Manual Test Plan for cs242-assignment1.1

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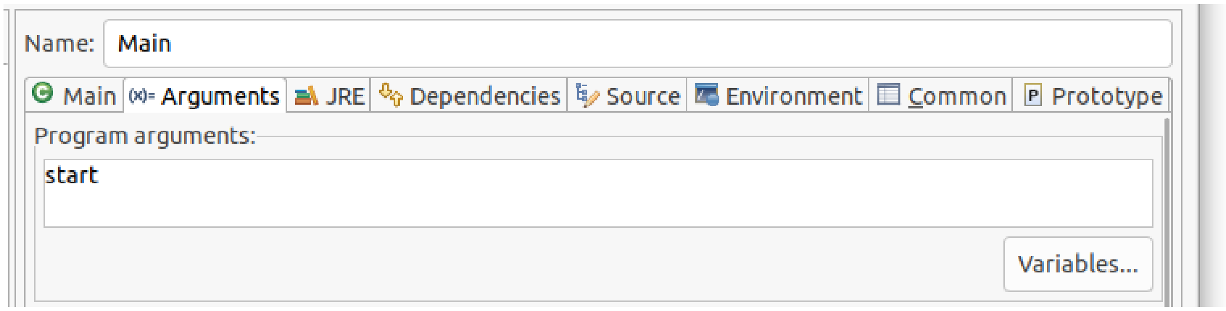
Environment setup

- Junit 5.7.1
- JavaSE-16 (swing, awt, util, lang)
- Eclipse 4.20.0
- Stable Internet connection

Test - startGameGUI

- In order to test startGame GUI, run unoGUI/Main.java with argument “start”

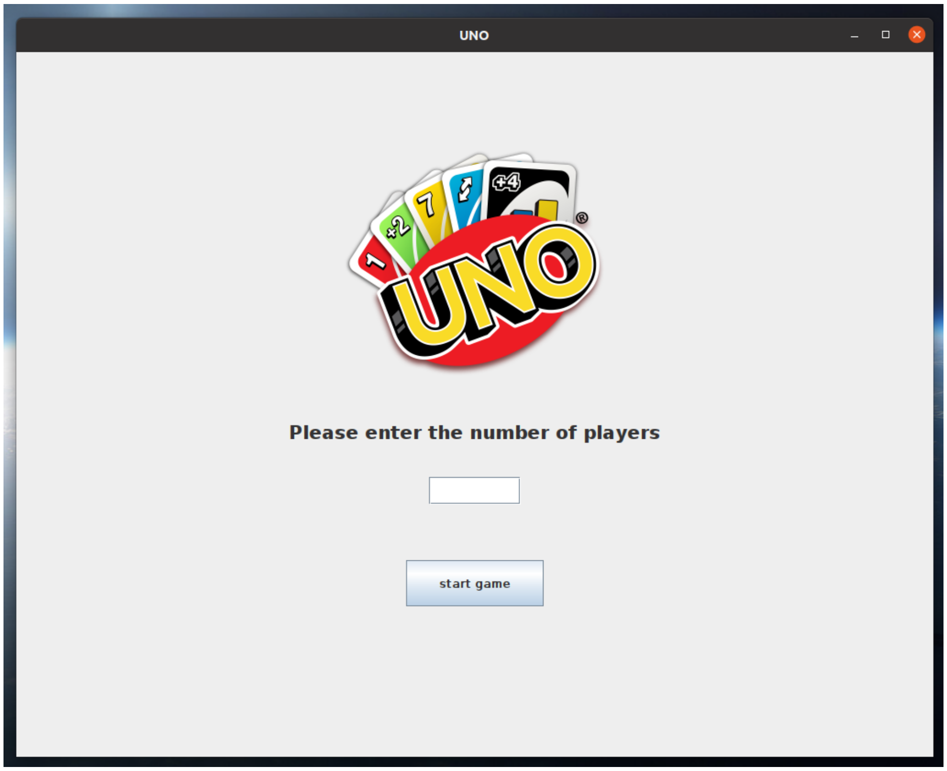


Name: Main

Program arguments:

start

- You should see a window pop up. The content displayed in the window should include an input box to input player number, a start button, as well as a logo of UNO.

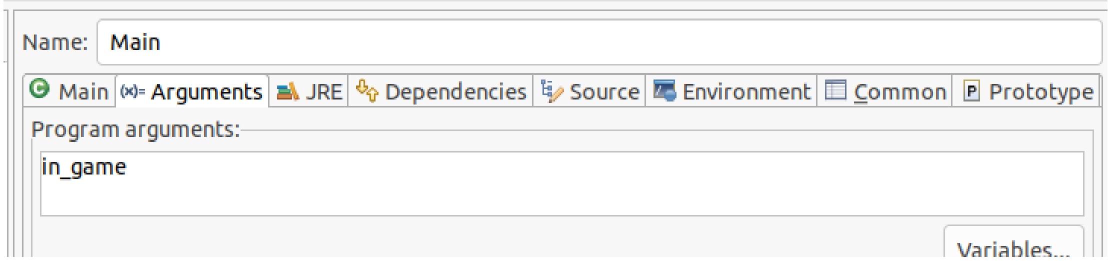


Please enter the number of players

expected window

Test - InGameGUI

- In order to test inGame GUI, run unoGUI/Main.java with argument “in_game”

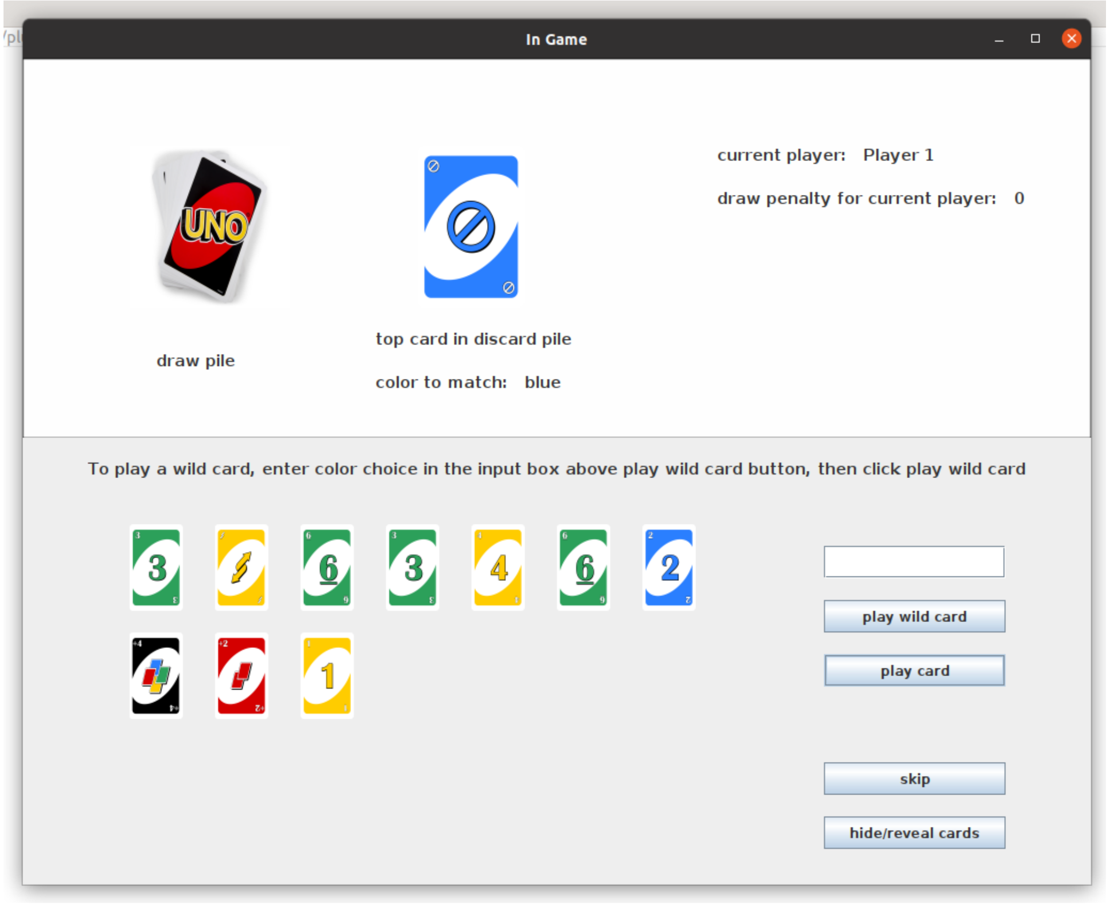


Name: Main

Program arguments:

in_game

- The main method was set up to start a new game state, initialize the draw pile and player stack, then let the current player draw 3 cards.
- You should see a window like the screenshot below. Player’s stack and top card in the discard pile should be random since a new game state is started every time.



current player: Player 1

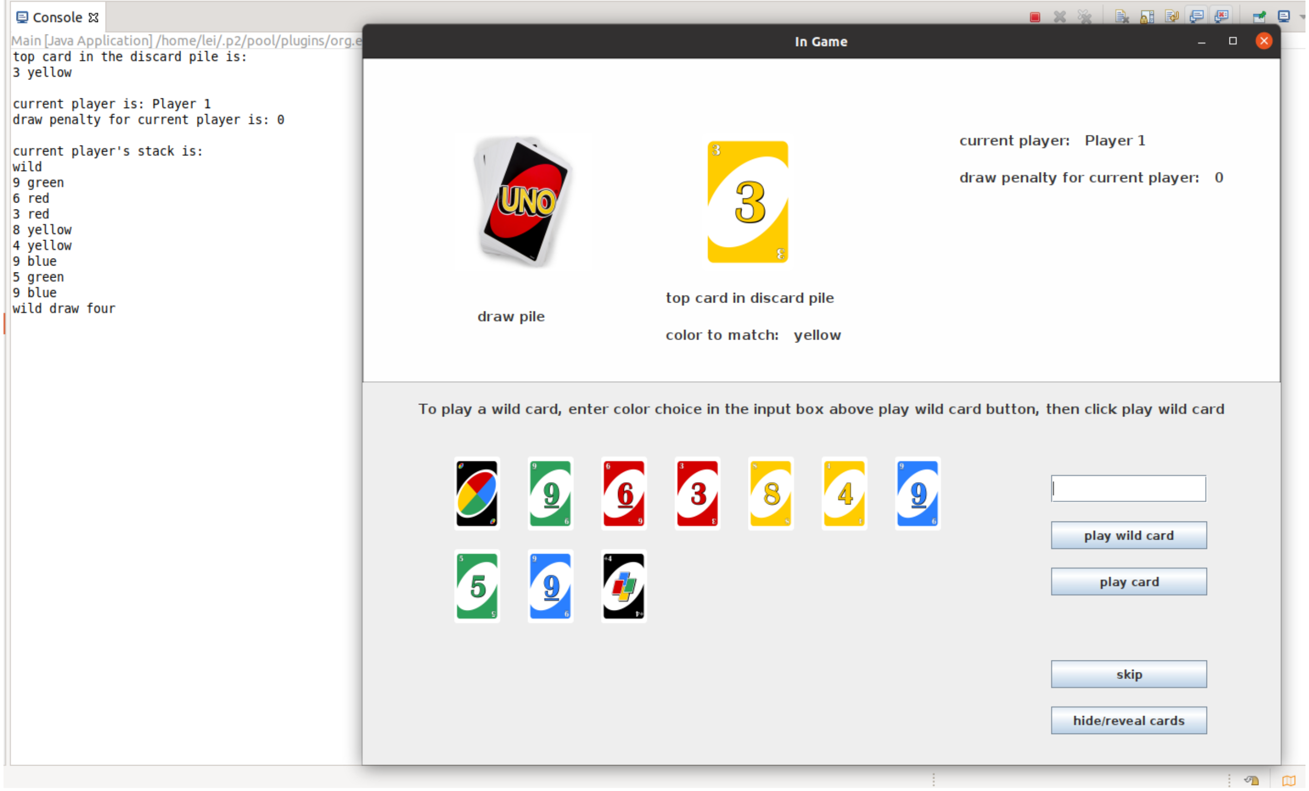
draw penalty for current player: 0

color to match: blue

To play a wild card, enter color choice in the input box above play wild card button, then click play wild card

Sample output

- The main method will print out the player’s stack. the first card of the discard pile, current player, draw penalty for the current player of the current game state to std out. The content displayed in the window should **match** the output in std out.



```
Main [Java Application] /home/lei/.p2/pool/plugins/org.e
top card in the discard pile is:
3 yellow

current player is: Player 1
draw penalty for current player is: 0

current player's stack is:
wild
9 green
6 red
3 red
8 yellow
4 yellow
9 blue
5 green
9 blue
wild draw four
```

current player: Player 1

draw penalty for current player: 0

top card in discard pile

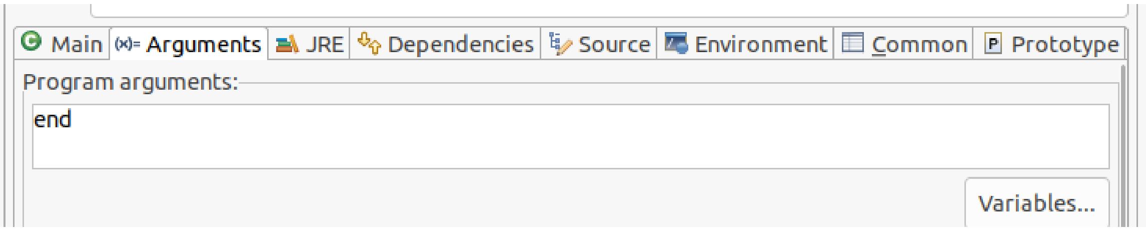
color to match: yellow

To play a wild card, enter color choice in the input box above play wild card button, then click play wild card

Sample window with console output

Test - EndingGUI

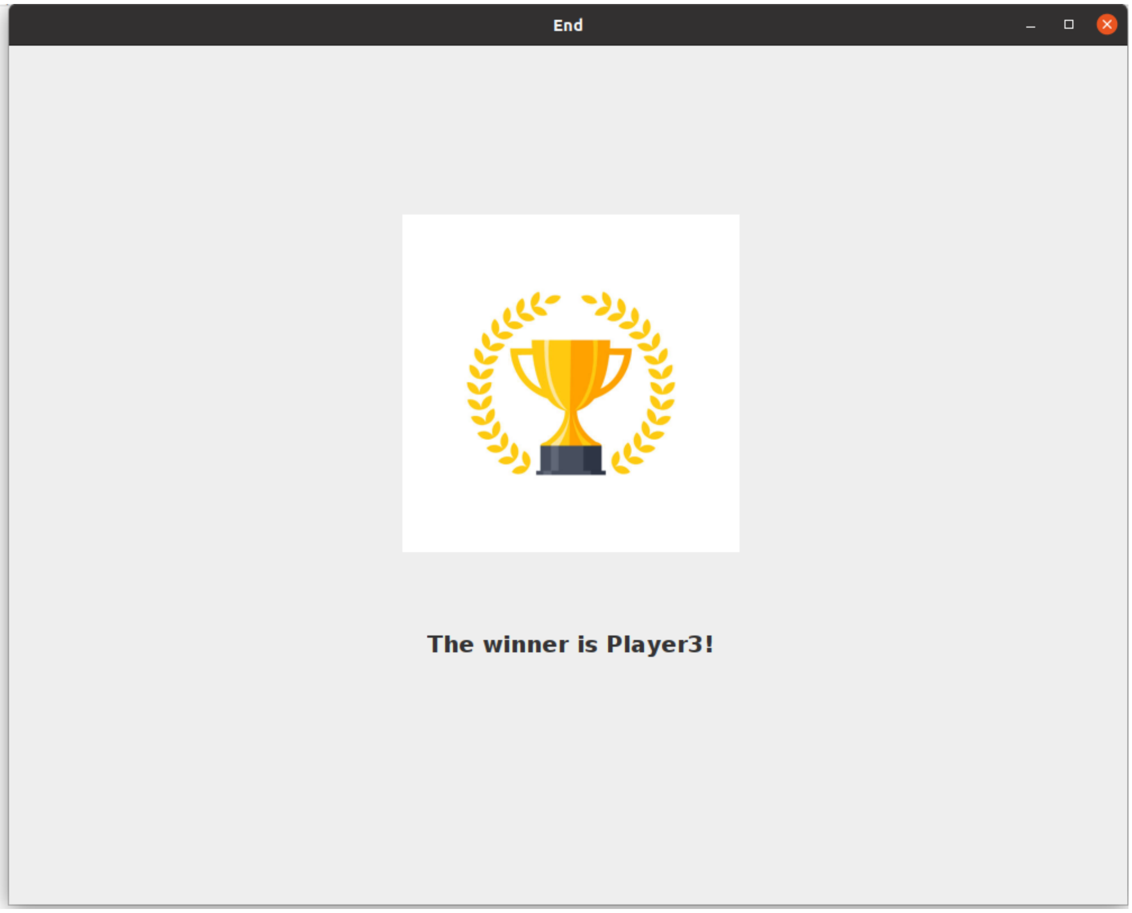
- In order to test inGame GUI, run unoGUI/Main.java with argument “end”



Program arguments:

```
end
```

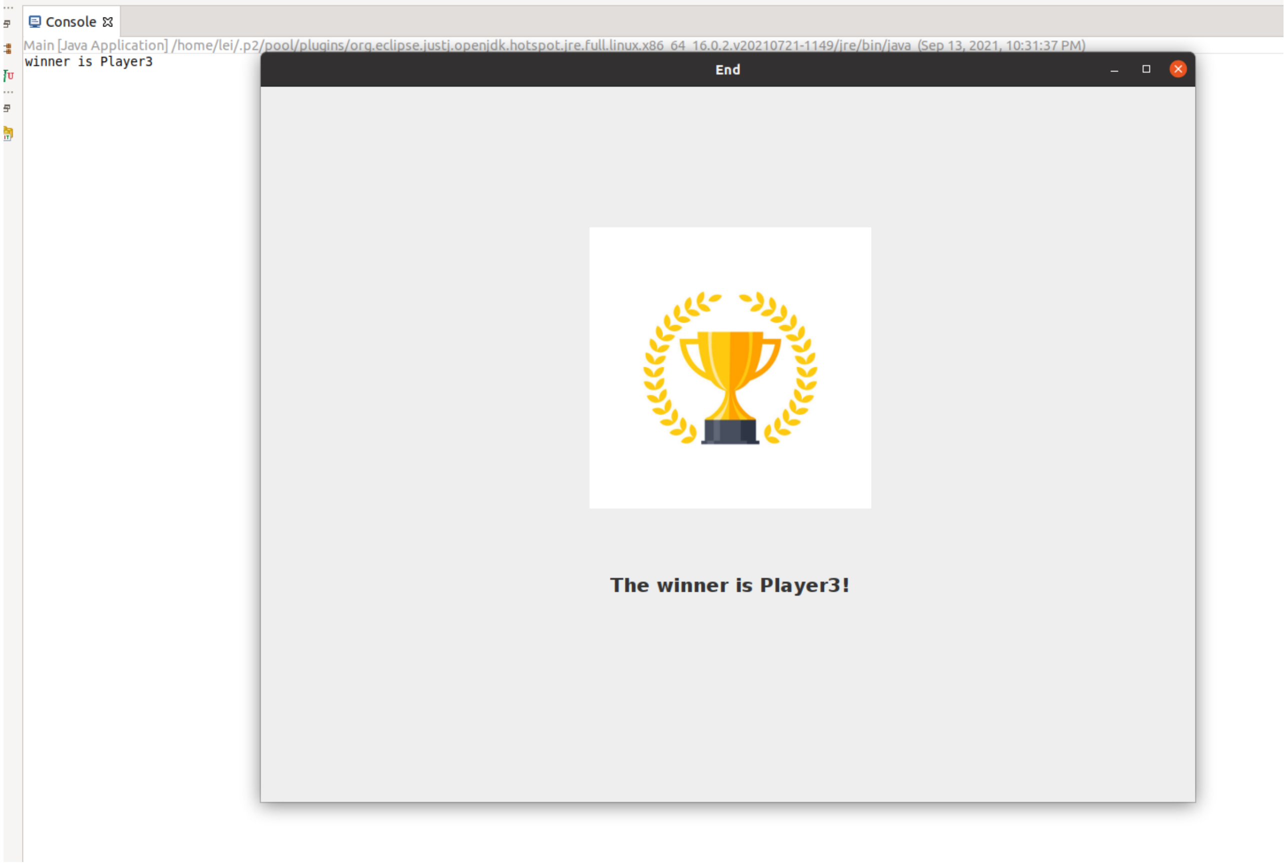
- The main method was set up to start a new game state and generate a random winner.
- You should see a window like the screenshot below.



The winner is Player3!

Sample output

- The main method will print out the name of the randomly generated winner to std out. The content displayed in the window should **match** the output in std out.



```
Main [Java Application] /home/lei/.p2/pool/plugins/org.eclipse.justj.openjdk.hotspot.jre.full.linux.x86_64_16.0.2.v20210721-1149/jre/bin/java (Sep 13, 2021, 10:31:37 PM)
winner is Player3
```

The winner is Player3!

Sample window with console output