

Group Project 11

Test Report

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1. INTRODUCTION

This document is to present Test Report document.

2. BODY OF DOCUMENT

Test Ref	Description	Passed/Failed	Additional info
SE-F-000	Check that when program starts, we see [1] start page	Passed	“Visual test” by playing the game
SE-F-001	Check that system can create four players	Passed	
SE-F-002	Check that user can assign names to each of the four players	Failed	Class variable “game” needs to be public
SE-F-003	Check that system can randomly assign and set exactly one port as a Home Port to each player	Failed	Class variable “game” needs to be public
SE-F-004	Check that system can store pack of 36 crew cards	Passed	
SE-F-005	Check that system contains 5 treasure types of 4 each	Passed	
SE-F-006	Check that Diamond is worth 5 points	Passed	
SE-F-007	Check that Ruby is worth 5 points	Passed	
SE-F-008	Check that Gold bar is worth 4 points	Passed	
SE-F-009	Check that Pearl is worth 3 points	Passed	
SE-F-010	Check that Barrel od rum is worth 2 points	Passed	
SE-F-011	Check that treasures are assigned only to ships, to ports and to Flat Island	Passed	
SE-F-012	Check that the number of cards in the player’s hand and the value of each card are correct	Passed	
SE-F-013	Check that the total distance (3) the player can move in a single turn is correct (player has 1 black crew card and 2 red crew cards)	Passed	
SE-F-014	Check that the fighting strength (1) of the player is correct (player has 3 red crew cards and 2 black crew cards)	Passed	
SE-F-015	Check that the items of treasure (2) in the player’s ship are correct (player has 1 diamond and 1 gold bar)	Passed	
SE-F-016	Check that the location and orientation of the player’s ship are correct	Passed	
SE-F-017	Check that the player’s Home Port is correct	Passed	
SE-F-018	Check that system can store and track number of cards at the port	Passed	
SE-F-019	Check that system can store and track value of each card	Passed	

SE-F-020	Check that system can store and track items of treasure at the port	Passed	
SE-F-021	Check that system can track players for whom this is the Home port	Passed	
SE-F-022	Check that system can track and store the number of cards at Flat Island	Passed	
SE-F-023	Check that system can track and store the value of each card at Flat Island	Passed	
SE-F-024	Check that system can track and store items of treasure at Flat Island	Passed	
SE-F-025	Check that system can display a 20 by 20 square board on screen	Failed	Class variable "game" needs to be public
SE-F-026	Check that system can display board with the following notable features [1] (look below table)	Passed	
SE-F-027	Check that system can indicate each ship and port in a clear way	Passed	
SE-F-028	Check that system can display total distance the player can move in single turn	Passed	
SE-F-029	Check that system can display items of treasure in the player's ship	Passed	
SE-F-030	Check that system can display location and orientation of the player's ship	Passed	
SE-F-031	Check that system can display name of the player's Home Port	Passed	
SE-F-032	Check that system can display items of treasure in the port	Passed	
SE-F-033	Check that system can display number of each card at the port	Passed	
SE-F-034	Check that system can display value of each card at the port	Passed	
SE-F-035	Check that system compares players' strength appropriately	Passed	
SE-F-036	Check that system can award appropriate player with treasures	Passed	
SE-F-037	Check that system can add cards on Flat Island in player's hand	Passed	
SE-F-038	Check that system can add treasure from ship to Home Port	Passed	
SE-F-039	Check that system can display appropriate info during trade	Passed	

SE-F-040	Check that system can block trade with equivalent treasure value on each side	Passed	
SE-F-041	Check that system can allow players to use cards in their hands	Passed	

REFERENCES

DOCUMENT HISTORY

<i>Version</i>	<i>Issue No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
1.0	N/A	09/05/2022	N/A - original version	MAM148, MAT78