

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-F-001	FR4	Check that Chance cards are sorted randomly	Pack of 28 Chance cards	List of Chance cards sorted in random order	Data is stored correctly
SE-F-002	FR4	Check that Chance card that is given out is from the top of the pack	Pack of 28 Chance cards sorted in a list from first (top) to last (bottom)	First (top) card from the list	Data is stored correctly
SE-F-003	FR4	Check that Chance card that is returned to the pack is added to the bottom of the pack	Chance card that is returned to the pack	List of left Chance cards in the pack with returned one as the last one	Data is stored correctly
SE-F-004	FR4	Check that Chance card that is held by player is used in appropriate time	Chance card recorded as held by the player	Player's hand without this Chance card after appropriate action	Data is stored correctly
SE-F-005	FR4	Check that Chance card is returned to the pack of Chance card after use	Chance card recorded as held by the player	Pack of Chance cards containing the one being returned	Data is stored correctly
SE-F-006	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-007	FR5	Check that Diamond is worth 5 points	Diamond	Number of points (5)	Data is stored correctly
SE-F-008	FR5	Check that Ruby is worth 5 points	Ruby	Number of points (5)	Data is stored correctly

SE-F-009	FR5	Check that Gold bar is worth 4 points	Gold bar	Number of points (4)	Data is stored correctly
SE-F-010	FR5	Check that Pearl is worth 3 points	Pearl	Number of points (3)	Data is stored correctly
SE-F-011	FR5	Check that Barrel of rum is worth 2 points	Barrel of rum	Number of points (2)	Data is stored correctly
SE-F-012	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-013	FR5	Check that a request to obtain specific treasure from Treasure Island is refused	Specific treasure	Message that there is no specific treasure left on Treasure Island	Data is stored correctly
SE-F-014	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-015	FR6	Check that the total distance the player can move in a single turn is correct	Specific player's name	The total distance the player can move in a single turn	Data is stored correctly
SE-F-016	FR6	Check that the fighting strength of the player is correct	Specific player's name	The fighting strength of the player	Data is stored correctly

SE-F-017	FR6	Check that Chance cards retained in the player's hand are correct	Specific player's name	Any Chance card that the player has in his hand	Data is stored correctly
SE-F-018	FR6	Check that the items of treasure in the player's ship are correct	Specific player's name	The items of treasure in the player's hand	Data is stored correctly
SE-F-019	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-020	FR6	Check that the player's Home Port is correct	Specific player's name	The player's Home Port	Data is stored correctly