TEST CASE

Illuminati Deluxe

Made by Steven Jackson Game

Inspired by *The Illuminatus! Trilogy*

Developed by Team Deluxe

TABLE OF CONTENTS

Test Name: Connect Channel 1

Setup: Start the application; Input valid username and password

Screen/Field	Test Step/Substep
Current Screen	Player Screen Control
Inputs	Mouse click on Channel 1 button
Expected Results	The new window pops up, the illuminati table game is visible

Execution Summary	
Status	Pass
Bug ID	None
Description of failure	None
Tester	Pat
Date Completed	20.04.2017
Duration	3 mins
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name: Connect Channel 2
Setup: Start the application; Input valid username and password

Screen/Field	Test Step/Substep
Current Screen	Player Screen Control
Inputs	Mouse click on Channel 2 button
Expected Results	The new window pops up, the illuminati table game is visible

Execution Summary	
Status	Fail
Bug ID	1
Description of failure	The channel has not been established or created, need another server space for 2nd channel
Tester	Pat
Date Completed	20.04.2017
Duration	4 mins
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Expanding User Information
Setup:	Start the application; Input valid username and password

Screen/Field	**Test Step/Substep**
Current Screen	Player Screen Control
Inputs	Mouse click on Channel 2 button
Expected Results	The new window pops up, the illuminati table game is visible

Execution Summary	
Status	Fail
Bug ID	1
Description of failure	The channel has not been established or created, need another server space for 2nd channel
Tester	Pat
Date Completed	20.04.2017
Duration	4 mins
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Expand Inventory Menu
Duration:	1 seconds
Effort:	3 minutes
Setup:	Start the application; logged into the account; tester is on the game table page

Screen/Field	Test Step/Substep
Current Screen	gameTable
Inputs	Hover the mouse on the illuminati icon at the bottom left of the screen
Expected Results	The menu expands out

Execution Summary	
Status	Pass
Bug ID	None
Description of failure	None
Tester	Pat
Date Completed	20.04.2017
Duration	6 mins
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name: Login
Setup: Start the application

Screen/Field	Test Step/Substep
Current Screen	loginMenu
Inputs	input "pat" as a username and input "123" as a password
Expected Results	Successfully enter the channel selection page

Execution Summary	
Status	Pass
Bug ID	None
Description of failure	None
Tester	Pat
Date Completed	20.04.2017
Duration	5 mins
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name: Change Profile Picture
Setup: Start the application; input valid username and password

Screen/Field	Test Step/Substep
Current Screen	channelPage
Inputs	Mouse click on the user's option
Expected Results	The user will be able to change the profile picture
Execution Summary	The profile picture change, and it is saved permanently, it also changes when you enter the game
Status	Pass
Bug ID	None
Description of failure	None
Tester	Pat
Date Completed	4/30/2017
Duration	6 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name: Create Profile Picture
Setup: Start the application

Screen/Field	Test Step/Substep
Current Screen	loginPage
Inputs	Mouse click on Create An Account button in the login screen; fill in username and password
Expected Results	Username and password has been saved in the database

Execution Summary	The profile has been created as expected, the user profile picture has not been initialized after, it requires user to select it after
Status	Pass
Bug ID	None
Description of failure	None
Tester	Pat
Date Completed	4/30/2017
Duration	4 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Expanding User Information
Setup:	Start the application; Input valid username and password

Screen/Field	Test Step/Substep
Current Screen	Player Screen Control
Inputs	Mouse click on Channel 2 button
Expected Results	The new window pops up, the illuminati table game is visible
Execution Summary	The menu pops up the avatar selection; may need to leave the variety setting as for now
Status	Pass
Bug ID	None
Description of failure	None
Tester	Pat
Date Completed	4/20/2017
Duration	3 mins
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Initial Dice Roll
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready

Screen/Field	**Test Step/Substep**
Current Screen	gameTable
Inputs	Mouse click on dice image from expanded menu
Expected Results	The dice has been rolled, the combination is shown next to the avatar

Execution Summary	Dice rolled in pair, value has been initiate correctly
Status	Pass
Bug ID	None
Description of failure	None
Tester	Pat
Date Completed	4/20/2017
Duration	3 mins
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Initiate Attack to Control
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized; after you draw a card

Screen/Field	**Test Step/Substep**
Current Screen	gameTable
Inputs	Mouse click on the Attack To Control image from expanded menu
Expected Results	The game allows you to choose to target from an opponent's structure or uncontrolled group in the middle

Execution Summary	There is no action after pressing attack. The function may not be created
Status	Failed
Bug ID	2
Description of failure	No severe failure prompt, no action has been executed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Initiate Attack to Destroy
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized; after you draw a card

Screen/Field	Test Step/Substep
Current Screen	gameTable
Inputs	Mouse click on the Attack To Destroy image from expanded menu
Expected Results	The game allows you to choose target from an opponent's structure or uncontrolled group in the middle

Execution Summary	There is no action after pressing attack. The function may not be created
Status	Failed
Bug ID	2
Description of failure	No severe failure prompt, no action has been executed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Initiate Attack to Neutralize
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized; after you draw a card

Screen/Field	**Test Step/Substep**
Current Screen	gameTable
Inputs	Mouse click on the Attack To Neutralize image from expanded menu
Expected Results	The game allows you to choose target from an opponent's structure or uncontrolled group in the middle

Execution Summary	There is no action after pressing attack. The function may not be created
Status	Failed
Bug ID	2
Description of failure	No severe failure prompt, no action has been executed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Successfully Control A Card
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized; Success Attack to Control

Screen/Field	Test Step/Substep
Current Screen	gameTable
Inputs	Attacker's power, targetted card resistance (after summation of interfere)
Expected Results	The targetted card has been added to the player's structure

Execution Summary	The execution was not completed due to previous lack of Attack to Control function
Status	Failed
Bug ID	5
Description of failure	No severe failure prompt, no action has been executed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Successfully Destroy A Card
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized; Success Attack to Destroy

Screen/Field	Test Step/Substep
Current Screen	gameTable
Inputs	Attacker's power, targetted card resistance (after summation of interfere)
Expected Results	The targetted card has been remove from the game

Execution Summary	The execution was not completed due to previous lack of Attack to Destroy function
Status	Failed
Bug ID	5
Description of failure	No severe failure prompt, no action has been excuted
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	drawCard
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized

Screen/Field	Test Step/Substep
Current Screen	gameTable
Inputs	Mouse click on the deck of cards
Expected Results	The dice has been rolled, the combination is shown next to the avatar

Execution Summary	There is no drawing card function, no card has been draw on to the player
Status	Failed
Bug ID	6
Description of failure	No severe failure prompt, no action has been executed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Screen/Field	Test Step/Substep
Test Name:	Initiate Dice Roll Attack
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized

Screen/Field	Test Step/Substep
Current Screen	gameTable
Inputs	Mouse click on dice image (after first initial roll and it is your turn)
Expected Results	The return of attack sum on the dice that will be compute with resistance after

Execution Summary	Die were rolled for initial, but could not get them to roll to compare the attack; there is no function to compare attack
Status	Failed
Bug ID	7
Description of failure	No compares value existed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Initiate Transfer Money
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized

Screen/Field	Test Step/Substep
Current Screen	gameTable
Inputs	Mouse click on Transfer Money image from the expanded menu
Expected Results	The game allows you to transfer money from card to another card

Execution Summary	Cannon transfer money, needs a function to hold money first
Status	Failed
Bug ID	8
Description of failure	No severe failure prompt, no action has been executed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System

Test Name:	Neutralize A Card
Setup:	Start the application; input valid username and password; enter one of the channel; wait for other players to be ready; your turn has been initialized; Success Attack to Neutralize

Screen/Field	**Test Step/Substep**
Current Screen	gameTable
Inputs	Attacker's power, targetted card resistance (after summation of interfere)
Expected Results	The targetted card has been put back in the middle

Execution Summary	No initial function to indicate that the card has been neutralized
Status	Failed
Bug ID	8
Description of failure	No severe failure prompt, no action has been executed
Tester	Pat
Date Completed	5/7/2017
Duration	3 min
Hardware	Intel® Core™ i5-4202y CPU @ 1.60GHz, 4.00 GB RAM, 64-bit Operating System