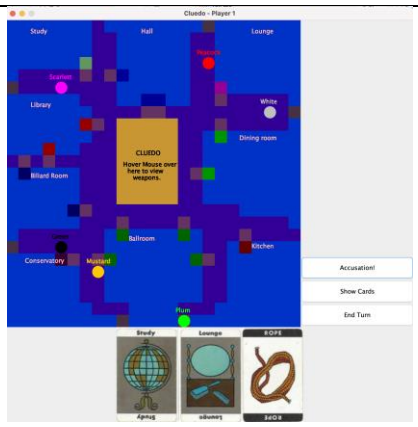
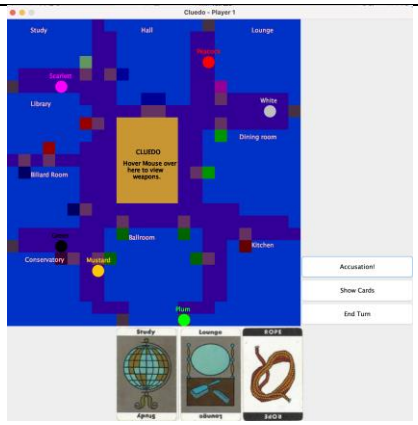
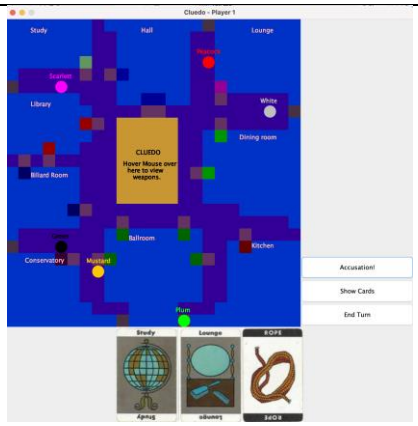
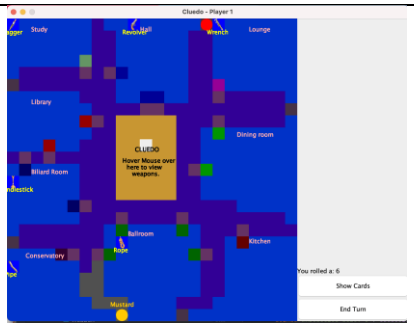
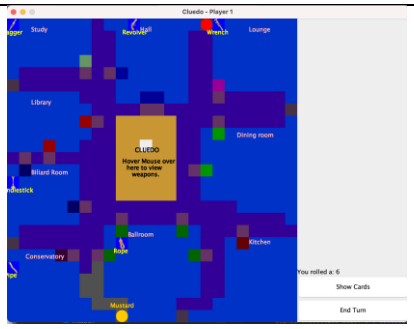
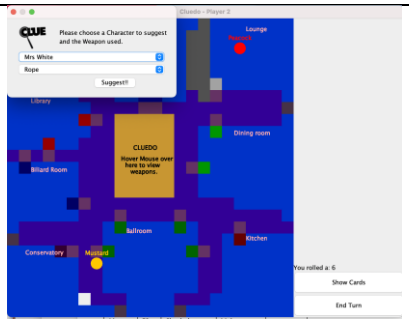
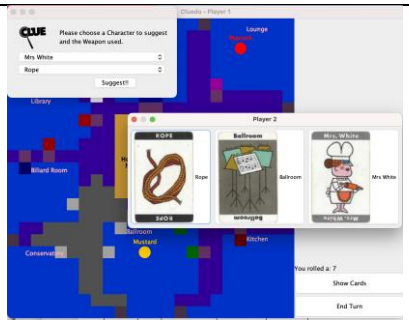
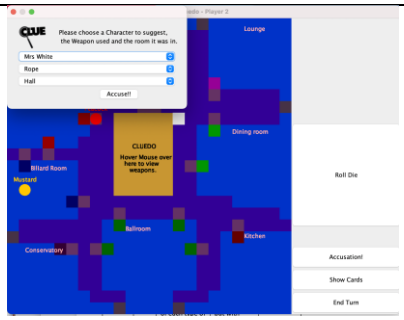
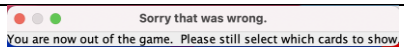
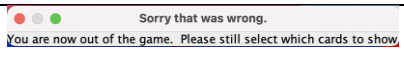
System Testing for Sprint Cycle 2

Ref	Req	Description	Input(s)	Expected Output(s)	Actual Ouptut(s)	Pass/Fail	Action?
1	F1	There shall be 21 cards. 6 cards representing the persons in the house: Col Mustard, Prof Plum, Rev Green, Mrs Peacock, Miss Scarlett and Mrs White, 6 cards representing the weapons: dagger, candlestick, revolver, rope, lead piping and spanner and 9 cards representing the rooms: Study, Hall, Lounge, Library, Billiard Room, Dining Room, Conservatory, Ballroom and Kitchen.	Go though a standard turn for each player by rolling, moving ect.	18 cards are present	18 cards are present	Pass	-
2	F2	There shall be a one of each type of card removed at the beginning of the game. These cards will be remembered. “Murder Envelope”.	Go though a standard turn for each player by rolling, moving ect.	One of each type of card is missing from the cards in all players hands.		Pass	-

3	F3	The rest of the cards will be randomly be given out one by one clockwise to players.	Go though a standard turn for each player by rolling, moving ect.	Cards will be randomly be given out one by one clockwise to players.		Pass	-
4	F4	Players need to be able to hold and view their cards.	Go though a standard turn for each player by rolling, moving ect.	Players can hold and view their cards		Pass	-
5	F5	There are tokens of all the weapons.	Go though a standard turn for each player by rolling, moving ect.	Tokens of all weapons		Pass	-
6	F6	The weapon tokens start randomly distributed, one per room.	Start game. See if weapons are randomly distributed	Randomly distributed weapons		Pass	-
7	F7	Each room must be able to hold up to all 6 weapons.	Start game. Take turns with players making suggestions with the intent of getting all weapons to one room.	Each room is be able to hold up to all 6 weapons.	Each room is be able to hold up to all 6 weapons.	Pass	-

8	F8	Check that players can make suggestions.	Move a player to a room. See if a suggestion is possible. Make one.				
9	F9	The suggestion shall allow a guess of one of each type card. The current room must be the room card.	Make a suggestion. Try to select 3 weapon cards. Try to select a different room than the room the current player is in.	Player cannot suggest with more than one type of each card. Suggestion must include current room card		Pass	-
10	F10	There must be a way to select which player and which weapon is suggested.	Make a suggestion. Attempt to choose a weapon and player.	Player select which player and which weapon when making a suggestion		Pass	-
15	F11	When a suggestion is made each player in a clockwise order must show a card that is being suggested if they have it. They must only show one card. The card is shown only to the suggested. When a player shows a card the suggestion round stops and the player whose turn it is shown the card.	Make a suggestion. This suggestion will not include any cards in the current players hand. If no players show cards make an accusation. If the accusation does not win the game there is an error.	Each player in a clockwise order must show a card that is being suggested if they have it. They must only show one card. The card is shown only to the suggested. When a player shows a card the suggestion round stops and the player whose turn		Pass	-

				it is shown the card.			
21	F12	When a suggestion is made the player and weapon selected are brought to the room the current player is making a suggestion from. They are not returned after the suggestion.	Make a suggestion of a player and weapon not in the suggesting players current room.	When a suggestion is made the player and weapon selected are brought to the room the current player is making a suggestion from. They are not returned after the suggestion.	It does not	Fail	We need to prioritise finishing sprint cycle 2 as much as we could to start on sprint cycle 3
22	F13	After making a suggestion the player can make an accusation. This is an option after every suggestion.	Make a suggestion. Click the button for the option to make an accusation.	Player can make accusation			
23	F14	The player suggests one of each type of card again when accusing and there is a check to see if the accusation matches the murder cards.	Make an accusation is correct and check if accusation is correct	Player suggests one of each type of card again when accusing and there is a check to see if the accusation matches the murder cards.		Pass	-
25	F15	There shall be a win screen if the accusation is correct.	Make an accusation is correct and check if accusation is correct	Win screen if accusation is correct	There is a win screen when accusation is correct	Pass	-
26	F16	The player will be removed if	Make an accusation			Pass	-

		the accusation is incorrect. When removed their cards are still used for suggestions.	made with at least one card in your hand.				