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| Test Ref | Req being tested | Test Content | Input | Output | Pass Criteria |
| SE-F133 | FR13 | Check that system can recognize when is the end of player’s turn | Make a move on Treasure Island during your turn | The game is giving turn to next player | System passes turn to the next player |
| SE-F134 | FR13 | Check that system can use Chance card at the top of the stack to appropriate player | Make a move on Treasure Island and wait for a card | Chance card appears and it is applying what is says to the game | Data is assigned correctly |
| SE-F135 | 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-F136 | FR14 | Check that system can pick most valuable treasure if there is no space on a ship | Make a move on Flat Island and wait for a treasure | Most valuable treasure is added to the ship | Data is stored and assigned correctly |
| SE-F137 | 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-F138 | 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-F139 | FR15 | Check that system can trade treasures after reaching another port | Reach another port | Trade window appears | System allows for a trade |
| SE-F140 | FR15 | Check that system can trade cards after reaching another port | Reach another post | Trade window appears | System allows for a trade |
| SE-F141 | FR15 | Check that system can display appropriate info during trade | Start a trade | Trade window appears with specific information | System displays data |
| SE-F142 | 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-F143 | FR15 | Check that system can update stock of the port during game | Finish a trade | All data is assigned to appropriate place | Data is stored correctly |
| SE-F144 | 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 |
| SE-F145 | FR15 | Check that system can add deposited cards to other player’s hand | Deposit a card | A card is given to other player’s hand | Data is stored and assigned correctly |