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| **Tester: Another user** | | |
| **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 | Do not put the sign-up page for the two players in the same page |
| 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 | You can have a title page and a rule page |
| **Multiple accounts can be stored** | | |
| Registration: users can create accounts if they don’t have one using usernames and passwords | met | Maybe adding email authentication or other methods to allow the users to recover their password |
| 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 | Users should be able to use the keyboard to Enter their username and password (not only clicking the “Enter” button) |
| Updating: Each account will have a playing history in the database, where wins and losses can be updated after each round played | met |  |
| Sorting: A rank of the top five players could be shown in the result page | met | Users can see all the account information (not only the first five) by scrolling on the table, although the design of the table is ugly |
| **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 | The horizontal direction of turning is flipped when the cubes are turned over. |
| **User-friendly** | | |
| Multiple ways to turn and zoom the cube | met | When turning the cubes using the keyboard, the cubes are moving intermittently |
| 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 | The maps of the cubes could be better (you can have an image on the cubes, not only colours)  It will be cool if the users can set their cube design when creating their accounts |
| **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 |  |