Scenario 1: Tiger is on land before a river.

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 1-1: Land after the river is empty, Tiger crosses the river.	Player input: D Tiger position: (3,3)	Tiger position: (3,6)	Tiger position: (3,6)	Pass
Case 1-2: Land after the river is occupied, Tiger crosses the river.	Player input : D Tiger position : (3,3)	“Invalid Move!” Tiger position stays the same	“Invalid Move!” Tiger position : (3,3)	Pass
Case 1-3: Land after the river is empty, there is a mouse in the river.	Player input : D Tiger position : (3,3) Mouse position : (3,4)	“Invalid Move!” Tiger position stays the same Mouse position stays the same	“Invalid Move!” Tiger position : (3,3) Mouse position : (3,4)	Pass

Scenario 2 : Leopard basic movements

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 2-1: Leopard moves upward	Player input: W Leopard position: (2,2)	Leopard position moves to: (1,2)	Tiger position: (1,2)	Pass
Case 2-2: Leopard moves right	Player input : D Leopard position : (2,2)	Leopard position moves to: (2,3)	Leopard position: (2,3)	Pass
Case 2-3: Leopard moves down	Player input : S Leopard position : (3,3)	Leopard position moves to: (4,3)	Leopard position: (4,3)	Pass
Case 2-4: Leopard moves left	Player input : A Leopard position : (2,2)	Leopard position moves to: (1,2)	Leopard position: (1,2)	Pass

Case 2-5: Leopard moves out of bounds	Player input : D Leopard position : (2,6)	“Invalid move!: Leopard position stays the same	“Invalid move!: Leopard position : (2,6)	Pass
Case 2-6: Leopard moves to river	Player input : W Leopard position : (6,4) River position : (5,4)	“Invalid move!” Leopard position stays the same	“Invalid move!” Leopard position : (6,4)	Pass
Case 2-7: Leopard moves downwards, ally animal blocking space	Player input : S Leopard position : (6,4) Dog Position : (7,4)	Invalid move!” Leopard position stays the same Dog position stays the same	“Invalid move!” Leopard position : (6,4) Dog Position : (7,4)	Pass
Case 2-8: Player 2 Leopard moves to own player’s den	Player input : S Player 2 Den : (8,3) Leopard position : (7,3)	“Invalid Move!” Leopard position stays the same	“Invalid Move” Leopard position : (7,3)	Pass

Scenario 3 : Leopard and Tiger capture mechanics

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 3-1: Player 1's Tiger attempts to capture Player 2's leopard, successful capture	Player input : W Tiger position : (5,3) Leopard position : (4,3) players[1].getPieces().size() = 8 players[0].capturedPieces.size() = 0	Tiger new position : (4,3) Leopard removed from board Leopard added to Player 1's captured pieces Player 2's total pieces gets reduced by 1, leopard is removed from the ArrayList	Tiger position : (4,3) playBoard[5][3].getAnimal() = null leopard.bCaptured = true players[0].capturedPieces.size() = 1 players[1].getPieces().size() = 7	Pass
Case 3-2: Player 2's Leopard attempts to capture Player 1's Tiger, unsuccessful capture	Player input : D Tiger position : (0,6) Leopard position : (0,5) players[0].getPieces().size() = 8 players[1].capturedPieces.size() = 0	"Invalid Move!" Tiger position stays the same Leopard position stays the same Player 2 does not receive any captured pieces Player 1 total pieces unchanged	"Invalid Move!" Tiger position : (0,6) Leopard position : (0,5) players[1].capturedPieces.size() = 0 players[0].getPieces().size() = 8	Pass

Case 3-3: Player 1's Tiger attempts to capture Player 2's leopard across river	Player input : D Tiger position : (3,3) Leopard position : (3,6) players[1].getPieces().size() = 8 players[0].capturedPieces.size() = 0	Tiger new position : (3,6) Leopard removed from board Leopard added to Player 1's captured pieces "Player 2's total pieces gets reduced by 1, leopard is removed from the ArrayList	Tiger position : (3,6) playBoard[3][3].getAnimal() = null leopard.bCaptured = true players[0].capturedPieces.size() = 1 players[1].getPieces().size() = 7	Pass
Case 3-4: Player 1's Tiger attempts to capture a higher ranked animal	Player input : D Tiger position : (6,5) Elephant position : (6,6) players[1].getPieces().size() = 8 players[0].capturedPieces.size() = 0	"Invalid Move!" Tiger position stays the same Elephant position stays the same Player 2 does not receive any captured pieces Player 1 total pieces unchanged	"Invalid Move!" Tiger position : (6,5) Elephant position : (6,6) players[1].getPieces().size() = 8 players[0].capturedPieces.size() = 0	Pass

Scenario 4 : Game Win Conditions

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 4-1: Player 1's animal takes Player 2's den	Player input : W Player 2 Den : (0,3) Tiger position : (1,3) bGameWin = false	playboard[0][3].hasAnimal = true bGameWin = true	playboard[0][3].hasAnimal = true "Player 1 has won!" bGameWin = true	Pass
Case 4-2: Player 2's animal takes Player 1's den	Player input : S Player 1 Den : (8,3) Leopard position : (7,3) bGameWin = false	playboard[8][3].hasAnimal = true bGameWin = true	playboard[8][3].hasAnimal = true "Player 2 has won!" bGameWin = true	Pass
Case 4-3: Player takes all of other Player's pieces	Player input : none players[1].getPieces().isEmpty() = True bGameWin = false	bGameWin = true	"Player 1 has won!" bGameWin = true	Pass

Scenario 5 : Pregame turn order

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 5-1: Player 1 and 2 picks number representing a random animal piece, higher rank gets to choose color , Player 1 gets higher	Player 1 input : 1 Player 2 input : 8 Player 1 piece: Elephant(8) Player 2 piece: Mouse(1)	Player 1 gets a higher animal piece than player 2 Player 1 gets to go first	“Player 1 goes first” nFirstPlayer = 0	Pass
Case 5-2: Player 1 and 2 picks number representing a random animal piece, higher rank gets to choose color , Player 2 gets higher	Player 1 input : 4 Player 2 input : 2 Player 1 piece: Cat(2) Player 2 piece: Dog(4)	Player 2 gets a higher animal piece than player 1 Player 2 gets to go first	“Player 2 goes first” nFirstPlayer = 1	Pass
Case 5-3: Player 1 and 2 picks number representing a random animal piece, higher rank gets to choose color , Both players get equal ranking animal piece	Player 1 input : 3 Player 2 input : 5 Player 1 piece: Tiger(6) Player 2 piece: Tiger(6)	Both players have equal ranking piece, Player 1 gets to go first by default	“Player 1 goes first” nFirstPlayer = 0	Pass
Case 5-4: Player gives a wrong initial input	Player 1 input : 9	“Invalid input” Player 1 will be asked to input again	“Invalid input!” “Select a number from 1 to 8:...“	Pass

Scenario 6 : Selecting Animals

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case6-1: Player 1 selected Elephant	Player input : 8	Returns the elephant Animal to player 1	Returns PieceList.get(7)	Pass
Case 6-2: Player 1 gave an out of bounds input	Player input : 10	“Invalid input!” Player is asked to input a number again	“Invalid input!”	Pass