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| Test Case | Description | Expected Outcome | Mark |
| Dice Rolling | Test rolling the dice to ensure correct range (2 to 12) | Sum of rolled dice within 2 to 12 |  |
|  | Verify identification of doubles | Doubles correctly identified |  |
|  | Confirm correct number of spaces moved | Player moved the correct number of spaces |  |
| Board Functionality | Test board display accuracy | Board accurately represents game layout |  |
|  | Verify player location updates | Player locations updated correctly |  |
|  | Test "pass start" and "land on start" actions | Players receive correct money amount |  |
| Player Actions | Test player piece selection | Piece stored and displayed correctly |  |
|  | Verify player name storage and announcement | Names stored and announced correctly |  |
|  | Test adding/deducting money | Money added/deducted accurately |  |
|  | Validate win/loss identification | Correctly identifies winners/losers |  |
| Animal Interaction | Test animal purchase functionality | Players can purchase unowned animals |  |
|  | Verify correct charges for landing on owned animals | Correct charges applied |  |
|  | Test animal upgrade functionality | Animals can be upgraded at correct cost |  |
|  | Validate correct charges for visiting animals | Correct charges applied based on level |  |
| Card Drawing | Test random card selection | Cards drawn with equal probability |  |
|  | Verify correct scenario and monetary adjustment | Correct scenario and money adjustment displayed |  |
|  | Ensure correct money adjustment based on card | Players gain/lose correct amount |  |
| Cross-Functionality | Test integration of game components | Components interact smoothly |  |
|  | Verify correct handling of player actions | Players prompted and actions handled correctly |  |
|  | Test error handling | Proper error messages displayed |  |
| Scalability and Maintainability | Evaluate adherence to OOP principles | Codebase follows OOP principles |  |
|  | Test cross-OS compatibility | Game runs smoothly on various OS |  |
|  | Ensure codebase flexibility | Changes can be implemented without significant rework |  |
| User Experience | Gather player feedback | Feedback indicates positive user experience |  |
|  | Implement necessary improvements | User experience improved based on feedback |  |
| Regression Testing | Ensure no new issues introduced | Previously tested features function correctly |  |
|  | Verify functionality post-modifications | All features work as expected after changes |  |