

Scenario 1: Main Menu

Case	Input / Current <i>situation</i>	Expected Output	Actual Output	Pass/Fail
Case 1-1: Player chooses to Start Game	Player selects Start Game Button	Player moves to player selection menu	Player moves to player selection menu	Pass
Case 1-2: Player chooses to Exit Game	Player selects Exit Game Button	Program exits	Program exits	Pass

Scenario 2 : Player Selection Menu

Case	Input / Current <i>situation</i>	Expected Output	Actual Output	Pass/Fail
Case 2-1: Player 1 and 2 picks number representing a random animal piece, higher rank gets to choose color, Player 1 gets higher	Player 1 chooses button number 8 Player 2 chooses button number 4	Player 1 gets a higher animal piece than player 2 Player 1 gets to go first	"Player 1 goes first" FIRST_PLAYER = 0	Pass
Case 2-2: Player 1 and 2 picks number representing a random animal piece, higher rank gets to choose color, Player 2 gets higher	Player 1 chooses button number 5 Player 2 chooses button number 1	Player 2 gets a higher animal piece than player 1 Player 2 gets to go first	"Player 2 goes first" FIRST_PLAYER = 1	Pass
Case 2-3: 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 chooses button number 3 Player 2 chooses button number 6	Both players have equal ranking piece, Player 1 gets to go first by default	"Player 1 goes first" FIRST_PLAYER = 0	Pass

Scenario 3 : Color Selection Menu

Case	Input / Current <i>situation</i>	Expected Output	Actual Output	Pass/Fail
Case 3-1: Player 1 won picks red , Player 2 gets blue	Player 1 selects red button	Player 1 gets red while Player 2 is given blue	"Player 1 will be red and Player 2 will be blue" players[getFirstPlayerIdx()].getColor() == RED player[getSecondPlayerIdx()].getColor() = BLUE	Pass
Case 3-2: Player 2 won and picks blue, Player 1 gets red	Player 2 selects blue button	Player 2 gets blue while Player 1 is given red	"Player 2 will be blue and Player 1 will be red" players[getFirstPlayerIdx()].getColor() == BLUE player[getSecondPlayerIdx()].getColor() = RED	Pass

Scenario 4.1 : Game Win Conditions

Case	Input / Current <i>situation</i>	Expected Output	Actual Output	Pass/Fail
Case 4.1.1: Red player takes Blue player's den	Red player places any animal piece on Blue player's den tile	Red player wins the game and a win popup window appears.	"Player RED Won!"	Pass
Case 4.1.2: Blue player takes Red player's den	Blue player places any animal piece on Red player's den tile	Blue player wins the game and a win popup window appears.	"Player BLUE Won!"	Pass
Case 4.1.3: Red player takes all of Blue player's animal pieces	Red player takes all of Blue player's pieces	Red player wins the game and a win popup window appears.	"Player RED Won!"	Pass

Scenario 4.2 : Game Mechanics (Interactions with terrain)

Case	Input / Current <i>situation</i>	Expected Output	Actual Output	Pass/Fail
Case 4.2.1: Mouse can go at river tiles	Player selects Mouse piece and places it at a river tile	Mouse piece gets placed at river tile	Mouse piece gets placed at river tile	Pass
Case 4.2.2: Lion can jump through a set of river tiles	Player selects Lion piece and jumps from the left side of the river to the right side of the river	Lion repositions at right side of the river after jumping	Lion repositions at right side of the river after jumping	Pass
Case 4.2.3: Player attempts to place own animal at his den tile	Player selects any animal piece and places it at den tile	Den tile will not be available for placement which forces the player to pick a valid tile	Den tile will not be available for placement which forces the player to pick a valid tile	Pass

Scenario 4.3 : Game Mechanics (Capturing and Animal Rank)

Case	Input / Current <i>situation</i>	Expected Output	Actual Output	Pass/Fail
Case 4.3.1: Player attempts to capture lower ranked animal piece	Player selects dog piece and tries to capture enemies' cat piece	Player captures cat piece and gets removed from the game	Player captures cat piece and gets removed from the game	Pass
Case 4.3.2: Player attempts to capture lower higher animal piece	Player selects leopard piece and tries to capture enemies' elephant piece	Tile of elephant piece is not highlighted which disables the player from taking the piece	Tile of elephant piece is not highlighted which disables the player from taking the piece	Pass
Case 4.3.3: Player tries to capture elephant piece with mouse piece	Player selects mouse piece and tries to capture enemies' elephant piece	Player captures elephant piece and gets removed from the game	Player captures elephant piece and gets removed from the game	Pass
Case 4.3.4: Lion tries to eat lower ranked animal at the other side of river	Player selects Lion piece and places Lion on the other side of the river where enemy wolf piece is placed	Lion captures the wolf piece and repositions at other side of the river, wolf piece gets removed from the game	Lion captures the wolf piece and repositions at other side of the river, wolf piece gets removed from the game	Pass

Case 4.3.5: Tiger piece is placed at trap tile, Player tries to capture with lower ranked animal piece	Player selects dog piece and tries to capture Tiger piece of enemy	Dog piece captures lion piece and removes it from the game	Dog piece captures lion piece and removes it from the game	Pass
Case 4.3.6: Mouse on river tile attempts to capture enemy Elephant	Player selects mouse piece on river tile and tries to capture enemy Elephant piece	Tile of elephant piece will not be highlighted preventing the player from capturing it	Tile of elephant piece will not be highlighted, preventing the player from capturing it	Pass
Case 4.3.7: Mouse on river tries to capture enemy mouse on river	Player selects mouse piece on river tile and tries to capture enemy mouse piece on another river tile	Mouse piece captures enemy mouse piece on river and removes it from the game	Mouse piece captures enemy mouse piece on river and removes it from the game	Pass

Scenario 5 : Win Popup Window

Case	Input / Current <i>situation</i>	Expected Output	Actual Output	Pass/Fail
Case 5-1: Red player wins, players choose to play again.	The Win popup window appears, and the Red player chooses the Play Again button.	Game gets reset and players retain their color from the previous game.	Game board gets reset and players retain their color from the previous game.	Pass
Case 5-2: Blue player wins, players choose to exit to menu	The Win popup window appears, and the Blue player chooses the Exit to Menu button.	Player gets sent back to Main Menu	Players get sent back to Main Menu	Pass