Group Project 11
Test Specification

Authors: Mateusz Mazur [mam148], Maciek Traczyk [mat78]
Config Ref: TestSpecGroup11
Date: 10th March 2022
Version: 1.2
Status: Release

CONTENTS

1. INTRODUCTION

1.1 Purpose of this Document

This document is to present Test Specification document.

1.2 Scope

This document specifies all tests for each functional requirements that the program should contain for proper functioning.

1.3 Objectives

The objective of this document is to show what elements need to be checked while the program is running for its proper functioning.

2. BODY OF DOCUMENT

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-F-000		Check that when program starts, we see [1] start page	--	Correct start page of buccaneer game	Data is stored correctly
SE-F-001	FR1	Check that system can create four players	Press "Enter" to create four players (Tom, Bob, Steve, John).	New players show on the screen	Data is created correctly
SE-F-002	FR1	Check that user can assign names to each of the four players	Enter a name in the pop-up window and hit enter	List of names which are assigned to an appropriate player	Data is assigned correctly
SE-F-003	FR2	Check that system can randomly assign and set exactly one port as a Home Port to each player	Start a program and let the system assign ports 10 times	List of 4 players with randomly assigned ports	Data is assigned correctly
SE-F-004	FR3	Check that system can store pack of 36 crew cards	Enter pack of 36 cards and hit enter (you are able to see all of them in the command line)	List of all crew cards (you are able to see all of them in the command line)	Data is stored correctly
SE-F-005	FR5	Check that system contains 5 treasure types of 4 each	-----	List of 4 diamonds, 4 rubies, 4 gold bars, 4 pearls and 4 barrels of rum	Data is stored correctly
SE-F-006	FR5	Check that Diamond is worth 5 points	Diamond	Number of points (5)	Data is stored correctly

SE-F-007	FR5	Check that Ruby is worth 5 points	Ruby	Number of points (5)	Data is stored correctly
SE-F-008	FR5	Check that Gold bar is worth 4 points	Gold bar	Number of points (4)	Data is stored correctly
SE-F-009	FR5	Check that Pearl is worth 3 points	Pearl	Number of points (3)	Data is stored correctly
SE-F-010	FR5	Check that Barrel od rum is worth 2 points	Barrel of rum	Number of points (2)	Data is stored correctly
SE-F-011	FR5	Check that treasures are assigned only to ships, to ports and to Flat Island	All treasures that the system contains	Locations of every treasure (Ships, ports and Flat Island)	Data is stored correctly
SE-F-012	FR6	Check that the number of cards in the player's hand and the value of each card are correct	Specific player's name	The number of his cards and value of each card	Data is stored correctly
SE-F-013	FR6	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)	Specific player's name	The total distance (3) the player can move in a single turn	Data is stored correctly
SE-F-014	FR6	Check that the fighting strength (1) of the player is correct (player has 3 red crew cards and 2 black crew cards)	Specific player's name	The fighting strength (1) of the player	Data is stored correctly
SE-F-015	FR6	Check that the items of treasure (2) in the player's ship are correct (player has 1 diamond and 1 gold bar)	Specific player's name	The items of treasure (2) in the player's hand	Data is stored correctly
SE-F-016	FR6	Check that the location and orientation of the player's ship are correct	Specific player's name	The location and orientation of the player's ship	Data is stored correctly
SE-F-017	FR6	Check that the player's Home Port is correct	Specific player's name	The player's Home Port	Data is stored correctly

SE-F-018	FR7	Check that system can store and track number of cards at the port	Enter pack of cards and make the next moves to simulate the course of the game	Number of cards at the port	Data is stored and tracked correctly
SE-F-019	FR7	Check that system can store and track value of each card	Enter pack of cards and make the next moves to simulate the course of the game	Value of each card at the port	Data is stored and tracked correctly
SE-F-020	FR7	Check that system can store and track items of treasure at the port	Enter specified treasure items and make the next moves to simulate the course of the game	Number of items of treasure at the port	Data is stored and tracked correctly
SE-F-021	FR7	Check that system can track players for whom this is the Home port	Create players and assign them to different ports	Player and port paired up	Data is assigned correctly
SE-F-022	FR8	Check that system can track and store the number of cards at Flat Island	Enter pack of cards and make the next moves to simulate the course of the game	Number of cards at Flat Island	Data is stored and tracked correctly
SE-F-023	FR8	Check that system can track and store the value of each card at Flat Island	Enter pack of cards and make the next moves to simulate the course of the game	Value of each card at the port	Data is stored and tracked correctly
SE-F-024	FR8	Check that system can track and store items of treasure at Flat Island	Enter specified treasure items and make the next moves to simulate the course of the game	Number of items of treasure at the port	Data is stored and tracked correctly
SE-F-025	FR9	Check that system can display a 20 by 20 square board on screen	Start game with entering names of the players	A 20 by 20 square board appears on a screen	System displays game board
SE-F-026	FR9	Check that system can display board with the following notable features [1] (look below table)	Start game with entering names of the players	A board has notable features on a given squares	System displays game board with coordinates

SE-F-027	FR9	Check that system can indicate each ship and port in a clear way	Start game with entering names of the players	A board has 4 coloured ships with 4 coloured Home ports. This shows which ship belongs to which port	System displays data on game board correctly
SE-F-028	FR9	Check that system can display total distance the player can move in single turn	Start game with entering names of the players	A board shows where player can move	System displays possible moves to the player
SE-F-029	FR9	Check that system can display items of treasure in the player's ship	Start game with entering names of the players	Number of items of treasure in the player's ship	System displays data on the board
SE-F-030	FR9	Check that system can display location and orientation of the player's ship	Start game with entering names of the players	A board shows location of the player's	System displays data on the board
SE-F-031	FR9	Check that system can display name of the player's Home Port	Start game with entering names of the players	A board shows player's Home Port	System displays data on the board
SE-F-032	FR9	Check that system can display items of treasure in the port	Start game with entering names of the players	A board shows items of treasure in the port	System displays data on the board
SE-F-033	FR9	Check that system can display number of each card at the port	Start game with entering names of the players	A board shows number of cards at the specific port	System displays data on the board
SE-F-034	FR9	Check that system can display value of each card at the port	Start game with entering names of the players	A board shows value of each card at the specific port	System displays data on the board
SE-F-035	FR12	Check that system compares players' strength appropriately	Fighting strength of both players	Player that has greater fighting strength	Data is stored correctly
SE-F-036	FR14	Check that system can award appropriate player with treasures	Make a move on Flat Island and wait for a treasure	Treasure appears in the ship of a player	Data is stored correctly

SE-F-037	FR14	Check that system can add cards on Flat Island in player's hand	Make a move on Flat Island and wait for cards	Cards appear on player's hand	Data is assigned and stored correctly
SE-F-038	FR15	Check that system can add treasure from ship to Home Port	Reach your Home Port when you have treasures in your ship	Treasures are unloaded to the Home Port	Data is stored correctly
SE-F-039	FR15	Check that system can display appropriate info during trade	Start a trade	Trade window appears with specific information	System displays data
SE-F-040	FR15	Check that system can block trade with equivalent treasure value on each side	Start a trade	Trade is blocked	System displays "Error" message
SE-F-041	FR15	Check that system can allow players to use cards in their hands	Start a trade	User is able to use cards	System allows for data usage

[1]
Port of Venice at (1,7)
Port of London at (1,14)
Port of Cadiz at (14,20)
Port of Amsterdam at (20, 14)
Port of Marseilles at (20,7)
Port of Genoa at (7,1)
Mud Bay at (1,1)
Anchor Bay at (20,1)
Cliff Creek at (20,20)
Flat Island occupies a rectangle with corners (2,16) and (4,19)
Pirate Island occupies a rectangle with corners (17,2) and (19,5)
Treasure Island occupies a rectangle with corners (9,9) and (12,12)

REFERENCES

[1] Slide number 2 in UI Mockups.pptx

DOCUMENT HISTORY

Version	Issue No.	Date	Changes made to document	Changed by
1.0	N/A	08/03/2022	N/A - original version	MAM148, MAT78
1.1	N/A	09/03/2022	Cover page, header, footer	MAM148
1.2	N/A	10/03/2022	Document history and references	MAT78