

COMP3207 Coursework 1 Part 2 Test Report

1st Semester Academic year 2024/2025

Name:Yajie mao

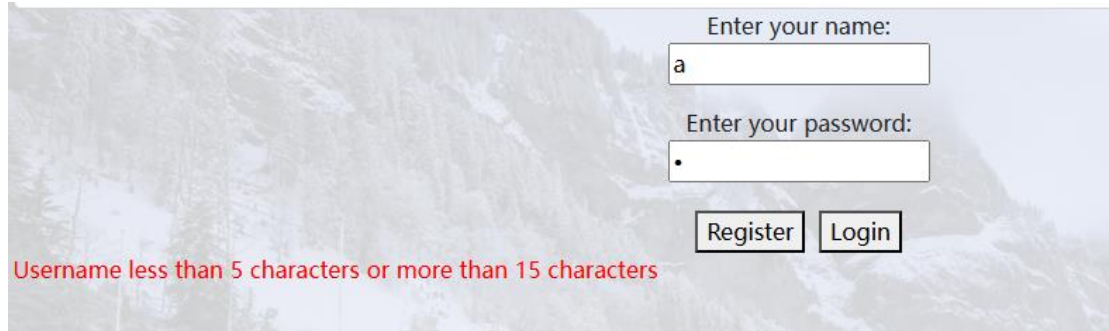
Summary

	Test Case	Pass	Fail
1	Registration and Login	Pass	-
1.1	A user cant register with invalid username or password	Pass	
1.2	A user can register	Pass	
1.3	A user cant register as an existing user	Pass	
1.4	A user can successfully login	Pass	
1.5	A user cant successfully login with the wrong password	Pass	
2	Game Start up	Pass	-
2.1	The display shows waiting for players and the url	Pass	
2.2	The admin player can join	Pass	
2.3	A game can begin after 3 people have joined	Pass	
2.4	The admin can start the game	Pass	
2.5	Users joining after the game has started become audience members	Pass	
2.6	A player can submit a prompt at anytime a game is running	Pass	
2.7	An audience member can submit a prompt at anytime a game is running	Pass	
3	Game round	- Pass	-
3.1	Submits answers for one or more prompts	Pass	
3.2	Players vote on best answer for a number of prompts but not their own	Pass	
3.3	Audience votes on best answer for the prompts in the round	Pass	
3.4	Result are shown for each prompt, answer and its votes	Pass	
3.5	Round scores are correct	Pass	
3.6	Final score table and advance to next round	Pass	
3.7	Two more rounds are played	Pass	
3.8	After 3 rounds show the final scores	Pass	
4	9 th player audience	Pass -	-
4.1	A 9th player joins the audience	Pass	
5	50% prompts	- Pass	-
5.1	50% of the game prompts should be from prompts entered by players / audience	Pass	
6.	4 Players	Pass -	-
6.1	4 Players can play the came correctly	Pass	

Evidence

1. Registration and Login

1.1. A user cant register with invalid username or password



Enter your name:
a

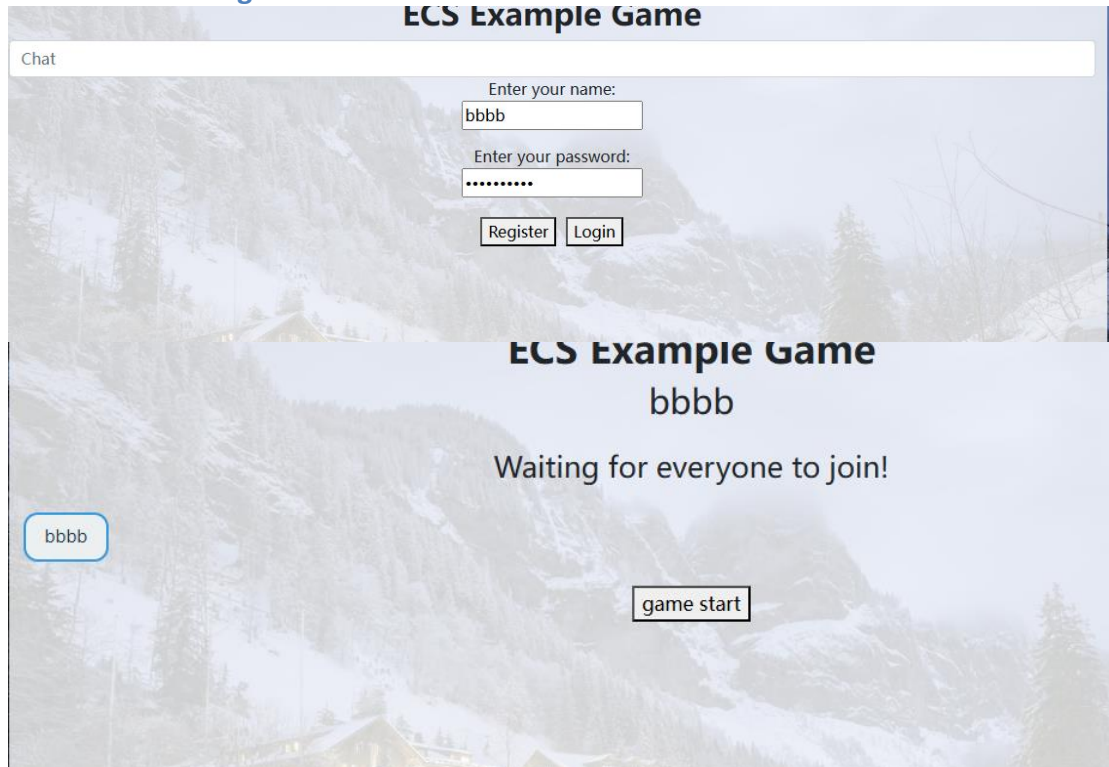
Enter your password:
•

Register Login

Username less than 5 characters or more than 15 characters

The screenshot shows a registration form on a website with a snowy mountain background. The form has two input fields: 'Enter your name:' and 'Enter your password:'. The name field contains the letter 'a', and the password field contains a single dot. Below the fields are 'Register' and 'Login' buttons. A red error message at the bottom states: 'Username less than 5 characters or more than 15 characters'.

1.2. A user can register



ECS Example Game

Chat

Enter your name:
bbbb

Enter your password:
••••••••

Register Login

ECS Example Game

bbbb

Waiting for everyone to join!

bbbb

game start

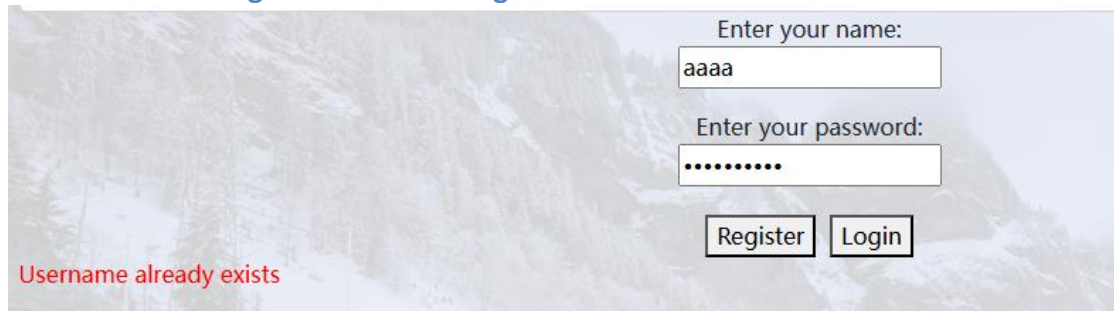
The screenshot shows the registration form with the name 'bbbb' and password '••••••••'. Below the form, the game lobby is visible. It has a title 'ECS Example Game' and the username 'bbbb'. The text 'Waiting for everyone to join!' is displayed. On the left, there is a chat box with the text 'bbbb'. At the bottom right, there is a 'game start' button.

When register with user "bbbb" and password "bbbbbbbbbb", it's registered and go to the next step

```
New Connection
Register event with {"username":"bbbb","password":"bbbbbbbbbb"}
username : bbbb password : bbbbbbbbbbb
Sending request: {
  endpoint: 'http://localhost:8181/player/register',
  username: 'bbbb',
  password: 'bbbbbbbbbb'
}
response is: OK
Register message is: OK
username is: bbbb
players.length: 0
!players.includes(username) true
!audience.includes(username) true
currentStage is: Auth
```

In the log, response is ok, means register successfully.

1.3. A user cant register as an existing user

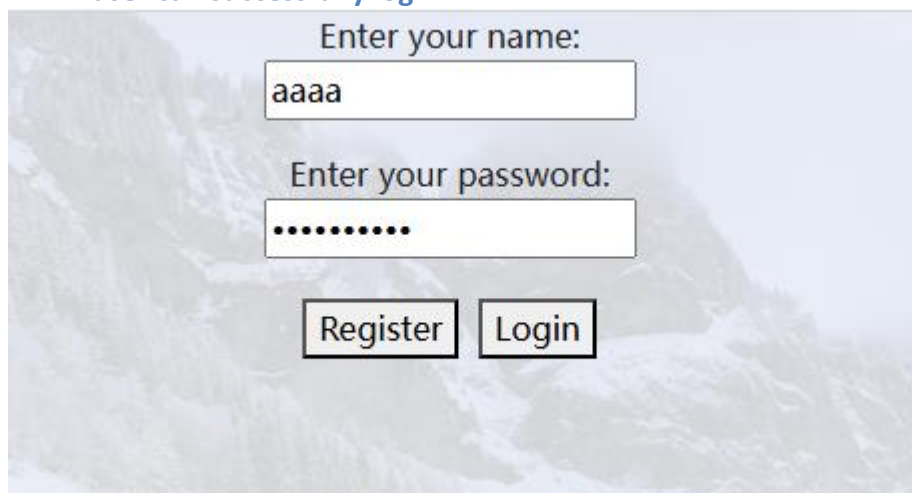


Enter your name:

Enter your password:

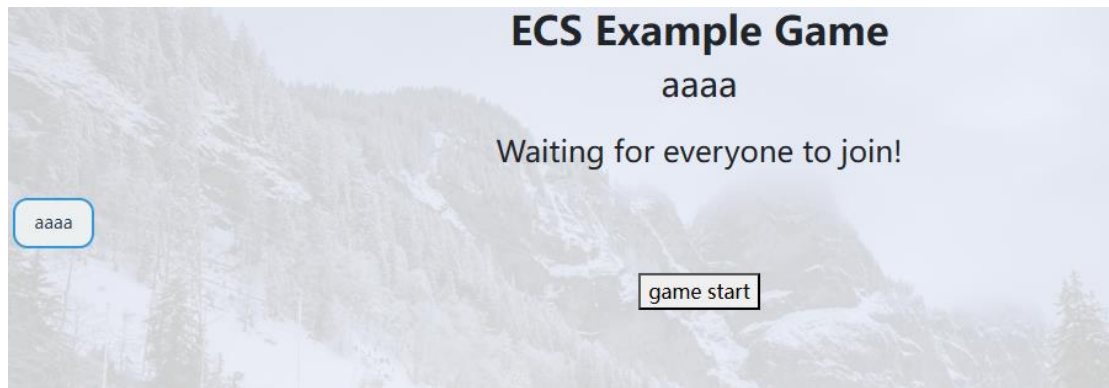
Username already exists

1.4. A user can successfully login



Enter your name:

Enter your password:

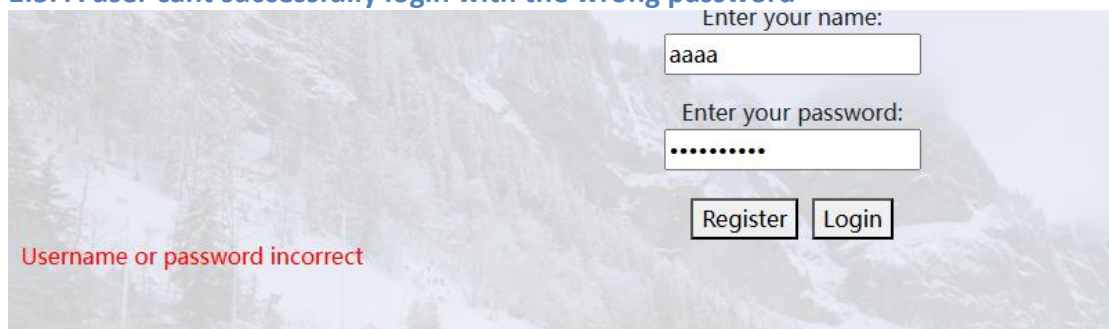


It login successfully and go to the next stage

```
login event with {"username":"aaaa","password":"aaaaaaaaaa"}
loginDetails: {username: 'aaaa', password: 'aaaaaaaaaa' }
username : aaaa password : aaaaaaaaaa
Response status: 200
response is: OK game can begin after 3 people have joined
login message is: OK
```

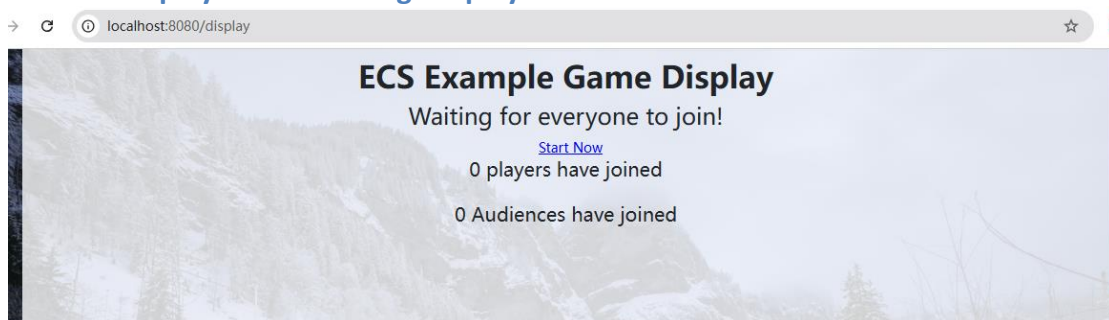
In the log, Login message is “OK”, means login successfully

1.5. A user cant successfully login with the wrong password



2. Game Start Up

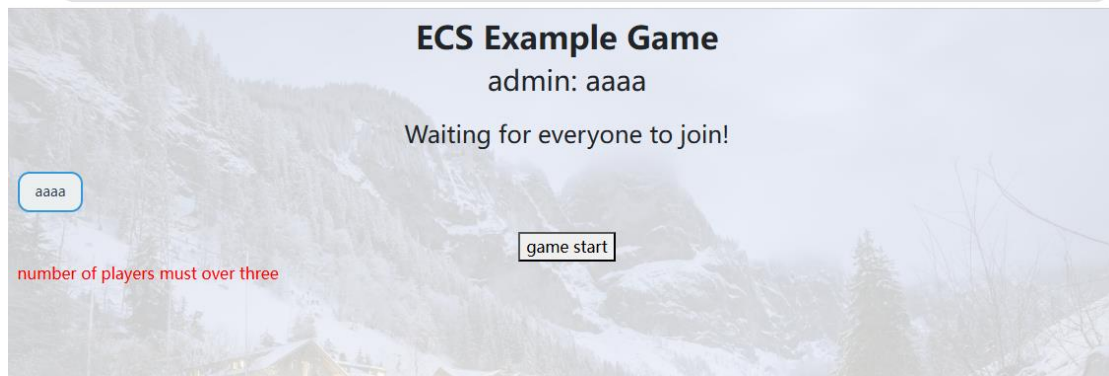
2.1. The display shows waiting for players and the url



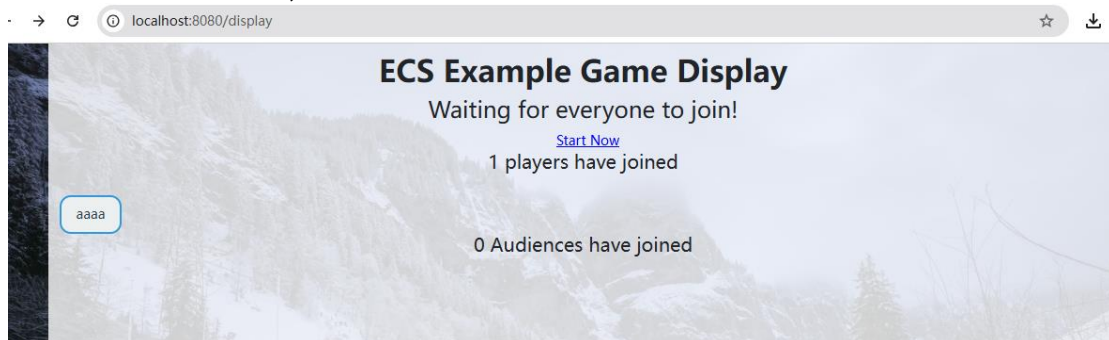
After click the Start Now with link, it will go to the interactive screen



2.2. The admin player can join

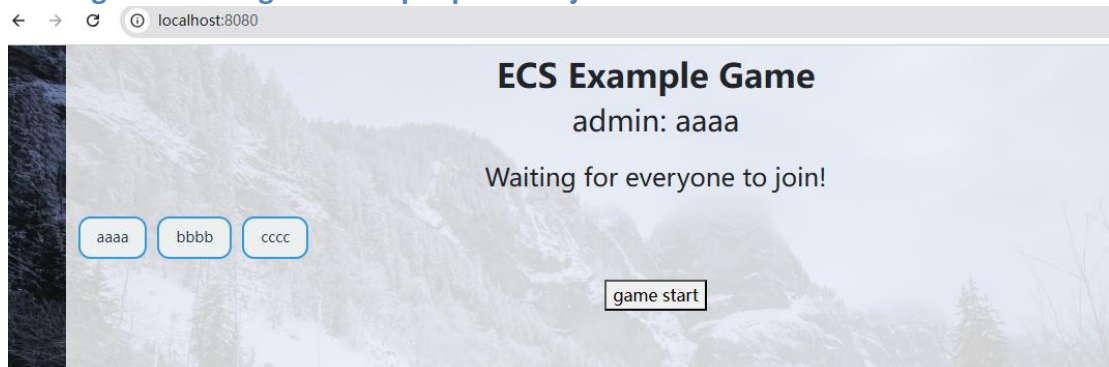


The first user is aaaa, who is shown as the admin



In the display screen, shows one player is joined

2.3. A game can begin after 3 people have joined

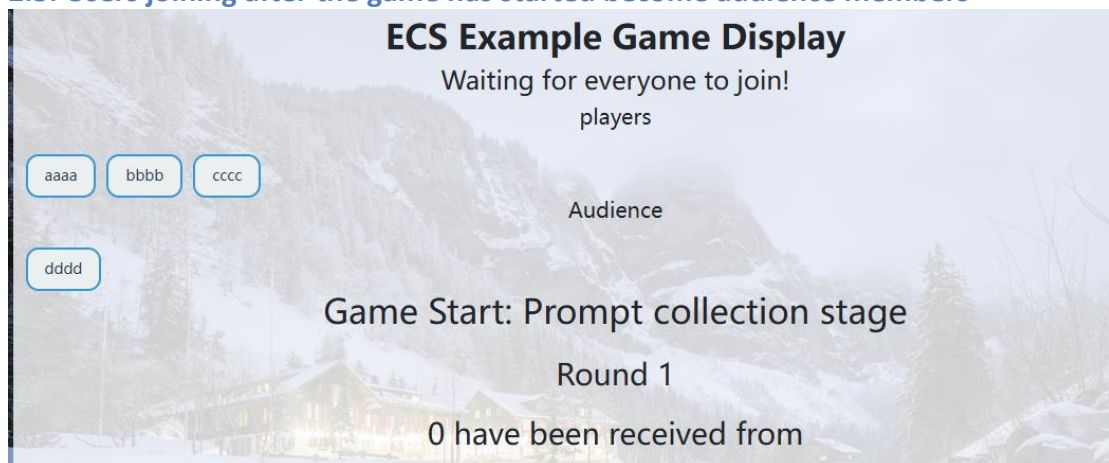




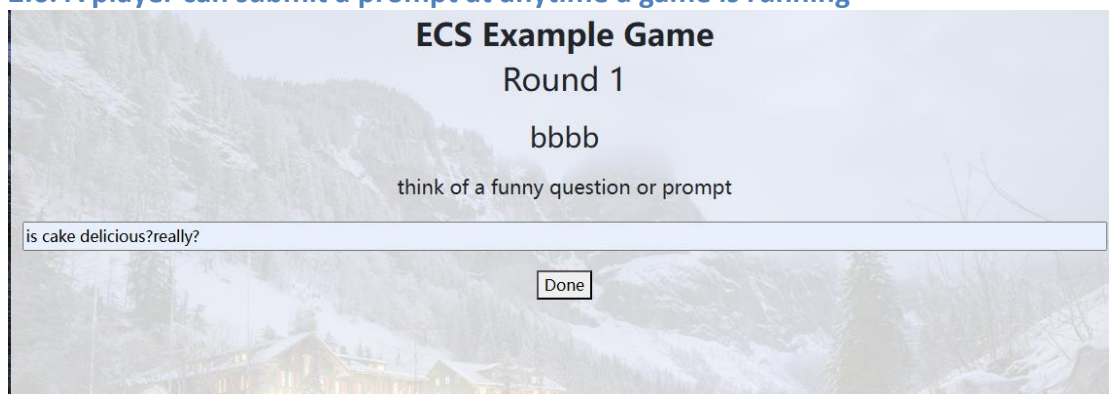
2.4. The admin can start the game



2.5. Users joining after the game has started become audience members



2.6. A player can submit a prompt at anytime a game is running



localhost:8080/display

ECS Example Game Display

Waiting for everyone to join!
players

aaaa bbbb cccc

Audience

Game Start: Prompt collection stage

Round 1

1 have been received from

bbbb

ECS Example Game

Round 1

Answers stage

aaaa

is candy sweet? sure it is!

aaaa

Done

submit prompt

think of a funny question or prompt

Done

start to vote

In addition, at any time of the game like answer stage, when clicking on the submit prompt button, the text input will appeal and used to submit the prompts.

2.7. An audience member can submit a prompt at anytime a game is running

ECS Example Game

Round 1

dddd

think of a funny question or prompt

is candy sweet? really?

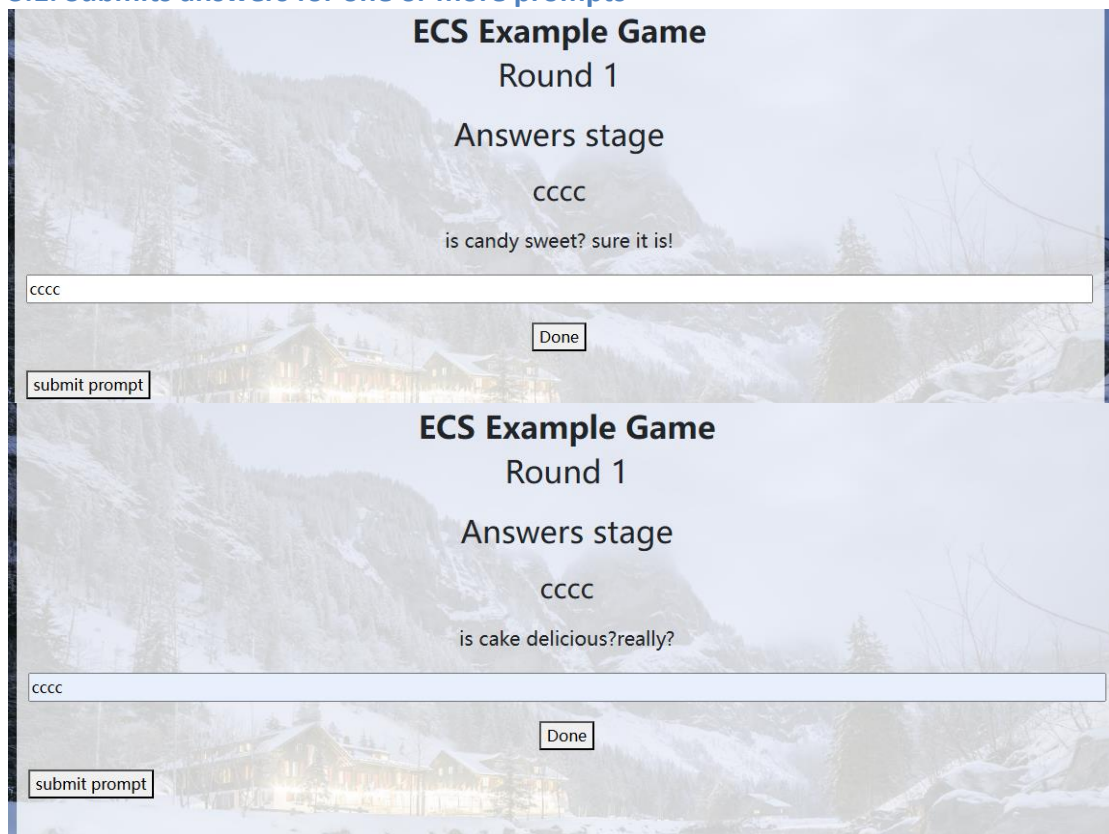
Done

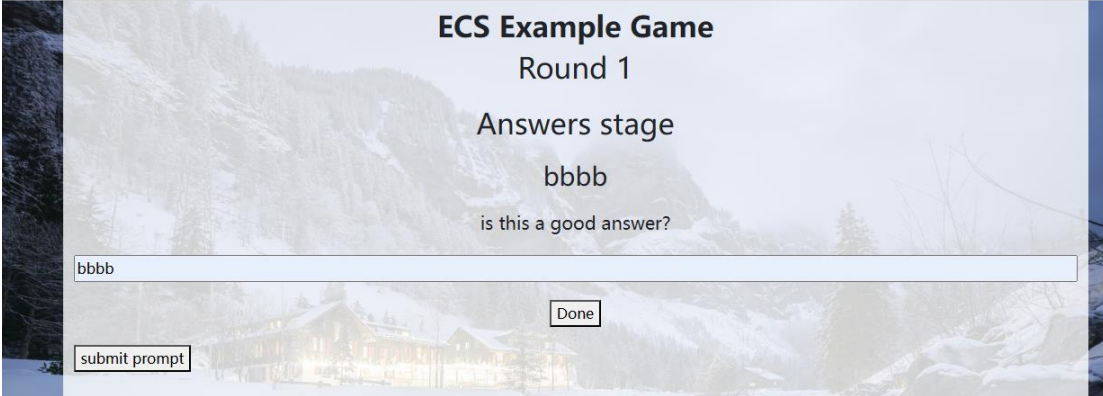


dddd is the audience member and the dddd can send the prompt and 2 prompts are received

3. Game round

3.1. Submits answers for one or more prompts





ECS Example Game
Round 1

Answers stage

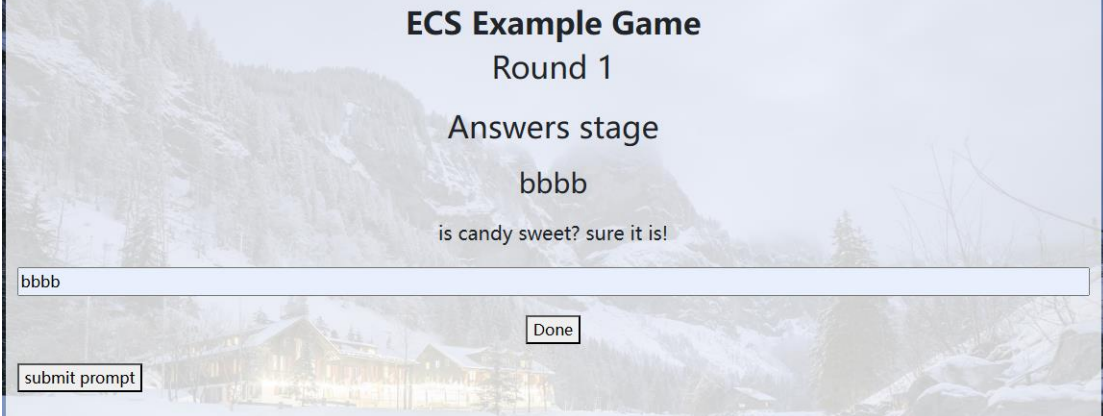
bbbb

is this a good answer?

bbbb

Done

submit prompt



ECS Example Game
Round 1

Answers stage

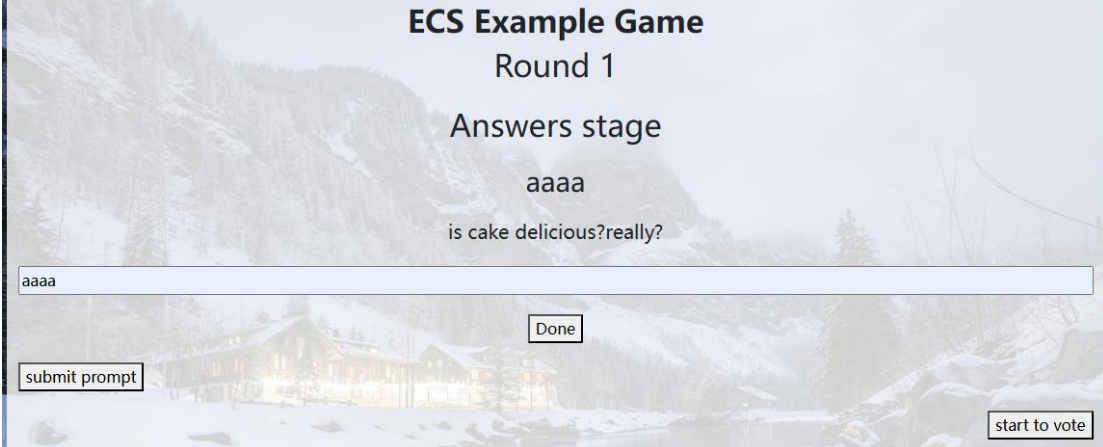
bbbb

is candy sweet? sure it is!

bbbb

Done

submit prompt



ECS Example Game
Round 1

Answers stage

aaaa

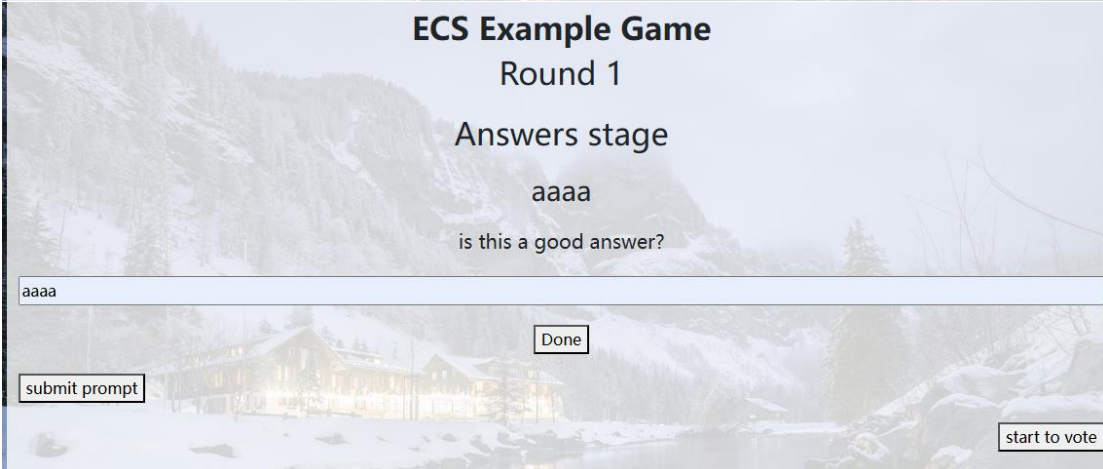
is cake delicious?really?

aaaa

Done

submit prompt

start to vote



ECS Example Game
Round 1

Answers stage

aaaa

is this a good answer?

aaaa

Done

submit prompt

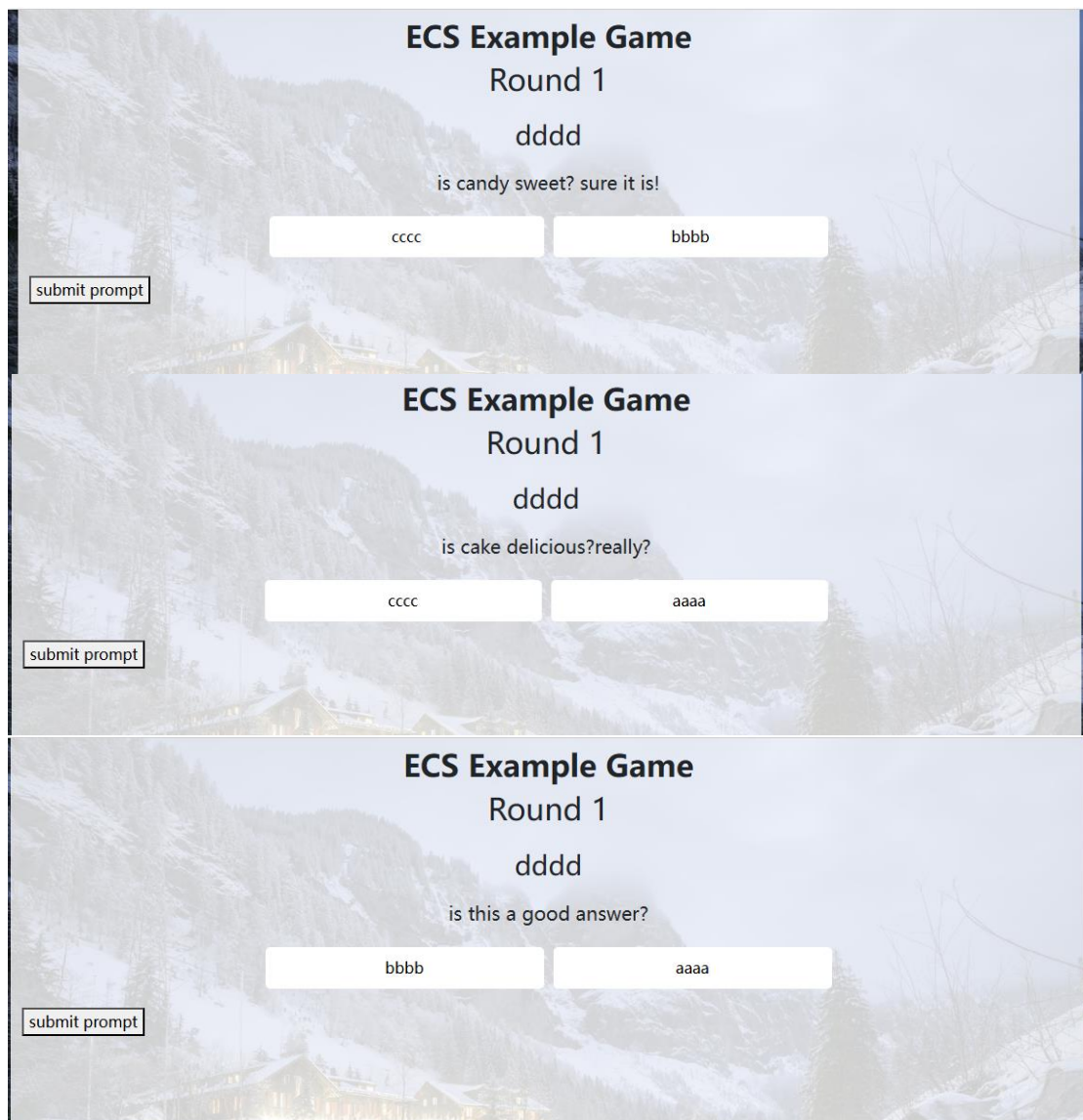
start to vote

3.2. Players vote on best answer for a number of prompts but not their own

The image displays three sequential screenshots of a game interface titled "ECS Example Game Round 1". Each screenshot features a background image of a snowy mountain landscape with a cabin. The interface includes a "submit prompt" button on the left and a "get scores" button on the right. The prompts and answer options are as follows:

- Screenshot 1:**
 - Prompt: "aaaa"
 - Question: "is candy sweet? sure it is!"
 - Answer options: "cccc" and "bbbb"
- Screenshot 2:**
 - Prompt: "bbbb"
 - Question: "is cake delicious?really?"
 - Answer options: "cccc" and "aaaa"
- Screenshot 3:**
 - Prompt: "cccc"
 - Question: "is this a good answer?"
 - Answer options: "bbbb" and "aaaa"

3.3. Audience votes on best answer for the prompts in the round



The image displays three sequential screenshots of a game interface titled "ECS Example Game Round 1". Each screenshot features a background image of a snowy mountain landscape with a cabin. The interface includes a "submit prompt" button on the left and two voting buttons in the center.

Screenshot 1:

- Header: ECS Example Game Round 1
- Prompt: dddd
- Question: is candy sweet? sure it is!
- Voting buttons: cccc (left), bbbb (right)

Screenshot 2:

- Header: ECS Example Game Round 1
- Prompt: dddd
- Question: is cake delicious?really?
- Voting buttons: cccc (left), aaaa (right)

Screenshot 3:

- Header: ECS Example Game Round 1
- Prompt: dddd
- Question: is this a good answer?
- Voting buttons: bbbb (left), aaaa (right)

ECS Example Game

Round 1

aaaa

is candy sweet? sure it is!

cccc
cccc
0

bbbb
bbbb
2
aaaa

Done

next

ECS Example Game

Round 1

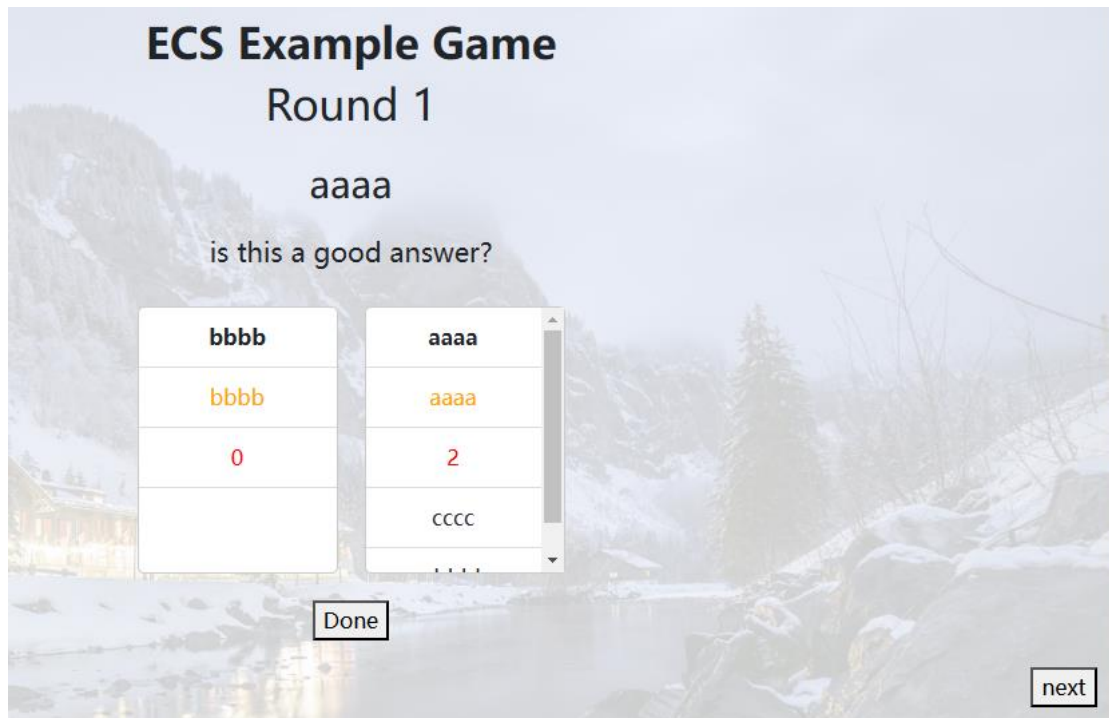
aaaa

is cake delicious?really?

cccc	aaaa
cccc	aaaa
0	2
	bbbb

Done

next



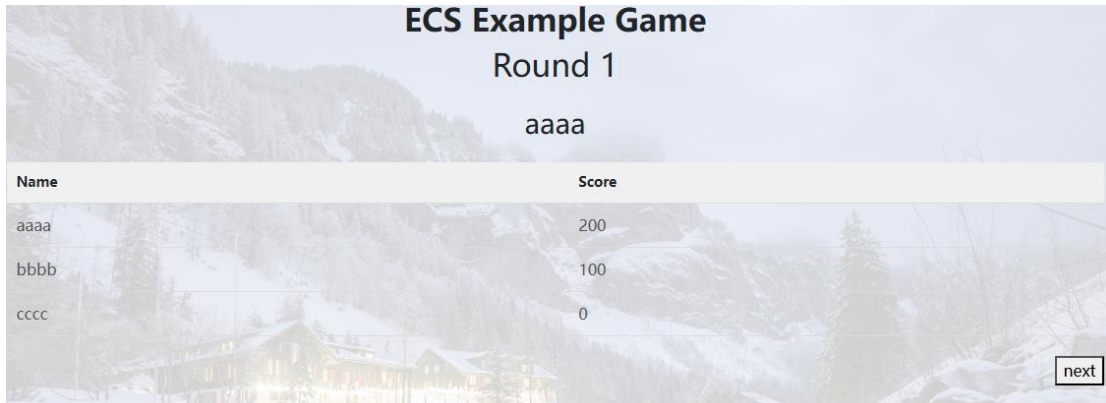
Only aaaa can check the voting result and step to the next stage

3.5. Round scores are correct

Name	Score
aaaa	200
bbbb	100
cccc	0

aaaa win for 2 times, bbbb win for 1 time, the round number is 10, the score for aaaa in this round is $2 \times 100 \times 1 = 200$, the score for bbbb in this round is $1 \times 100 \times 1 = 100$, and cccc did not win for any time, so cccc have 0 in score, so it is correct.

3.6. Final score table and advance to next round

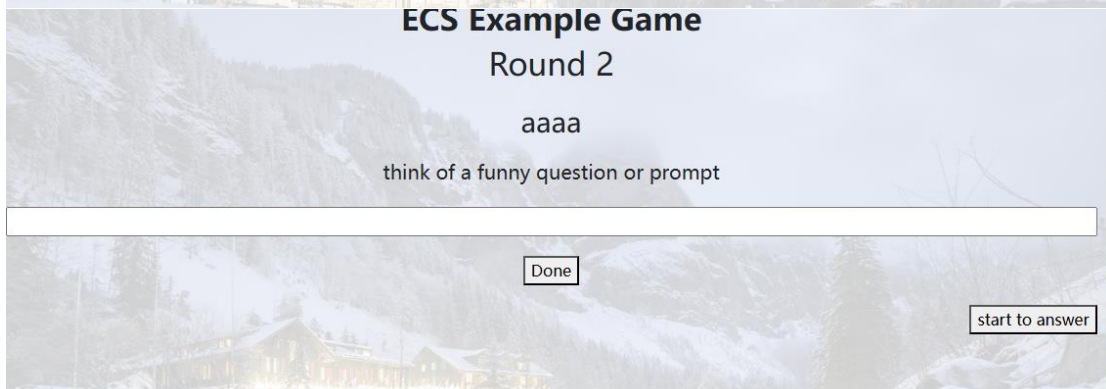


ECS Example Game
Round 1

aaaa

Name	Score
aaaa	200
bbbb	100
cccc	0

next



ECS Example Game
Round 2

aaaa

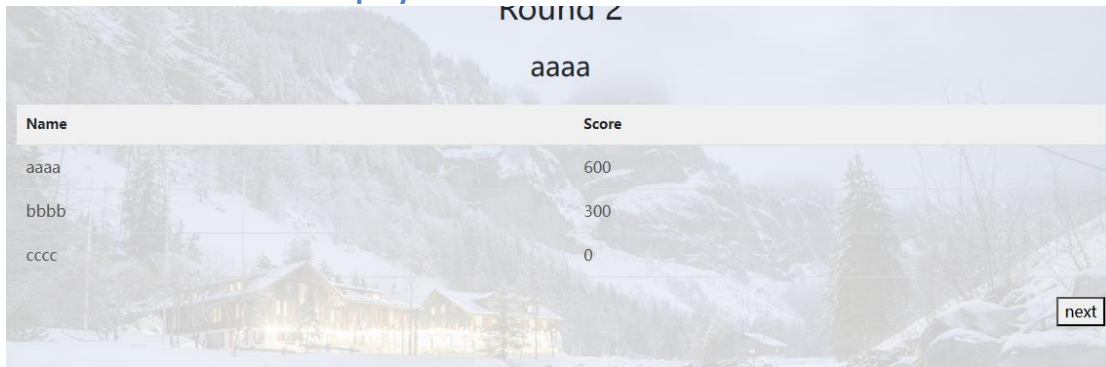
think of a funny question or prompt

Done

start to answer

Click to the next button advance to Round 2

3.7. Two more rounds are played



ROUND 2

aaaa

Name	Score
aaaa	600
bbbb	300
cccc	0

next

For the second round, same as before, aaaa win for 2 times, bbb bwin for one time, socre of aaaa for this round is $2 \times 200 = 400$, total final score for 2 rounds is $400 + 200 = 600$,

Score of bbbb for this round is $2 \times 100 = 200$, total final score for 2 rounds is $100 + 200 = 300$.

And the total score for cccc is still 0, because he did not win any time.

3.8. After 3 rounds show the final scores

ECS Example Game
Round 3
aaaa

Name	Score
aaaa	1200
bbbb	600
cccc	0

next

Same as before, aaaa win for 2 times, bbbb wins for 1 time, current round aaaa win for $2 \times 100 \times 3 = 600$, and total score is $600 + 600 = 1200$, current round bbbb win for $1 \times 100 \times 3 = 300$, and total score is $300 + 300 = 600$.
And the overall podium.

Silver	Gold	Bronze
bbbb	aaaa	cccc
600.0	1200.0	0.0

4. 9th player audience

4.1. A 9th player joins the audience

ECS Example Game
admin: aaaa
Waiting for everyone to join!

aaaa bbbb cccc dddd eeee ffff gggg hhhh

Audience

iiii

5. 50% prompts

5.1. 50% of the game prompts should be from prompts entered by players / audience

ECS Example Game
Round 1

aaaa

think of a funny question or prompt

this is the first prompt from local

Done

start to answer

```
getFromPrompt 2
getFromDB 1
promptToAssign [
  'this is the first prompt from local',
  'this is the second prompt from local',
  'is cake delicious?really?03'
]
```

submit prompt

Three users , and get three prompts, 2 from local, 1 from database
Below are three questions

ECS Example Game
Round 1

aaaa

is cake delicious?really?03

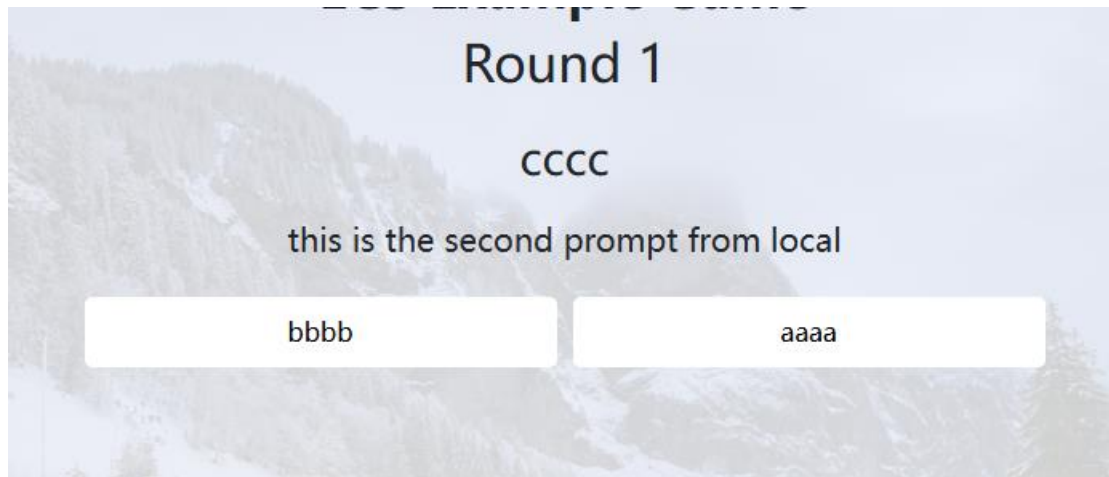
cccc bbbb

Round 1

bbbb

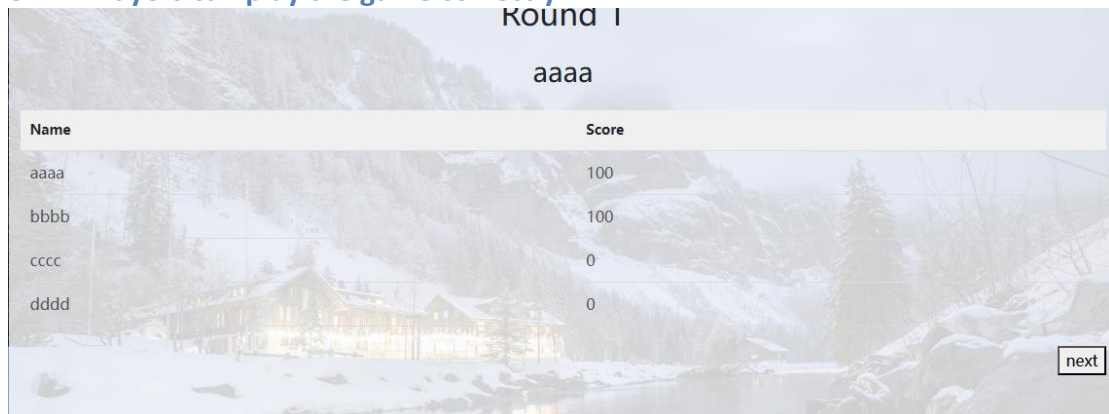
this is the first prompt from local

cccc aaaa

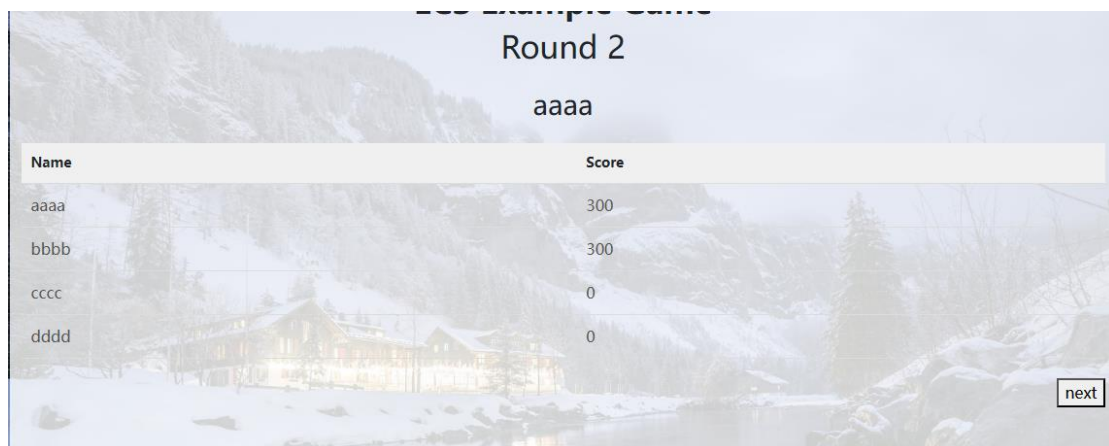


6. 4 Players

6.1. 4 Players can play the game correctly



Aaaa and bbbb each win for one time, so aaaa get $1 \times 100 \times 1 = 100$, bbbb get $1 \times 100 \times 1 = 100$ too.



Aaaa and bbbb each win for one time again in round two, so aaaa get $1 \times 100 \times 2 = 200$, bbbb get $1 \times 100 \times 2 = 200$ too.

Add the score from round one, both are $100 + 200 = 300$

Round 3

aaaa

Name	Score
aaaa	600
bbbb	600
cccc	0
dddd	0

[next](#)

Aaaa and bbbb each win for one time again in round three, so aaaa get $1 \times 100 \times 3 = 300$, bbbb get $1 \times 100 \times 3 = 300$ too.

Add the score from round one, both are $300 + 300 = 600$

Silver	Gold	Bronze
<div>bbbb</div> <div>600.0</div>	<div>aaaa</div> <div>900.0</div>	<div>cccc</div> <div>0.0</div>
		<div>dddd</div> <div>0.0</div>

For the podium it have started two games,

for the first game with aaaa,bbbb, and cccc, get 1200, 600, 0 each,

and in the second game, with aaaa, bbbb, cccc,dddd, get 600,600,0,0 each.

On average aaaa got $(1200+600)/2=900$ per game to be the Gold, bbbb get $(600+600)/2=600$ per game to be the silver, bbbb and cccc never win for one time, so they both be the Broze, with the 0 on the average of score per game.