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| 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 od 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 |