|  |  |  |
| --- | --- | --- |
| **Tester: Client** | | |
| **Success criteria** | **Testing results: Met, Not Met, or Partially Met** | **Comments** |
| **Visual design and user’s interaction with the GUI** | | |
| Users can log-in, sign-up, play, and see the output (prompts, movements, and game results) on the GUI | met | You could add some images into the interface |
| Users are allowed to switch between the scenes (between the login scene and sign-up scene, from login scene to game scene, from game scene to result scene, and quit result scene) and quit the application using buttons  Enter / Sign-up / Back / Next / Quit | met | There should be a “replay” button to allow users to play again without retyping the username and passwords |
| **Multiple accounts can be stored** | | |
| Registration: users can create accounts if they don’t have one using usernames and passwords | met | It would be better if the password has a minimum character requirement |
| Authorization: Only users with an account are allowed to play the game (the account is used for ranking), to make sure that the ranking is correct and to prevent cheating | met |  |
| Updating: Each account will have a playing history in the database, where wins and losses can be updated after each round played | met | What is the point of recording the losses? You could make a user page to display the account’s game history (like wins, losses, and winning rates) in individuals. |
| Sorting: A rank of the top five players could be shown in the result page | met | The design of the result page could be better |
| **A 3D shape of the cube** | | |
| Mouse and keyboard action listeners: keyboard typing and mouse motion, dragging, scrolling, and clicking; all the cells can be selected | met | This can give convenience to different users. I like the dragging part. |
| **User-friendly** | | |
| Multiple ways to turn and zoom the cube | met | This should be written in the instruction |
| The indication of the selected cell of cubelet is clear (who took this cell)  A See-through diagram to help users to understand the rule is provided, which can be a 2D representation of the three layers, and the actions on the cube are also shown on the diagram | met | It will be better if the 2D layers can turning with the cubes and can be clicked |
| **Checking algorithm** | | |
| A winner should be identified when three cells in a line are occupied by the same person.  The three cells in a line could be horizontal, vertical, and diagonal in the same layer or across the layers | met | The starting player is so easy to win, especially when he selects the middle cell. There should be a more complicated rule. The first player is too easy to win. Maybe you can count how many connected three cells the users have after they filled all the cells. |