Scenario	Sample Data	Exected Result	Actual Result	P/F
Player click '**start**' to present the window with the list of numbers (Animal Number 1-8) for both players to choose from for the randomizer	click 'start' button	The randomizer window shows up	The randomizer window shows up	P
Players choose a button with numbers 1-8 to know which player goes **first**	Player 1 chose number 5, and got mouse(**1**) Player 2 chose number 2, and got cat(**2**)	If same animal, pick again. If not, the player who gets the animal with a higher rank goes first	**Player 2** goes first since 2 > 1	P
	Player 1 chose number 6, and got lion(**7**) Player 2 chose number 6, and got cat(**2**)		**Player 1** goes first since 7 > 2	P
	Player 1 chose number 6, and got dog(**4**) Player 2 chose number 6, and got dog(**4**)		Both players should **choose again**	P
The player who goes first should choose a **color** - red or blue, and this should be reflected in the subsequent window	Player 1 is first and chose red	Player 1 is red, while Player 2 is blue	Player 1 is red, while Player 2 is blue	P
	Player 2 is first and chose blue	Player 1 is red, while Player 2 is blue	Player 1 is red, while Player 2 is blue	P
Player click '**done!**' to present the window which shows the board	click 'done!' button	The board window shows up with the first player's color shown on the bottom	The board window shows up with the first player's color shown on the bottom	P

Red player chose an animal and moves up to an **empty** space	**Red** player chose **red** mouse and moves up	After clicking red mouse, the tile was highlighted blue, and its possible moves were highlighed yellow. Player chose upper tile and the mouse moves to that position	After clicking red mouse, the tile was highlighted blue, and its possible moves were highlighted yellow. Player chose upper tile and the mouse moves to that position	P
	Red player chose **blue** mouse	Nothing happens	Nothing happens	P
Red player chose an animal and moves up to an **occupied** space with a **similar colored** animal (red)	**Red** player chose **red** mouse and moves up to tile occupied by **red** leopard	The current animal being controlled is now leopard	The current animal being controlled is now leopard	P
Red player chose an animal and moves up to an **occupied** space with a **different colored** animal (blue)	Red player chose wolf(**3**) and moves up to a blue cat(**2**)	If the animal in the occupied space is lower or equally ranked, it will be captured. If not, the current animal will not be able to move to that place.	Blue cat gets captured	P
	Red player chose wolf(**3**) and moves up to a blue dog(**4**)		The wolf cannot move up	P
	Red player chose wolf(**3**) and moves up to a blue wolf(**3**)		Blue wolf gets captured	P
Blue **elephant** tries to **capture** red **mouse**	Blue elephant tries to capture red mouse	A mouse can capture an elephant; but an elephant cannot capture a mouse	Mouse cannot be captured	P
Blue **mouse** tries to **capture** red **elephant**	Blue mouse tries to capture red elephant		Elephant gets captured	P
Blue player tries to enter **blue's** den	Blue cat enters blue den	If the den is similarly colored to the current player, the player cannot enter. If not, the player wins.	Cat cannot enter den	P
Blue player tries to enter **red's** den	Blue elephant enters red den		Blue player wins	P

A player tries to move **outside** the board	Blue lion chose right at the start of the game	Nothing happens	Nothing happens	P
Red player chose an animal and **swims** right in the river	Red player chose red **mouse** and moves right to the river	The mouse can move in the river	The mouse can move in the river	P
	Red player chose red **wolf** and moves right to the river	Nothing happens	Nothing happens	P
A **mouse** on the **river** tries to **capture** another animal	Red **mouse** is on the **river** and captures blue **mouse** which is also on the **river**	If both mice are on the river, one can capture another. But if the animal to be captured is on land, they cannot be captured	Blue mouse gets captured	P
	Red **mouse** is on the **river** and captures blue **mouse** which is on **land**		Red mouse cannot capture blue mouse	P
	Red **mouse** is on the **river** and captures blue **elephant** which is on **land**		Red mouse cannot capture blue elephant	P
Blue player chose lion to **jump** across the river to an **empty** space	Lion was at tile[1][6] - before the river, and jumps left	Only lion and tiger can jump across the river. If there is no mouse along the way, they should be able to cross, and vice versa.	Lion is able to cross the river and is now at tile[1][2]	P
	Lion was at tile[1][6] - before the river, and jumps left, but with a **mouse** along its path		Lion cannot cross	P
Blue player chose tiger to **jump** across the river to an **occupied** space	Tiger(6) was at tile[5][6] - before the river, and jumps left to a lion(7)	If the animal on the other side is lower ranked, they should be able to cross, and vice versa.	Tiger cannot cross	P
	Blue tiger(6) was at tile[5][6] - before the river, and jumps left to a red leopard(5)		Tiger is able to cross the river and is now at tile[5][2], and the leopard got captured	P

A player tries to **capture** a **trapped** animal	**Blue** elephant is on **blue** trap. Red wolf tries to capture elephant	If the trapped animal has a different color with the trap, any animal can capture it regardless of their rank. If the animal has the same color with the trap, they are not necessarily trapped, therefore only a higher ranked animal can capture them	Red wolf cannot capture blue elephant	P
	Blue elephant is on **red** trap. Red wolf tries to capture elephant		Wolf was able to capture the elephant	P
Blue player **captures all** of red's animals	Blue elephant captures red tiger, which is red's **last** remaining animal	Blue wins	Blue wins	P