

Manual Test Plan for cs242-assignment1.2

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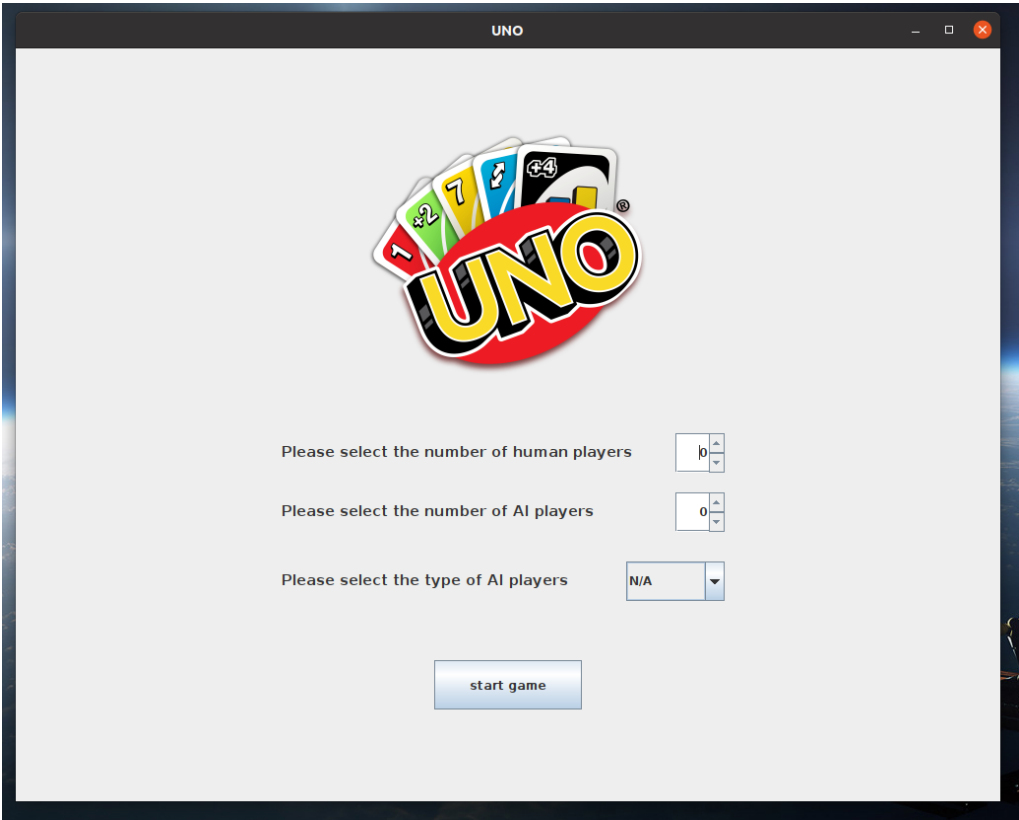
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Environment setup

- Junit 5.7.1
- JavaSE-16 (swing, awt, util, lang)
- Eclipse 4.20.0
- Stable Internet connection
- Run `unoGUIControl/Main.java` to start the program

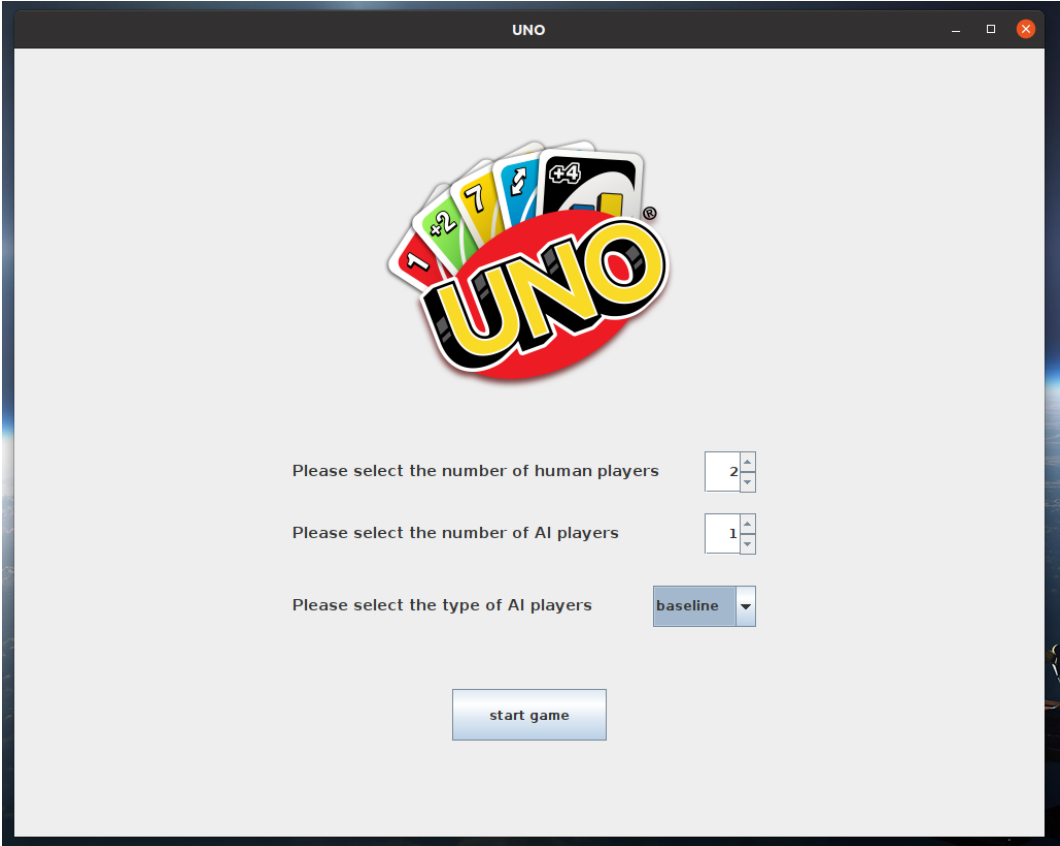
Test 1 - StartGameGUI

- You should see a window like the screenshot below when you run the program



expected window

- You can set the number of human players and number of AI players by clicking the up/down button. The type of AI can be selected by clicking on the drop down menu.



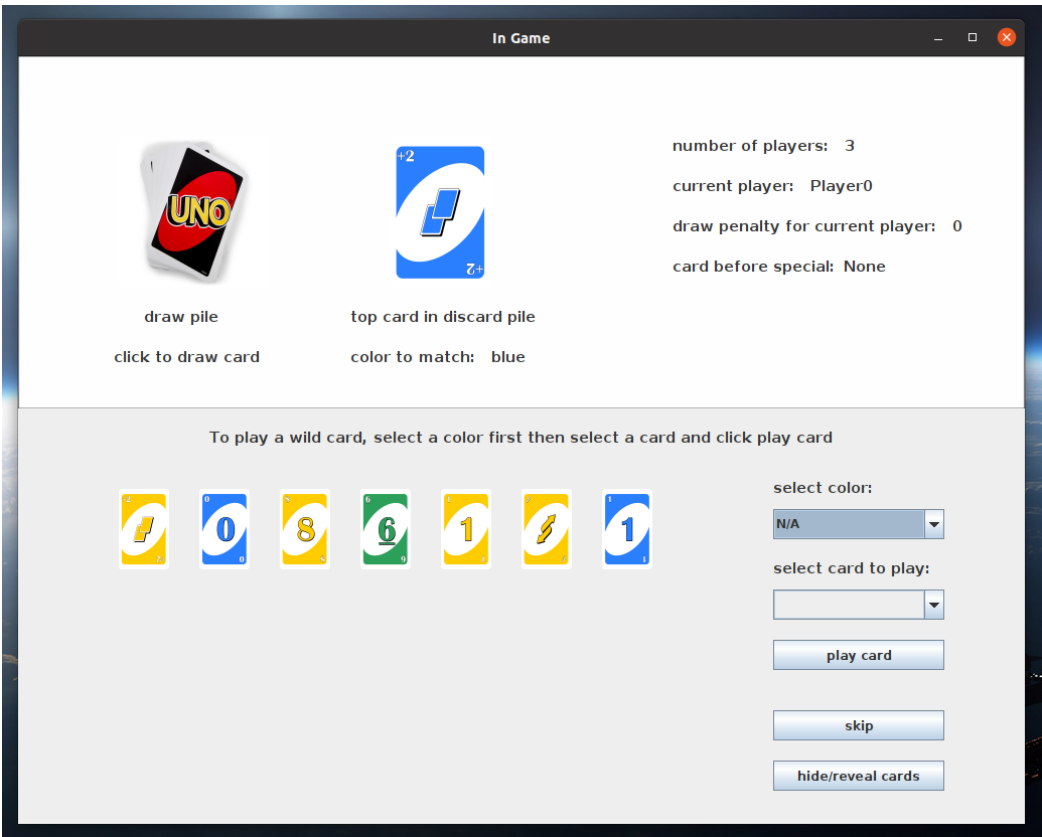
example

- When the start game button is clicked, the start GUI window should close. You should see an in game GUI like the screenshot below. The total number of players displayed in the window should equal the number of players you selected + number of AI players you selected.



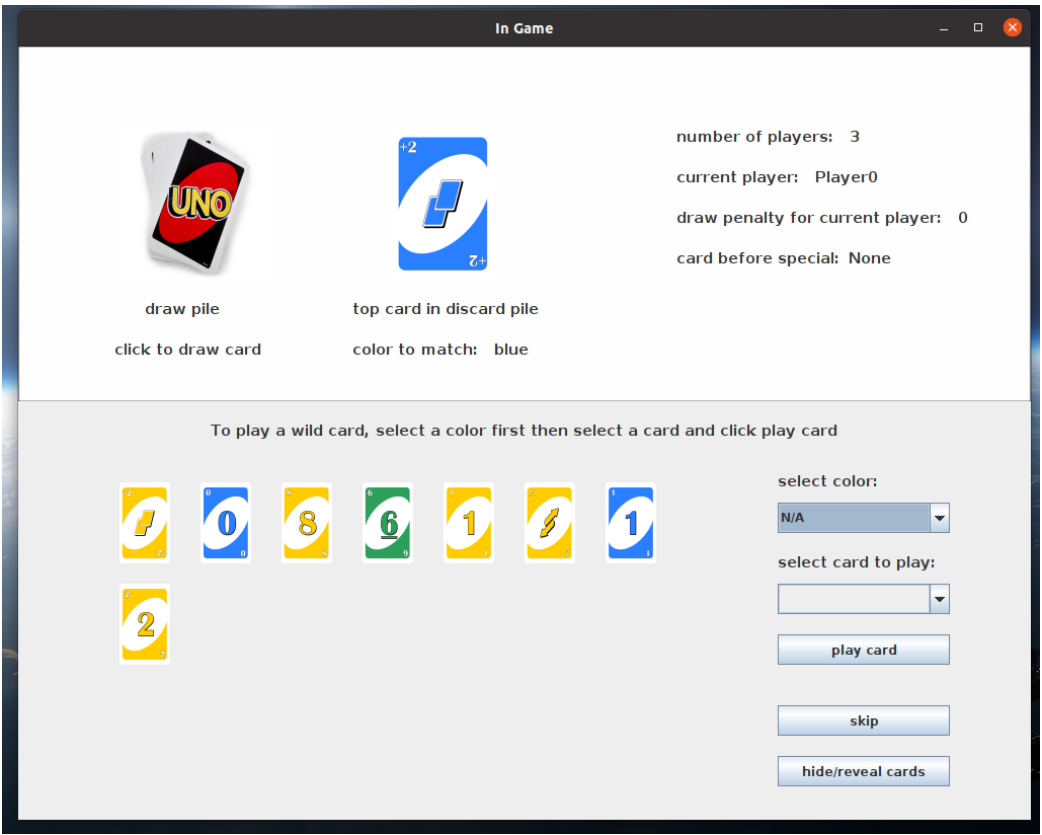
Test 2.1- InGameGUI: Draw a card

- The in game GUI should be a window that looks like the screenshot below:



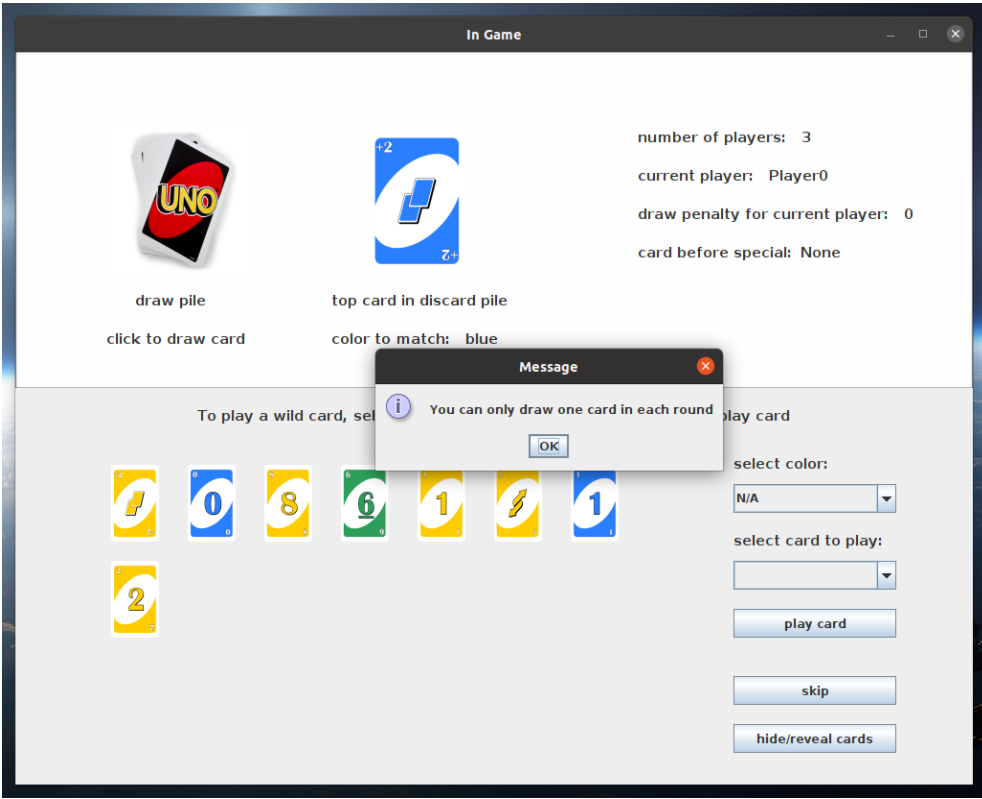
expected window

- You can draw a card by clicking on the draw pile. The card drawn should be displayed in your stack.



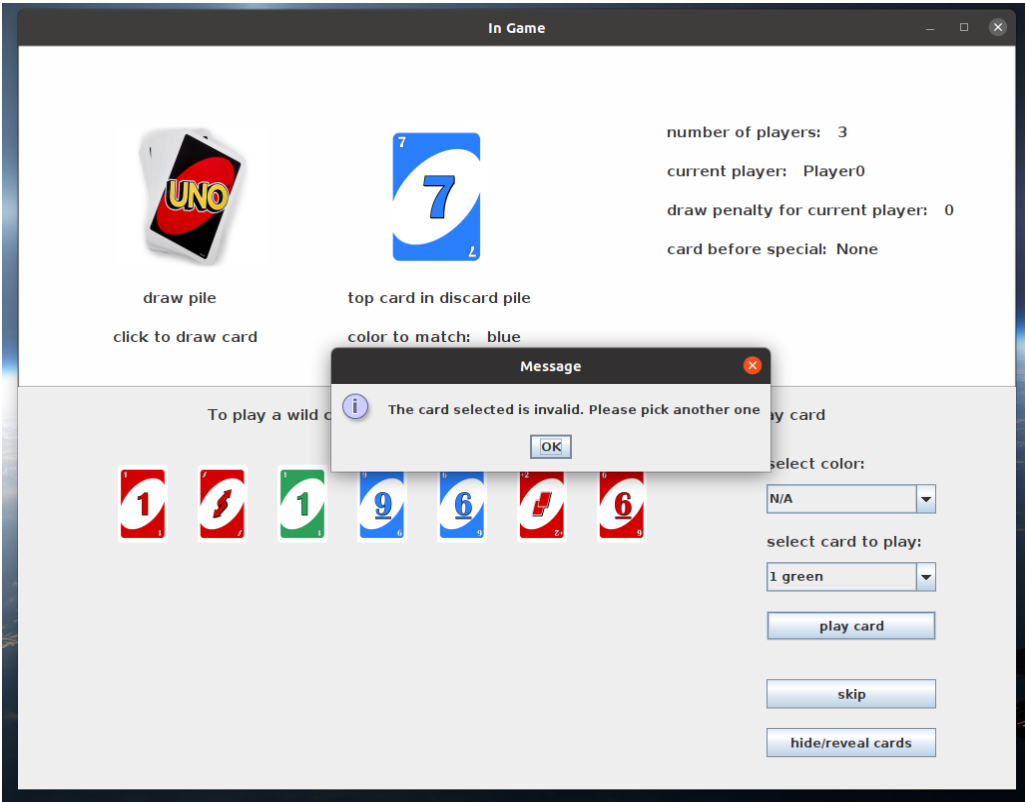
sample draw card result

- A player can only draw one card in each role. If the player tries to draw more than one card, a window that displays the rule will pop up and no card will be drawn to the stack.

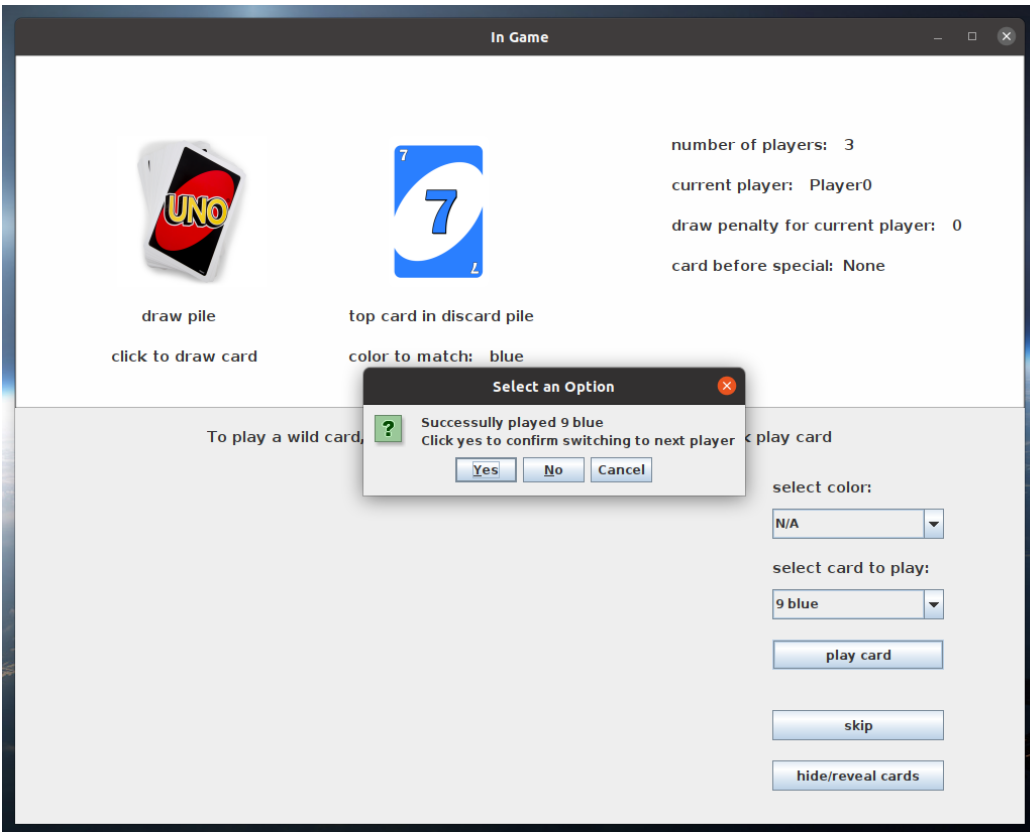


Test 2.2 - InGameGUI: Play a card

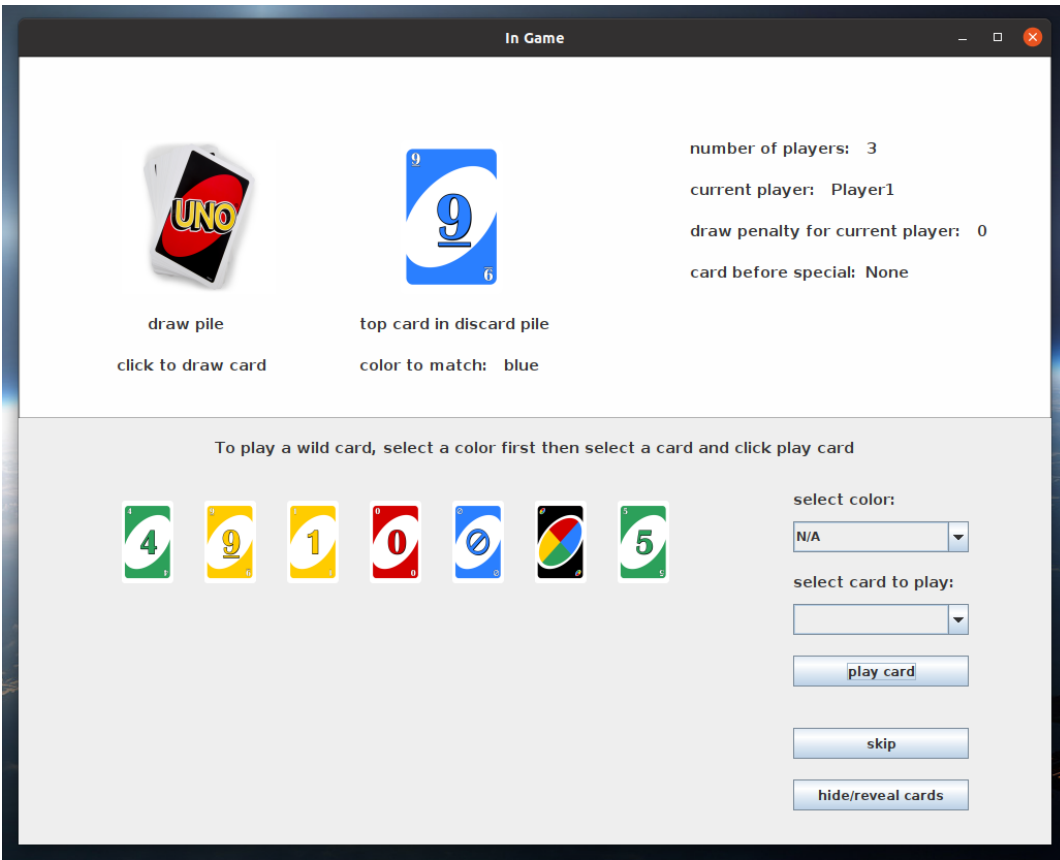
- The player should be able to play a card by selecting the card to play first and then press play card.
- If the card selected is invalid to play in the current turn, a window with the message “The card selected is invalid. Please pick another one” will pop up and the player can select another card.



- If the card selected is valid and the card is successfully played. A window with a message about the player successfully played the card will pop. The stack of the player will be hidden so the next player will not be able to see the current player's stack.

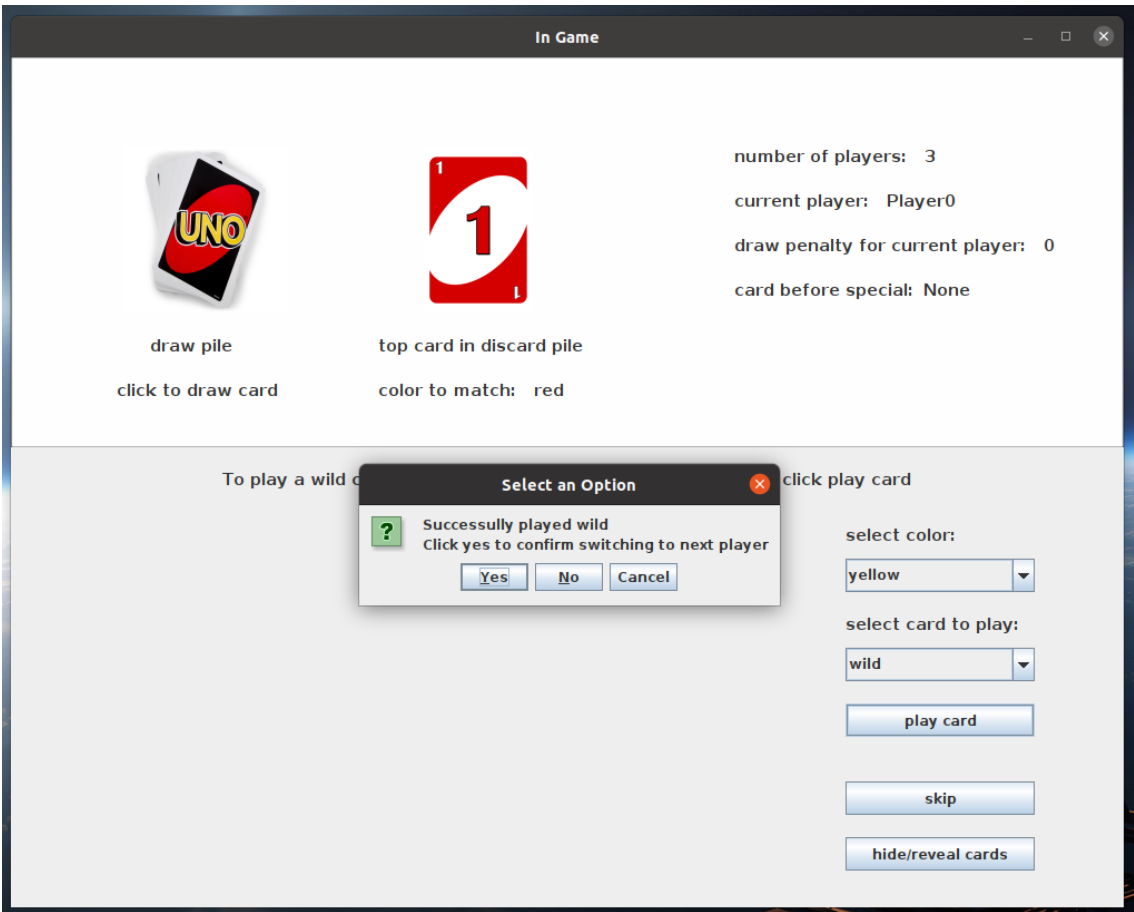


- Clicking yes in the pop up window will update the panel with infos related to the next player. Also, the card to match will be updated to the card the previous player played.

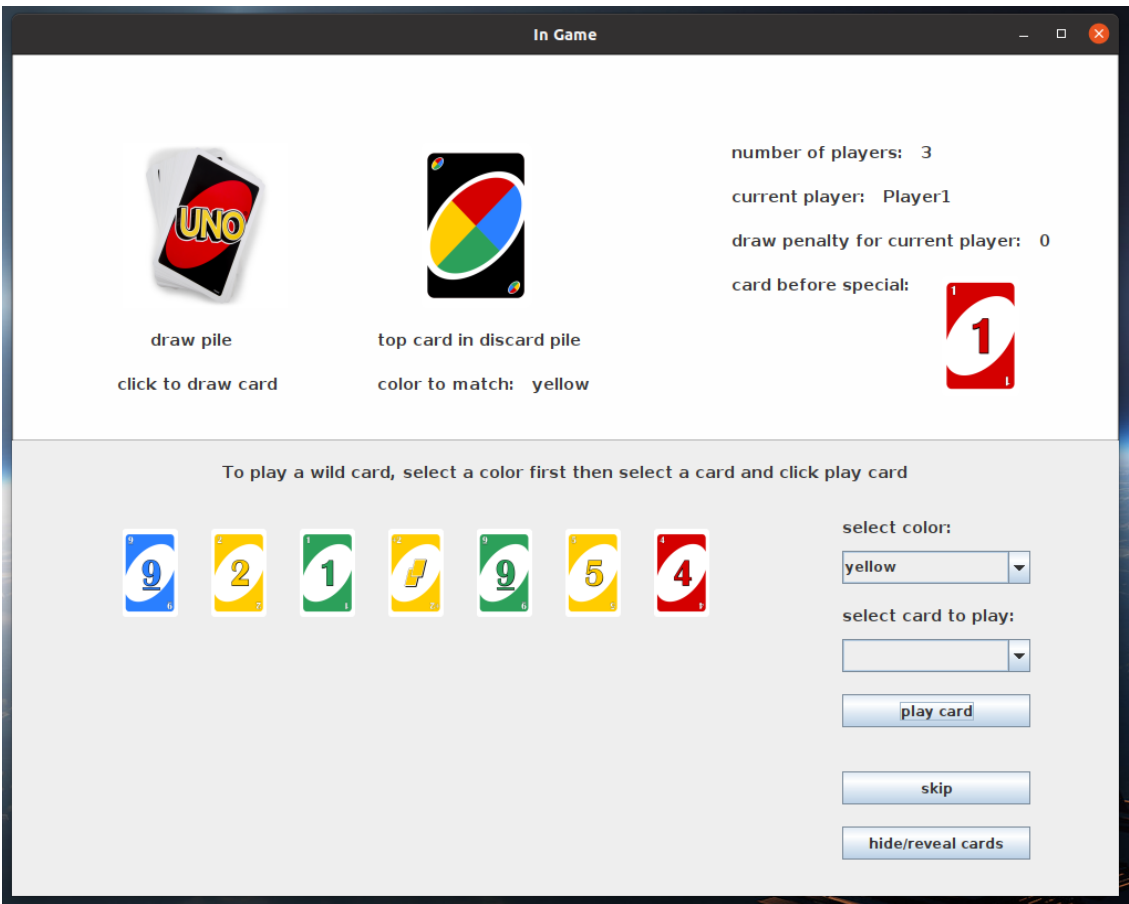


Test 2.3 - InGameGUI: Play a wild card

- The player should be able to play a wild card by selecting a color first, then selecting the card to play first and pressing play card.

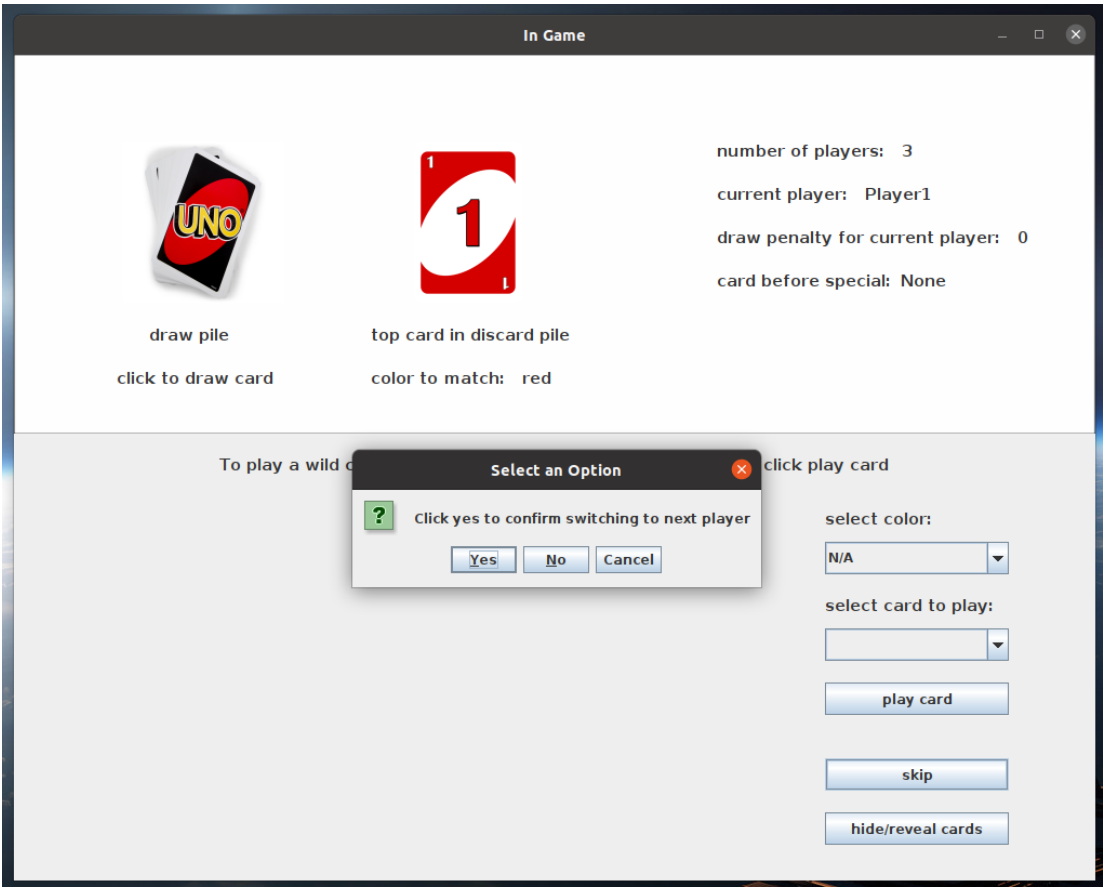


- After a wild card is successfully played, the card to match should be updated to the wild card played. The color to match should be updated to the color the player selected.

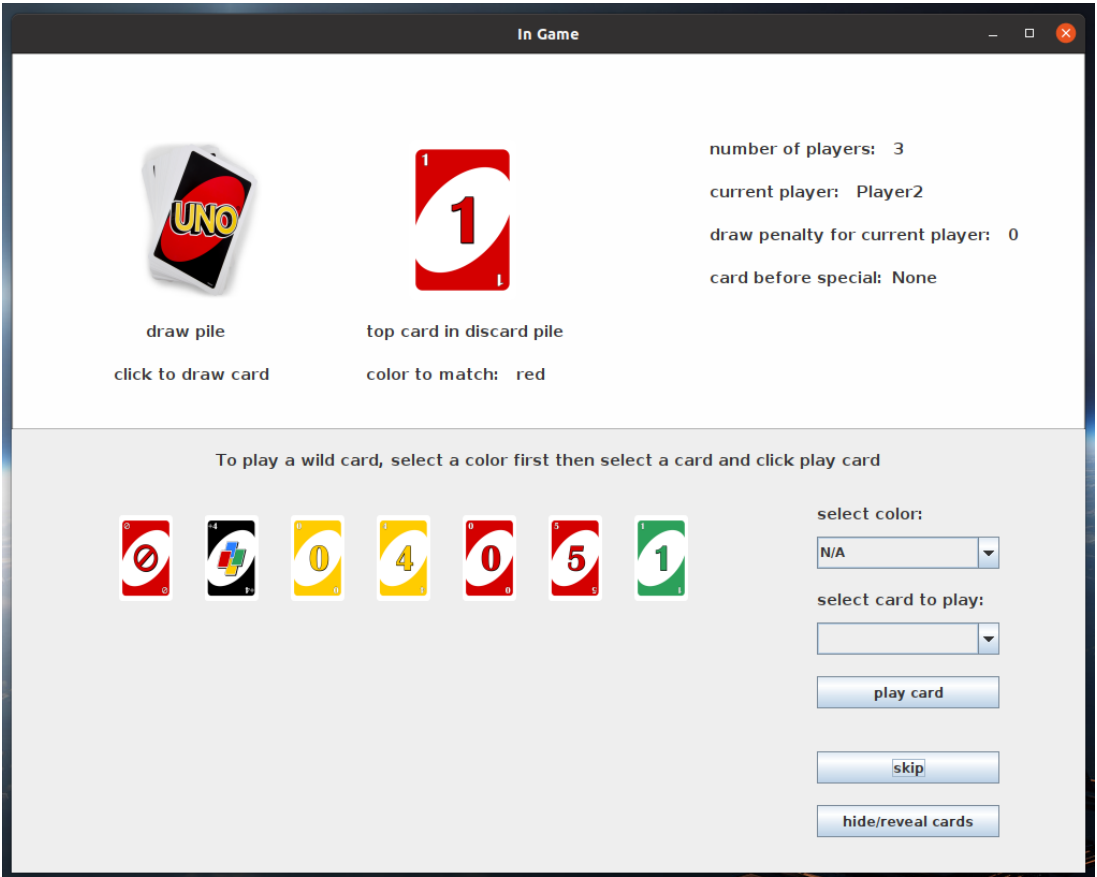


Test 2.4 - InGameGUI: Skip button

- If the skip button is clicked, a window that asks the player to confirm skipping turn and switch to the next player will appear. The stack of the player will be hidden so the next player will not be able to see the current player's stack.

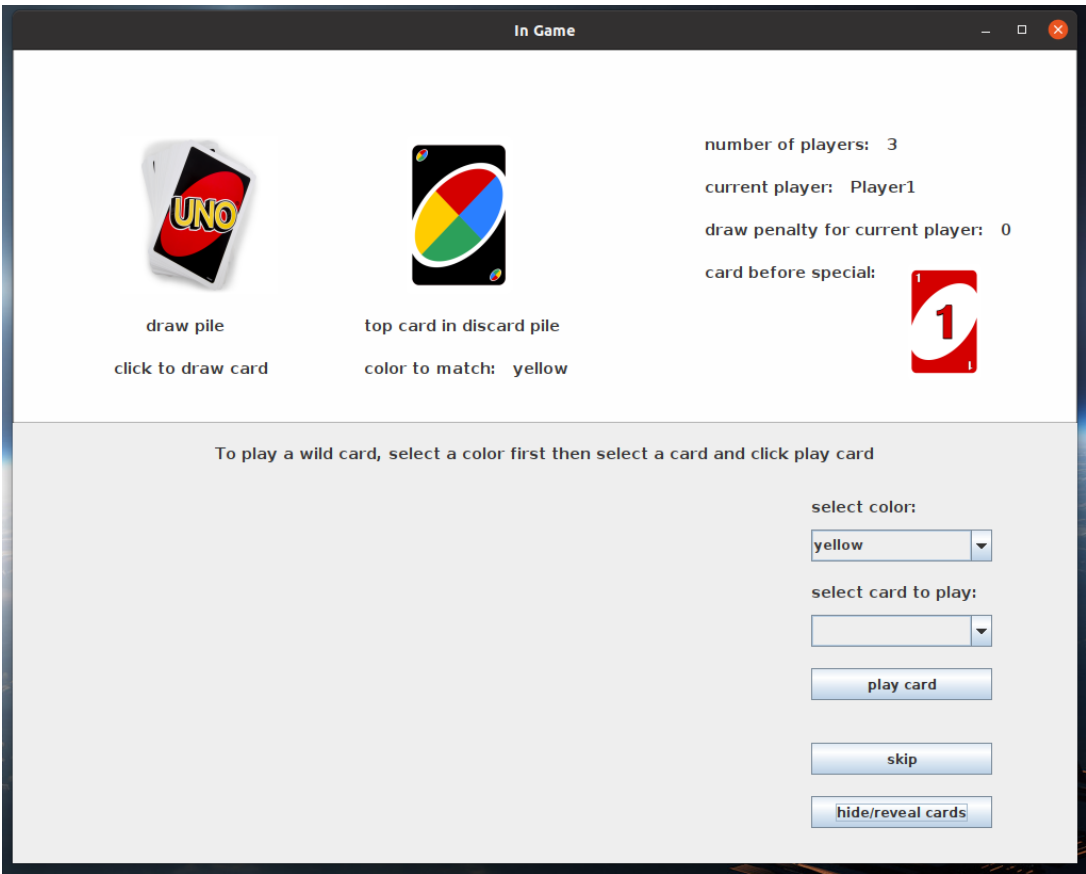


- Clicking yes in the pop up window will update the panel with infos related to the next player. Also, the card to match should stay the same.

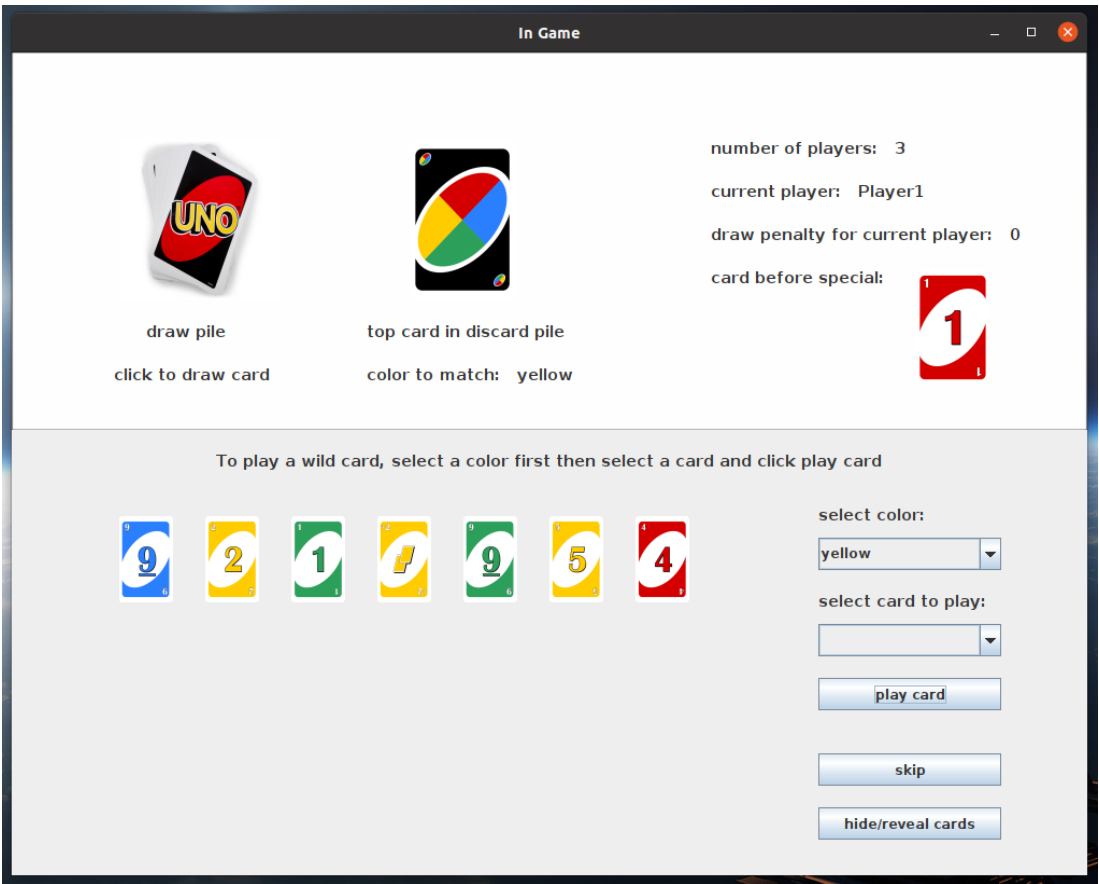


Test 2.5 - InGameGUI: Hide/reveal cards button

- When the stack of the player is visible, clicking the hide/reveal cards button will hide the stack.

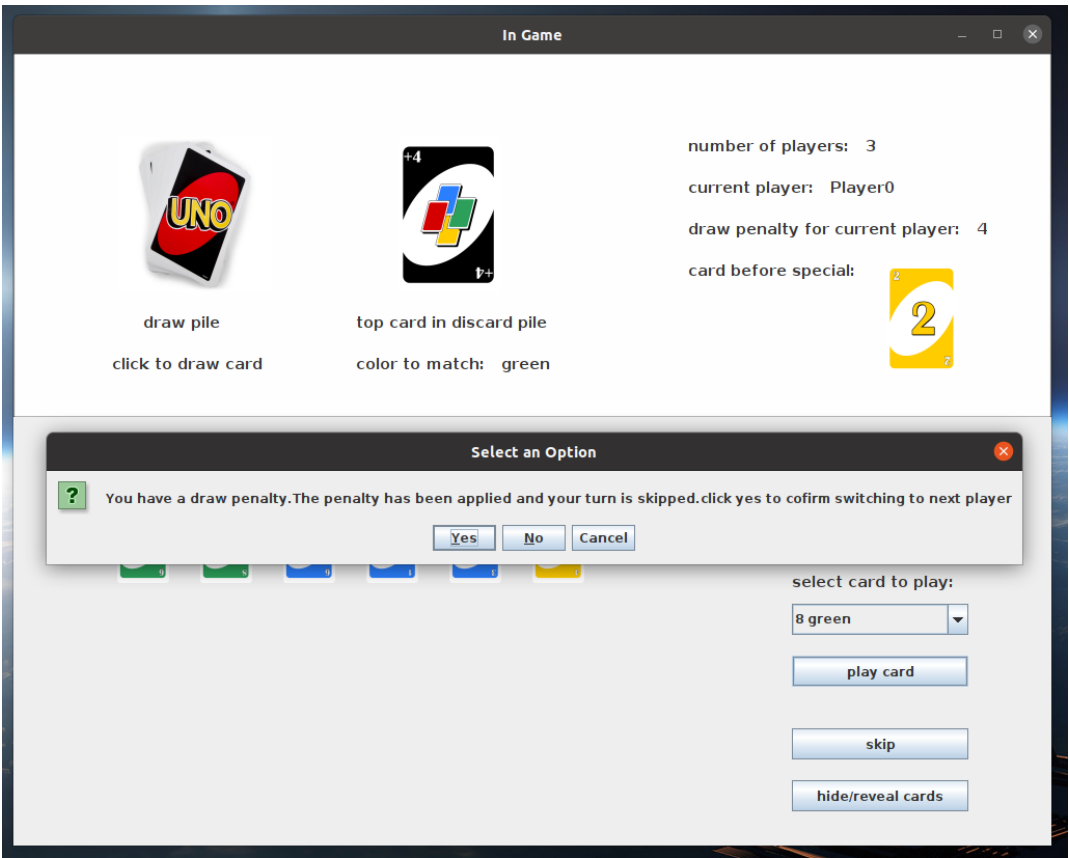


- When the stack of the player is hidden, clicking the hide/reveal cards button will reveal the stack.

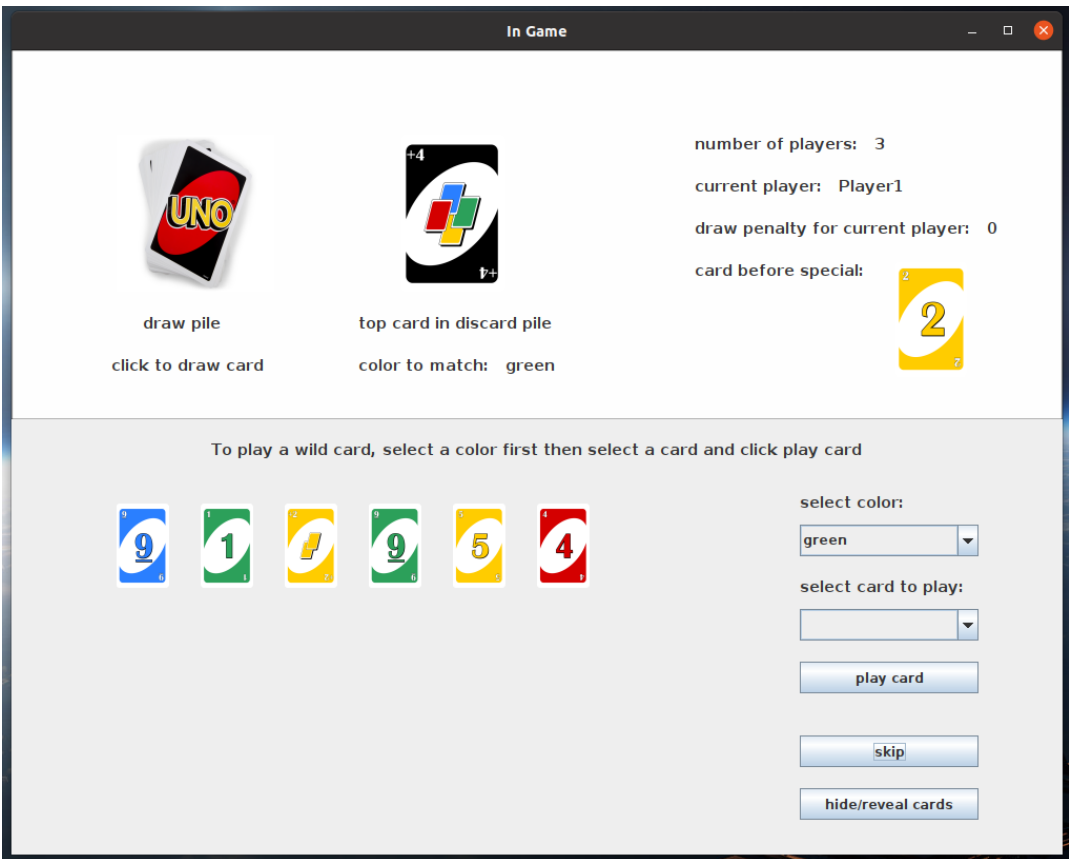


Test 2.6 - InGameGUI: Draw penalty

- When a player has a non-zero draw penalty and does not play a card that can stack the penalty, the card selected by the player will not be processed. The draw penalty will be applied and the turn of the current player will be skipped. A window with the relevant message will pop up.

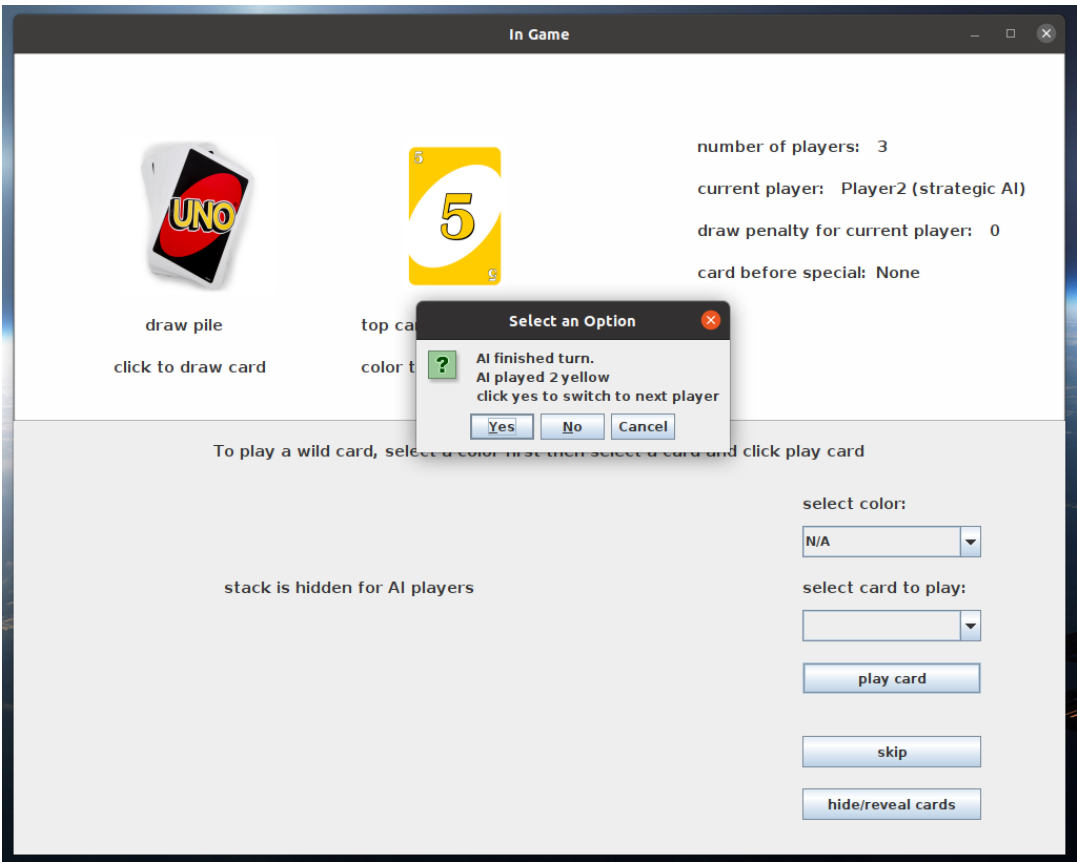


- Clicking yes in the pop up window will update the panel with infos related to the next player. Also, the card to match should stay the same.

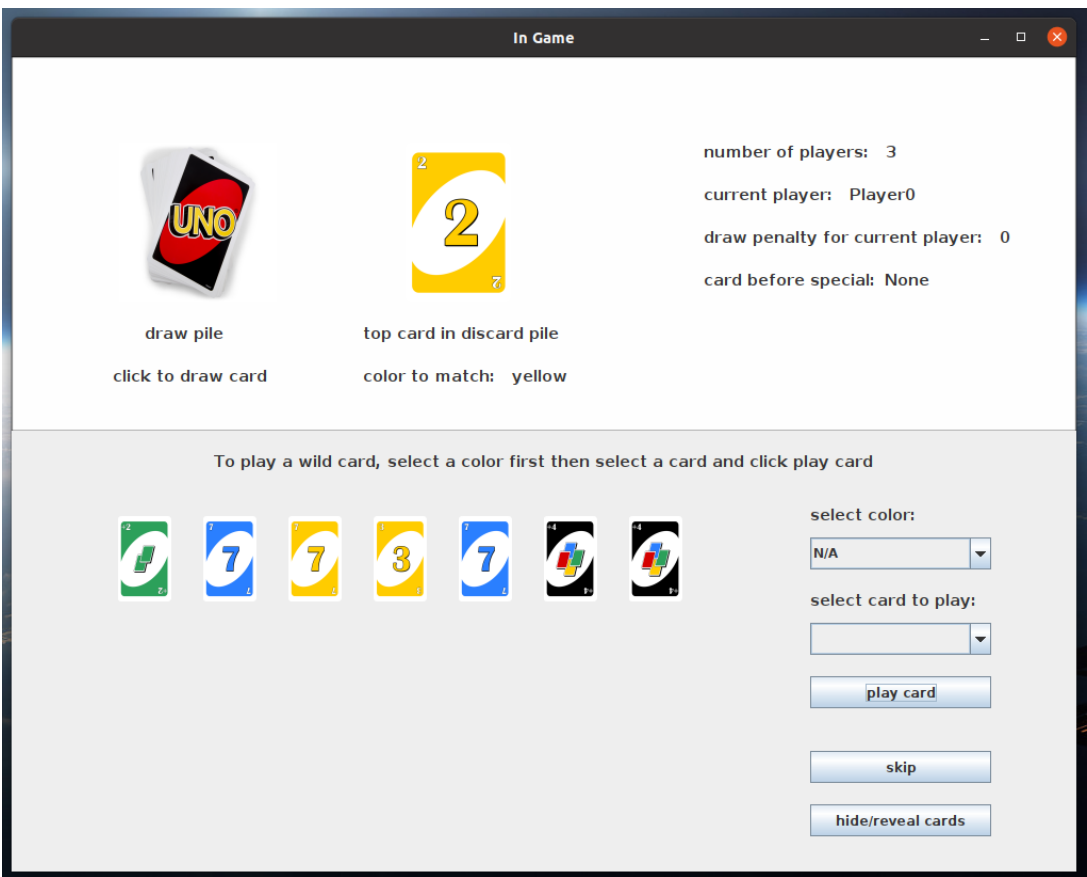


Test 2.7 - InGameGUI: AI Player

- If the current player is an AI player, the stack will not be shown. The AI player will automatically pick and play a card. After the AI player finished playing the card, a pop up window with information about which card the AI played will appear



- Clicking yes in the pop up window will update the panel with infos related to the next player. Also, the card to match should be updated to the card AI player played.



Test 3 - endGameGUI

- When a player successfully plays the last card, the player becomes the winner. Clicking yes in the pop up window should close the current in game GUI and start a new window with winner information displayed

