Group Project 11

Test Report

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# Introduction

This document is to present Test Report document.

# 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 |  |

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REFERENCESDOCUMENT HISTORY

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