Test Design Specifications

# TD001: Cards

## Features to be tested

This test covers functional requirements FREQ 2, 2.1, 2.2, and 2.3. It also partially covers requirement 3.2 and 3.1

## Approach Refinements

No refinement necessary

## Test Identification

* Unit test: Cards exist
* Unit test: Cards match description of French 52-card deck
* Unit test: Cards can be shuffled
* Unit test: Cards can be drawn
* Unit test: Cards can be dealt to players
* Functional test: Players that join a game receive cards
* Functional test: Players that are in a game can view cards dealt to them

## Pass/Fail Criteria

Pass/fail criteria shall be defined in the test procedure documentation for each test case.

# TD002: Lobbies

## Features to be tested

This test covers functional requirements FREQ 5, 5.1, 5.2, 5.3, and 5.4. It also partially covers requirement 3.2 and 3.1

## Approach Refinements

No refinement necessary

## Test Identification

* Unit test: Lobbies exist
* Unit test: Players are assigned to lobbies
* Unit test: Players can join lobbies
* Unit test: Players can leave lobbies
* Unit test: Players that join a game leave the lobby they were in
* Unit test: Players can request a game to be created and join it when they do
* Functional test: Players that connect to the system are placed in a lobby
* Functional test: Players in a lobby can join a game
* Functional test: Players that leave a game are placed in a lobby
* Functional test: Players in a lobby can create a new game
* UX Test: Users understand that they are in a lobby and can join games

## Pass/Fail Criteria

Pass/fail criteria shall be defined in the test procedure documentation for each test case.

# TD003: Games

## Features to be tested

This test covers functional requirements FREQ 1, 1.1, 1.2, 4, 4.1, and 4.2. It also partially covers requirement 3.2 and 3.1

## Approach Refinements

No refinement necessary

## Test Identification

* Unit test: Games exist
* Unit test: Games have a pot and maintain pot state
* Unit test: Games deal cards onto the table and maintain table state
* Unit test: Players can join games
* Unit test: Players can leave games
* Unit test: Games function according to the business rules
* Functional test: Players can join a game
* Functional test: Players can play through a game from start to finish
* Functional test: Players can leave a game and quit the program
* UX Test: Users understand the GUI and can discover how to play

## Pass/Fail Criteria

Pass/fail criteria shall be defined in the test procedure documentation for each test case.

# TD004: Players

## Features to be tested

This test covers functional requirements FREQ 3, 3.3, 3.4, 3.5, 3.6, and 3.7. It also partially covers requirement 3.2 and 3.1

## Approach Refinements

No refinement necessary

## Test Identification

* Unit test: Players exist
* Unit test: Players have usernames, chips, hands, and win-loss records that accurately reflect state changes
* Unit test: New players can be created
* Functional test: Players can create an account
* Functional test: Win-loss record updates as games are won and lost

## Pass/Fail Criteria

Pass/fail criteria shall be defined in the test procedure documentation for each test case.