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	Failed	Class variable
	players		"game" needs to be
			public
SE-F-003	Check that system can randomly assign and set exactly	Failed	Class variable
	one port as a Home Port to each player		"game" needs to be
CE E 004	Charlethat anatom and store and af 20 annu and	Passed	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-1-000	Check that Diamond is worth 5 points	1 assect	
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-000	Check that Gold bar is worth 4 points	rasseu	
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	Passed	
SET OII	and to Flat Island	Tussea	
SE-F-012	Check that the number of cards in the player's hand and	Passed	
	the value of each card are correct		
SE-F-013	Check that the total distance (3) the player can move in	Passed	
SL-1-013	a single turn is correct (player has 1 black crew card	1 assect	
	and 2 red crew cards)		
	,		
SE-F-014	Check that the fighting strength (1) of the player is	Passed	
	correct (player has 3 red crew cards and 2 black crew		
	cards)		
SE-F-015	Check that the items of treasure (2) in the player's ship	Passed	
	are correct (player has 1 diamond and 1 gold bar)		
SE-F-016	Check that the location and orientation of the player's	Passed	
	ship are correct		
SE-F-017	Check that the player's Home Port is correct	Passed	
51-1-01/	Check that the player 5 Home 1 of 18 correct	1 43504	
SE-F-018	Check that system can store and track number of cards	Passed	
	at the port		
CE E 010	Cheals that aretem can stone and to all and a stone after the	Doggod	
SE-F-019	Check that system can store and track value of each card	Passed	
<u> </u>	cara	1	1

SE-F-021 Check that system can track and store the number of cards at Flat Island SE-F-022 Check that system can track and store the number of cards at Flat Island SE-F-023 Check that system can track and store the value of each card at Flat Island SE-F-024 Check that system can track and store items of treasure at Flat Island son screen SE-F-025 Check that system can track and store items of treasure at Flat Island on screen SE-F-026 Check that system can display a 20 by 20 square board on screen Check that system can display board with the following notable features [1] (look below table) SE-F-027 Check that system can indicate each ship and port in a clear way SE-F-028 Check that system can display total distance the player can move in single turn SE-F-029 Check that system can display items of treasure in the player's ship SE-F-030 Check that system can display location and orientation of the player's ship SE-F-031 Check that system can display number of the player's Passed SE-F-032 Check that system can display items of treasure in the port SE-F-033 Check that system can display number of each card at the port SE-F-034 Check that system can display number of each card at the port SE-F-035 Check that system can display value of each card at the port SE-F-036 Check that system can display value of each card at the port SE-F-037 Check that system can award appropriate player with reasures are sures. SE-F-037 Check that system can award appropriate player with reasures. SE-F-038 Check that system can award appropriate player with reasures. SE-F-039 Check that system can award appropriate player with reasures. SE-F-037 Check that system can add cards on Flat Island in player's hand SE-F-038 Check that system can add treasure from ship to Home Port SE-F-039 Check that system can add treasure from ship to Home Port SE-F-039 Check that system can display appropriate info during trade				
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Port SE-F-039 Check that system can display appropriate info during Passed	SE-F-037		Passed	
	SE-F-038		Passed	
	SE-F-039		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

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