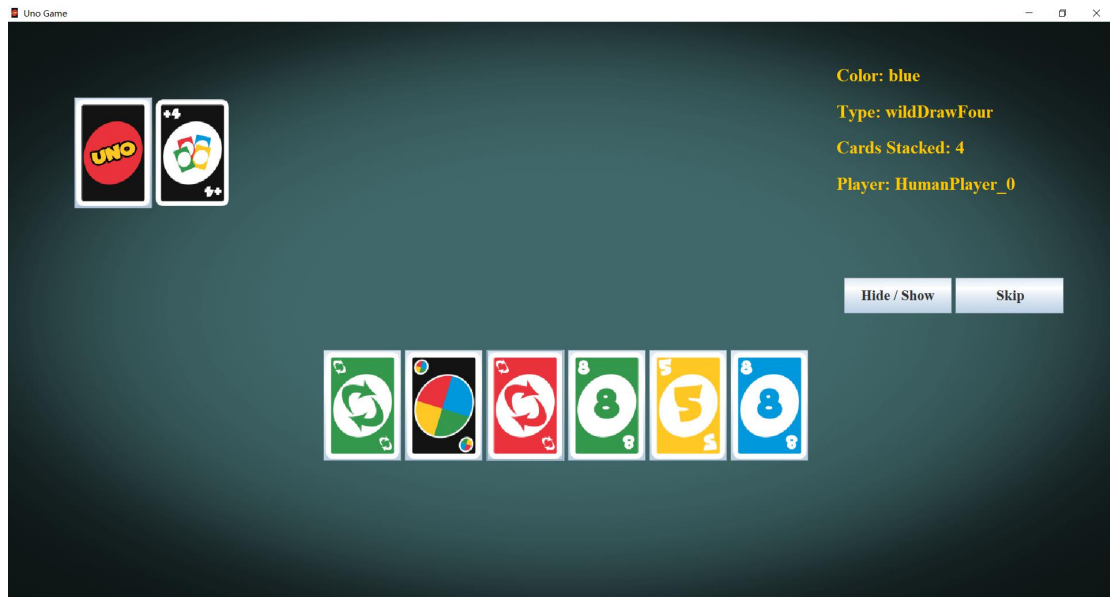


9. All buttons are disabled and cards are hided during AI's turn. For example, if "Hide / Show" is clicked during AI player's turn, then nothing will happen.

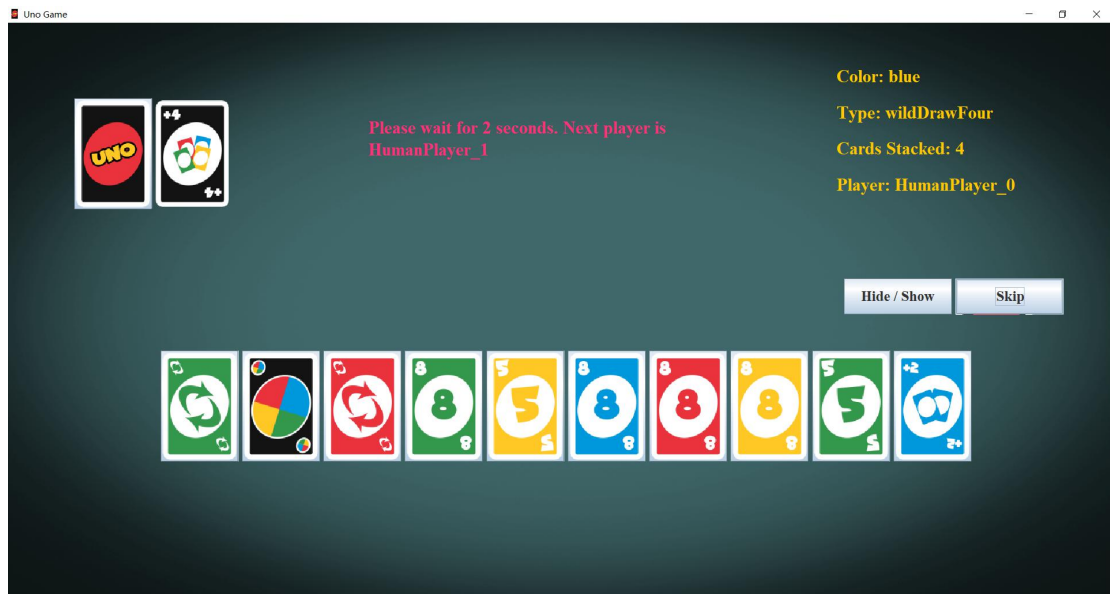


10. If the player click "Skip", then there are two results. First is if cards stacked is not zero, then player will draw those number of cards then skip. Second is if cards stacked is zero, then player will draw one card and play if possible, skip if not valid.

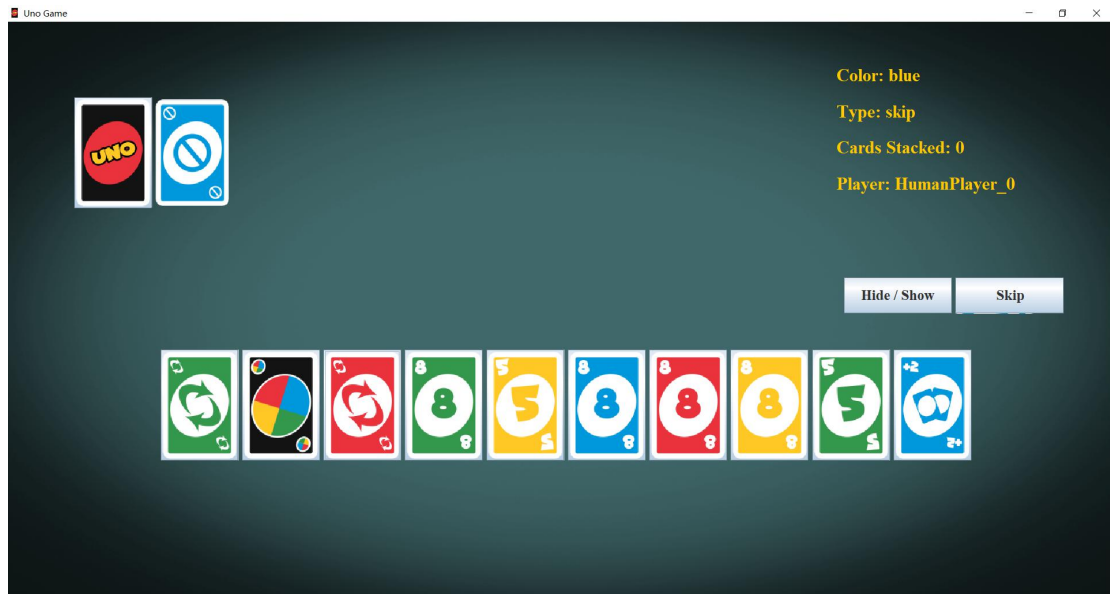
Try to skip when card stacked is not 0:



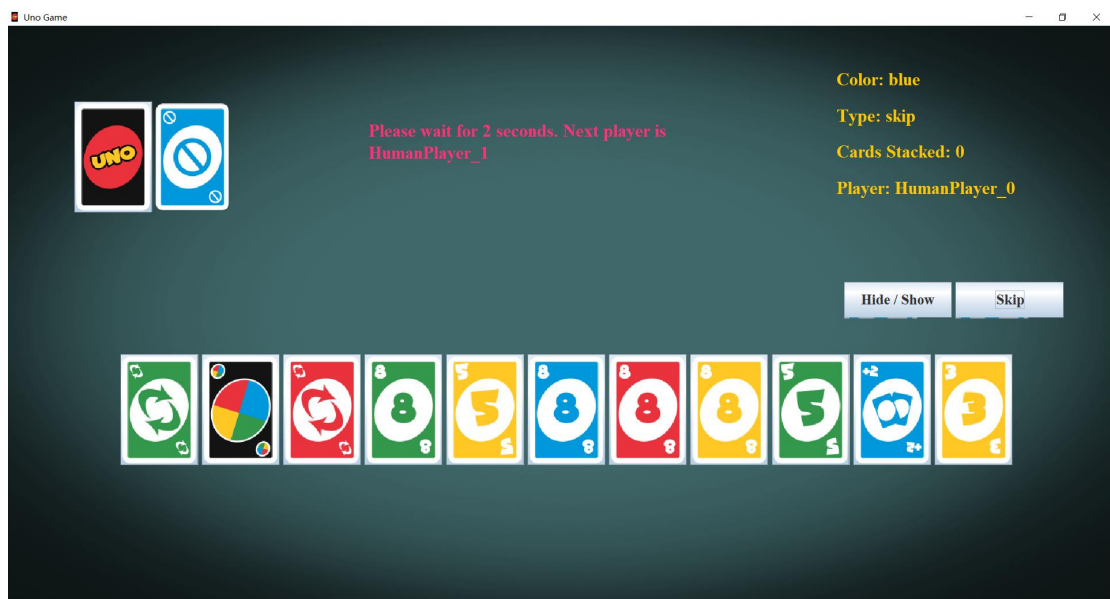
After click “Skip”, draw number of card stacked and add it to hand:



Try to skip when card stacked is 0:

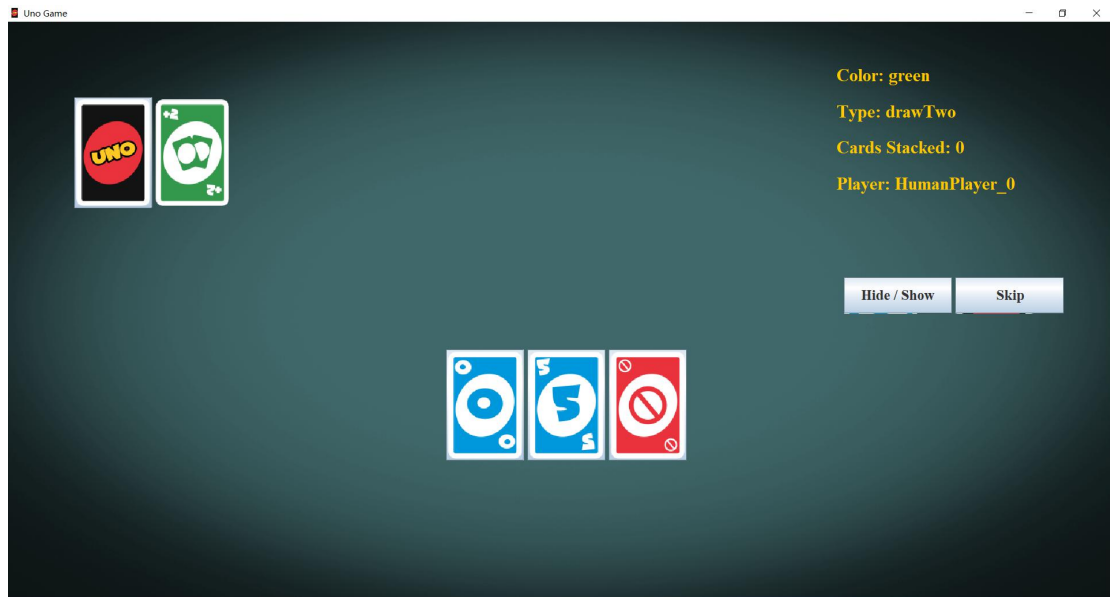


After click “Skip”, draw one card and add it to hand since it is not valid to play:

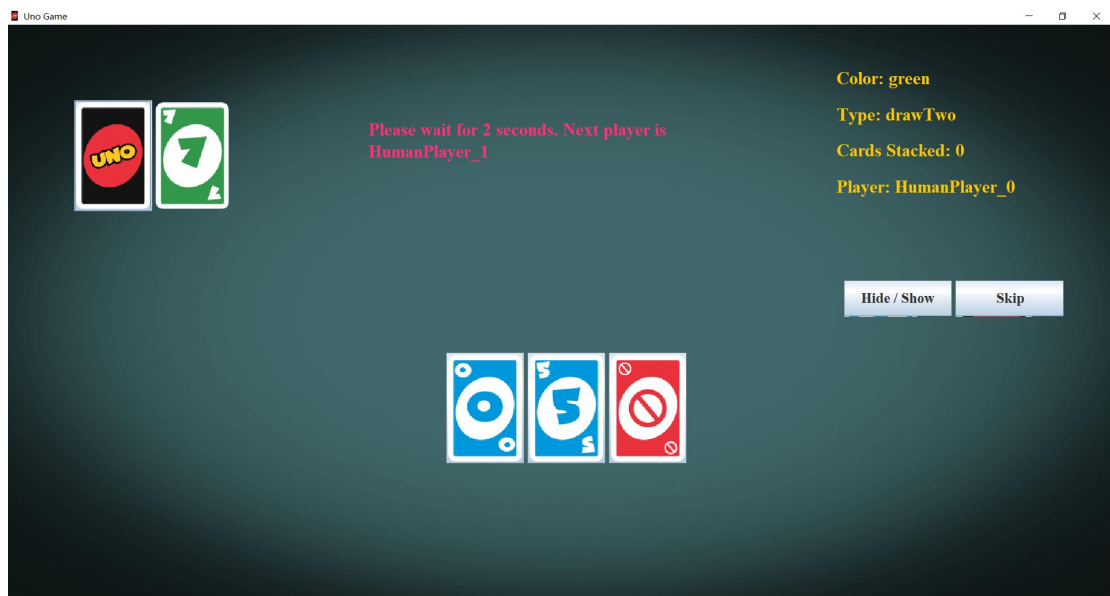


11. If the player click the Deck button, then player will draw one card if the cards stacked is zero, otherwise, message will show up.

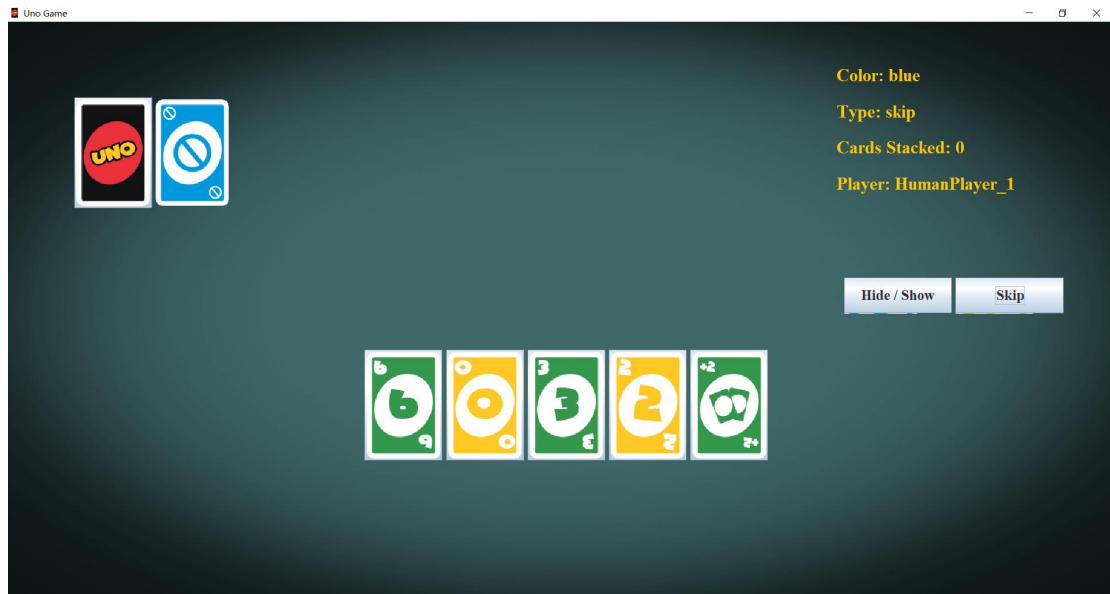
Try to draw one card:



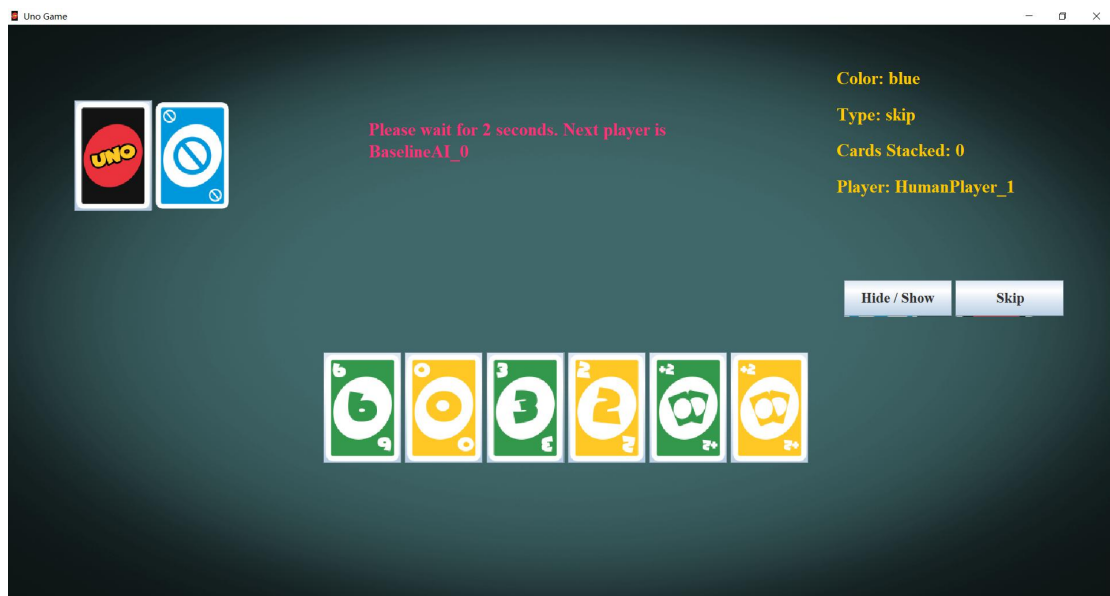
Card drawn is valid to play, then card is played immediately:



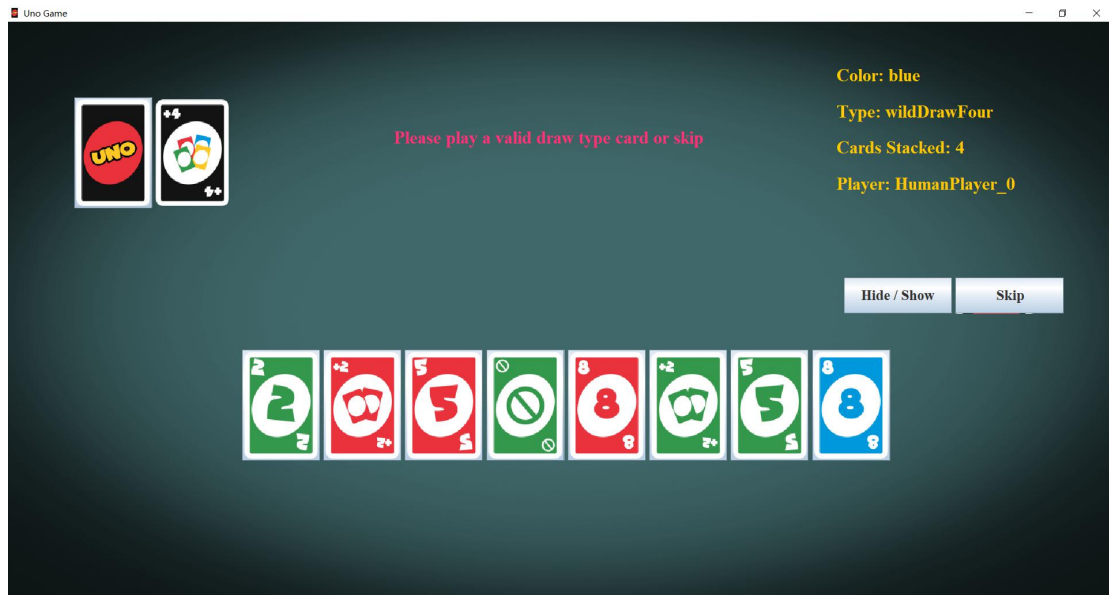
Try to draw on card:



Card drawn is not valid to play, then card is added to hand immediately:



If click deck button when card stacked is not 0, then error message will show up.



12. If one of the player plays all the cards, then game stage page will close and game ending scene will show up. Winner will be show up.

