Test Requirements for Common Roles

# Introduction

The purpose of this document is to document testing the functionality of high priority roles. This document will serve as a reference for future testing. The modules that will be tested are the roles listed below and any actions they can take during the night or the day. Some constraints during testing would potentially be a limited number of resources (testers available).

# Common Town Roles

## Roles Tested

* Villager
* Cop
* Doctor
* Gunsmith
* Sheriff
* Oracle
* Caroler
* Miller
* Blacksmith
* Agent

# Town Requirements

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Requirement | Test Case ID | L/M/H | Date Tested | Test Result | Status |
| Villager must win according to town’s win condition. | TC1 | Low | TBA | TBA | Open |
| Villager must not appear on tracker reports and appear as innocent on cop reports. | TC2 | Low | TBA | TBA | Open |
| Cop must have a night meeting where they investigate the alignment of a player. | TC3 | Low | TBA | TBA | Open |
| Cop must not get a report if role blocked. | TC4 | Low | TBA | TBA | Open |
| If the doctor and mafia pick the same person in their meetings, that person will be saved if the doctor is not role blocked. | TC5 | Low | TBA | TBA | Open |
| The doctor must always have a night meeting. | TC6 | Low | TBA | TBA | Open |
| The gunsmith must have a night meeting where they can give out a gun to a player in the game. | TC7 | Low | TBA | TBA | Open |
| The gunsmith must not give out a gun if they are role blocked. | TC8 | Low | TBA | TBA | Open |
| The gun must be used during the day and has a 50% percentage of revealing. | TC9 | Low | TBA | TBA | Open |
| The sheriff must receive one gun at the start of the first day. | TC10 | Low | TBA | TBA | Open |
| Sheriff should veg had they voted ‘no one’ or a player in their option of who to shoot. | TC11 | Medium | TBA | TBA | Open |
| Sheriff shooting someone should kill them. | TC12 | Low | TBA | TBA | Open |
| Sheriff voting no one should allow them to keep the gun. | TC13 | Low | TBA | TBA |  |
| Sheriff’s gun can’t be stolen. | TC14 | Low | TBA | TBA | Open |
| Sheriff’s name should be revealed when they shoot. | TC15 | Low | TBA | TBA | Open |
| Oracle’s night action does not count as a visit and should not appear on a Tracker report. | TC16 | Low | TBA | TBA | Open |
| Oracle should not reveal the role of a player if said player is dead at the time of their death. | TC17 | Medium | TBA | TBA | Open |
| Oracle should reveal the role of the player they select if they die. | TC18 | Low | TBA | TBA | Open |
| Caroler’s carol should include a message consisting of alive players where at least one of those players are mafia. | TC19 | Low | TBA | TBA | Open |
| Caroler should not be able to pick the same person they picked on the previous night unless hooked. | TC20 | Low | TBA | TBA | Open |
| The person picked to get a carol should not receive it if they are a visiting role. | TC21 | Low | TBA | TBA | Open |
| Miller should appear as mafia on cop, justice, dreamer, caroler, psychic and Santa reports. | TC22 | Medium | TBA | TBA | Open |
| If condemned, miller’s role should appear as Mafioso to everyone. | TC23 | Low | TBA | TBA | Open |
| If shot or killed during the night, miller should appear as miller. | TC24 | Low | TBA | TBA | Open |
| Blacksmith should have a night meeting where they give a vest out each night. This vest should protect the target from one attack unless role blocked. | TC25 | Low | TBA | TBA | Open |
| If a player receives more than one vest, it should stack. | TC27 | Low | TBA | TBA | Open |
| A system message should notify the player of their current vest count if it is greater than one. | TC28 | Medium | TBA | TBA | Open |
| Agent should be able to contact non-town alignments during the day by their role. | TC29 | Low | TBA | TBA | Open |

# Common Mafia Roles

## Roles Tested

* Mafioso
* Hooker
* Janitor
* Lawyer
* Spy

# Mafia Requirements

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Requirement | TC ID | Priority | Date Tested | Test Result | Status |
| Each member of the mafia can contribute to the kill during the night if they are not role blocked and do not visit Granny. | TC30 | Low | TBA | TBA | Open |
| Mafioso must be able to pick someone to kill during the night. |  | Low | TBA | TBA | Open |
| Mafioso voting no one to kill should count as a non-visit on Tracker reports. | TC31 | Low | TBA | TBA | Open |
| Hooker must be able to pick someone to kill during the night | TC32 | Low | TBA | TBA | Open |
| Hooker not hooking and not killing should count as a non-visit on Tracker reports. | TC33 | Low | TBA | TBA | Open |
| Hooker should the target’s night action if its priority is higher than the targets. | TC33 | Low | TBA | TBA | Open |
| Janitor’s night action will count as a visit towards tracker reports. | TC34 | Medium | TBA | TBA | Open |
| Janitor will be able to hide the role of the target that gets killed by mafia. | TC35 | Low | TBA | TBA | Open |
| Janitor must not be allowed to clean anyone else who dies if mafia did not kill them. | TC36 | Low | TBA | TBA | Open |
| Janitor will be able to clean again if they vote no one in their meeting | TC37 | Low | TBA | TBA | Open |
| Janitor will be able to clean again if they pick someone the mafia did not kill. | TC38 | Low | TBA | TBA | Open |
| Janitor must be able to pick someone to kill during the night. | TC39 | Low | TBA | TBA | Open |
| Lawyer must be able to change the alignment of their mafia partners to town on reports. | TC40 | Low | TBA | TBA | Open |
| Lawyer must be able to frame town members by changing their alignment to mafia on reports. | TC41 | Low | TBA | TBA | Open |
| Lawyer must be able to pick someone to kill during the night meeting. | TC42 | Low | TBA | TBA | Open |
| Spy must be able to pick someone to kill during the night. | TC43 | Low | TBA | TBA | Open |
| Spy must be able to anonymously contact any role in the game during the day. | TC44 | Low | TBA | TBA | Open |

# Common Cult Roles

## Cult Roles Tested

* Cult Leader
* Cultist

# Cult Requirements

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Requirement | Test Case ID | Priority | Date Tested | Test Result | Status |
| Cult leader must be able to pick a player of a different alignment to cult them each night. | TC45 | Low | TBA | TBA | Open |
| If the cult leader gets killed or condemned, all cultists die. | TC46 | Low | TBA | TBA | Open |
| Cult leader must share a night meeting with other cultists. | TC47 | Low | TBA | TBA | Open |
| Cultists must be in a night meeting with their Cult Leader. | TC48 | Low | TBA | TBA | Open |
| Cultist dies if targeted by a freemason or if their cult leader dies. | TC49 | Low | TBA | TBA | Open |

# Common Independents

## Roles Tested

* Fool
* Angel
* Hellhound
* Serial Killer

# Independent Requirements

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Requirement | Test Case ID | Priority | Date Tested | Test Result | Status |
| Fool must be able to pick someone to annoy during the night. | TC50 | Low | TBA | TBA | Open |
| If the fool is condemned the fool will win. | TC51 | Low | TBA | TBA | Open |
| Angel must have a random selected targeted to be their guardian angel. | TC52 | Low | TBA | TBA | Open |
| During the night, Angel must be able to protect their target from kills once in the game regardless if alive. | TC53 | Low | TBA | TBA | Open |
| Angel wins if their target is alive at the end of the game. | TC54 | Low | TBA | TBA | Open |
| Hellhound must be able to pick someone to hunt during the night. | TC55 | Low | TBA | TBA | Open |
| Hellhound must have a list of roles in the setup that is played during their night meeting. | TC56 | Low | TBA | TBA | Open |
| Hellhound guessing correctly will grant them immortal (unable to be killed or condemned). | TC57 | Low | TBA | TBA | Open |
| Hellhound guessing incorrectly will expose their role. | TC58 | Low | TBA | TBA | Open |
| Hellhound wins if they are one of the last two alive. | TC59 | Low | TBA | TBA | Open |
| Serial killer must kill someone each night. | TC60 | Low | TBA | TBA | Open |
| Serial killer wins if they are one of the last two alive. | TC61 | Low | TBA | TBA | Open |