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| Test Ref | Req being tested | Test Content | Input | Output | Pass Criteria |
| SE-F-108 | FR7 | Check that system can store and track number of cards at the port | Enter pack of cards and make the next moves to simulate the course of the game | Number of cards at the port | Data is stored and tracked correctly |
| SE-F-109 | FR7 | Check that system can store and track value of each card | Enter pack of cards and make the next moves to simulate the course of the game | Value of each card at the port | Data is stored and tracked correctly |
| SE-F-110 | FR7 | Check that system can store and track items of treasure at the port | Enter specified treasure items and make the next moves to simulate the course of the game | Number of items of treasure at the port | Data is stored and tracked correctly |
| SE-F-111 | FR7 | Check that system can track players for whom this is the Home port | Create players and assign them to different ports | Player and port paired up | Data is assigned correctly |
| SE-F-112 | FR7 | Check that system can track player with no Home port | Create players | Error message warns that specific player doesn’t have Home port | System displays “No Home Port” message |
| SE-F-113 | FR8 | Check that system can track and store the number of cards at Flat Island | Enter pack of cards and make the next moves to simulate the course of the game | Number of cards at Flat Island | Data is stored and tracked correctly |
| SE-F-114 | FR8 | Check that system can track and store the value of each card at Flat Island | Enter pack of cards and make the next moves to simulate the course of the game | Value of each card at the port | Data is stored and tracked correctly |
| SE-F115 | FR8 | Check that system can track and store items of treasure at Flat Island | Enter specified treasure items and make the next moves to simulate the course of the game | Number of items of treasure at the port | Data is stored and tracked correctly |
| SE-F116 | FR9 | Check that system can display a 20 by 20 square board on screen | Start game with entering names of the players | A 20 by 20 square board appears on a screen | System displays game board |
| SE-F117 | FR9 | Check that system can display coordinates on every square (1,1 (bottom left) – 20,20 (top right)) | Start game with entering names of the players | A board appears on screen with every smaller square indicating position | System displays game board with coordinates |
| SE-F118 | FR9 | Check that system can display board with the following notable features\*\*(look below table) | Start game with entering names of the players | A board has notable features on a given squares | System displays game board with coordinates |
| SE-F119 | FR9 | Check that system can indicate each ship and port in a clear way | Start game with entering names of the players | A board has 4 coloured ships with 4 coloured Home ports. This shows which ship belongs to which port | System displays data on game board correctly |
| SE-F120 | FR9 | Check that system can display total distance the player can move in single turn | Start game with entering names of the players | A board shows where player can move | System displays possible moves to the player |
| SE-F121 | FR9 | Check that system can display items of treasure in the player’s ship | Start game with entering names of the players | Number of items of treasure in the player’s ship | System displays data on the board |
| SE-F122 | FR9 | Check that system can display location and orientation of the player’s ship | Start game with entering names of the players | A board shows location of the player’s | System displays data on the board |
| SE-F123 | FR9 | Check that system can display name of the player’s Home Port | Start game with entering names of the players | A board shows player’s Home Port | System displays data on the board |
| SE-F124 | FR9 | Check that system can display any Chance cards retained in player’s hand | Start game with entering names of the players | A game shows cards in player’s hand | System displays data on the board |
| SE-F125 | FR9 | Check that system can display items of treasure in the port | Start game with entering names of the players | A board shows items of treasure in the port | System displays data on the board |
| SE-F126 | FR9 | Check that system can display number of each card at the port | Start game with entering names of the players | A board shows number of cards at the specific port | System displays data on the board |
| SE-F127 | FR9 | Check that system can display value of each card at the port | Start game with entering names of the players | A board shows value of each card at the specific port | System displays data on the board |
| SE-F128 | FR9 | Check that system can display name of the players for whom it is the Home Port | Start game with entering names of the players | A board shows each player Home Port | System displays data on the board |
| SE-F129 | FR9 | Check that system can display Home Port without an owner | Start game with entering names of the players | Error message warns that specific player doesn’t have Home port | System displays “No Home Port” message |
| SE-F130 | FR9 | Check that system can display items of treasure at Flat Island | Start game with entering names of the players | A board shows items of treasure at Flat Island | System displays data on the board |
| SE-F131 | FR9 | Check that system can display number of cards at Flat Island | Start game with entering names of the players | A board shows number of cards at Flat Island | System displays data on the board |
| SE-F132 | FR9 | Check that system can display value of each card at Flat Island | Start game with entering names of the players | A board shows number of cards at Flat Island | System displays data on the board |

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Port of Venice at (1,7)

Port of London at (1,14)

Port of Cadiz at (14,20)

Port of Amsterdam at (20, 14)

Port of Marseilles at (20,7)

Port of Genoa at (7,1)

Mud Bay at (1,1)

Anchor Bay at (20,1)

Cliff Creek at (20,20)

Flat Island occupies a rectangle with corners (2,16) and (4,19)

Pirate Island occupies a rectangle with corners (17,2) and (19,5)

Treasure Island occupies a rectangle with corners (9,9) and (12,12)