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| Test Ref | Req being tested | Test Content | Input | Output | Pass Criteria |
| SE-F-001 | FR10 | Check that each player is dealt five cards from the crew card pack | --- | Each player can check all his crew cards on his hand | Data is stored correctly |
| SE-F-002 | FR10 | Check that each of the Trading ports are dealt two crew cards | --- | Two cards that each Trading port contains | Data is stored correctly |
| SE-F-003 | FR10 | Check that the value of items at the Trading port is made up to 8 by adding diamond or ruby | Two cards dealt are 1 and 2 making 3 | Treasure placed in the port is diamond or ruby | Data is stored correctly |
| SE-F-004 | FR10 | Check that the value of items at the Trading port is made up to 8 by adding gold bar | Two cards dealt are 2 and 2 making 4 | Treasure placed in the port is gold bar | Data is stored correctly |
| SE-F-005 | FR10 | Check that the value of items at the Trading port is made up to 8 by adding pearl | Two cards dealt are 2 and 3 making 5 | Treasure placed in the port is pearl | Data is stored correctly |
| SE-F-006 | FR10 | Check that the value of the items at the Trading port is made up to 8 by adding barrel of rum | Two cards dealt are 3 and 3 making 6 | Treasure placed in the port is barrel of rum | Data is stored correctly |
| SE-F-007 | FR11 | Check that turns will be given to the players in order London, Genoa, Marseilles, Cadiz | All Home Ports (London, Genoa, Marseilles, Cadiz) | Home ports in appropriate order | Data is stored correctly |
| SE-F-008 | FR11 | Check that turns won’t be given to the players in order London, Genoa, Marseilles, Cadiz | All Home Ports (London, Genoa, Marseilles, Cadiz) | Home ports in wrong order | System displays message “Turns are given in wrong order” |
| SE-F-009 | FR11 | Check that player can move his ship or turn his ship if he is out of port | Specific player’s name | Two actions (Move a ship or Turn a ship) | Data is stored correctly |
| SE-F-010 | FR11 | Check that player can only move a ship if he is in a port | Specific player’s name | One action (Move a ship) | Data is stored correctly |
| SE-F-011 | FR11 | Check that player can move his ship or turn his ship if he is in a port | Specific player’s name | Two actions (Moved a ship or Turn a ship) | System displays message “Player can’t turn a ship when he is in a port” |
| SE-F-012 | FR11 | Check that all squares in the direction that the player is facing are displayed when he is out of port | Specific player’s name | All squares in the direction that player is facing | Data is stored correctly |
| SE-F-013 | FR11 | Check that all squares in all directions are displayed when the player is in a port | Specific player’s name | All squares in all directions from port | Data is stored correctly |
| SE-F-014 | FR11 | Check that Treasure Island or another player’s port are not legal choices for a move when they are occupied | Specific player’s name | All squares available for the player except the coast of Treasure Island and another player’s port | Data is stored correctly |
| SE-F-015 | FR11 | Check that the coast of Treasure Island or another player’s port are legal choices for a move when they are occupied | Specific player’s name | All squares available for the player including the coast of Treasure Island and another player’s port | System displays message "You can’t attack another player when he is on the coast of Treasure Island or in a port” |
| SE-F-016 | FR11 | Check that system asks whether player wishes to attack the moving ship when he moves through square occupied by another player | Square chosen by player to move to | Message displayed “Do you wish to attack the moving ship” | Data is stored correctly |
| SE-F-017 | 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-018 | FR12 | Check that winner is awarded a treasure when loser has one | Treasure in loser’s hand | Treasure in winner’s hand | Data is stored correctly |
| SE-F-019 | FR12 | Check that treasure from loser goes to Treasure Island when winner already has two treasures | Winner’s hand | All Treasure Island’s treasures with one returned from loser’s hand | Data is stored correctly |
| SE-F-020 | FR12 | Check that two lowest value cards from loser’s hand go to winner | Two cards from loser’s hand | Winner’s hand with two cards from loser | Data is stored correctly |
| SE-F-021 | FR12 | Check that lowest value card from loser’s hand goes to winner if loser has only one card | Card from loser’s hand | Winner’s hand with a card from loser | Data is stored correctly |
| SE-F-022 | FR12 | Check that system allows loser to move | --- | All squares in direction previously chosen by loser | Data is stored correctly |
| SE-F-023 | FR12 | Check that winner remains in the direction he was already moving | --- | Square that winner is facing to | Data is stored correctly |