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| Test Case ID | SG-1 | Test Case Description | |  | | --- | | Test Game Initialization | | | | |
| Test Case Name | Beginning of the Game | |
| Created By | Nolan Mey | Reviewed By | Nolan Mey | | |
| Tester’s Names | Nolan Mey | Date Tested | 4/28/2017 | Pass/Fail? | Pass |
| Preconditions | Player is at main menu | Post conditions | Players have their Illuminati Cards | | |
| Test Case Scenario | Player transitions from the main menu to the actual game where the Illuminati Cards are drawn, distributed, and players are ready to begin Sequence of Play. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Navigate from Main Menu to Start Game | Game should show how many players to select | As Expected | Pass | |
| 2 | Select number of Players | Transition to Game Board with selected players | As Expected | Pass | |
| 3 | Draw Illuminati Cards |  |  |  | |

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| Test Case ID | SG-3 | Test Case Description | |  | | --- | | Test Game Initialization | | | | |
| Test Case Name | Four Original "Uncontrolled" Groups | |
| Created By | Joanna To | Reviewed By |  | | |
| Tester’s Names | Joanna To | Date Tested |  | Pass/Fail? |  |
| Preconditions | Players all have Illuminatis and assets | Post conditions | Four Group cards are placed in the center. | | |
| Test Case Scenario | After players have their card and assets, the game will randomly choose four group cards to be turned face up and placed in the center. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Press start to begin the game after Illuminati cards drawn | Game should show begin to place four group cards in the center |  |  | |
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| Test Case ID | SG-4 | Test Case Description | |  | | --- | | Test Game Initialization | | | | |
| Test Case Name | Rolling Dice | |
| Created By | Joanna To | Reviewed By |  | | |
| Tester’s Names | Joanna To | Date Tested |  | Pass/Fail? |  |
| Preconditions | Players all have Illuminatis and assets in place with Four group cards in center | Post conditions | Sequence of Play begins. Players with highest roll will start first, continuing counter-clockwise | | |
| Test Case Scenario | This will indicate who will start the domination first, continuing the sequence of play. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | First player volunteers to roll dice first | Dice rolls a random number |  |  | |
| 2 | Next player clockwise rolls dice | Dice rolls a random number |  |  | |
| 3 | Repeat Step 2 until all players receive a number. |  |  |  | |

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| Test Case ID | BR -1 | Test Case Description | |  | | --- | | Game Play | | | | |
| Test Case Name | Eliminating a Player | |
| Created By | Joanna To | Reviewed By |  | | |
| Tester’s Names | Joanna To | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player has no Groups except their Illuminati card | Post conditions | Player is out of the game, their MegaBucks returned to the Bank and their Illuminati Card is taken out of play. If Player manages to Control a Group at the end of their third turn, they are still in the game | | |
| Test Case Scenario | After players have their card and assets, the game will randomly choose four group cards to be turned face up and placed in the center. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Press start to begin the game after Illuminati cards drawn | Game should show begin to place four group cards in the center |  |  | |
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| Test Case ID | BR – 2 | Test Case Description | Game Play | | |
| Test Case Name | Winning the Game (Basic Goal) | |
| Created By | Matthew | Reviewed By |  | | |
| Tester’s Names | Matthew | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player is Controlling the required number of Groups needed to win and is on their turn | Post conditions | Player wins the game when their turn ends and still Controls the required number of Groups needed. Other Players can also share victory if they achieve their Special Goal on the same turn. Otherwise, Player can lose Control of Group(s) and the game continues. | | |
| Test Case Scenario | Player wins the game when their Illuminati goal is reach when their turn ends. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player has all their required groups line up and about to end their turn. | Player is one move away from their goal. |  |  | |
| 2. | Player ends their turn and should have completed their special goals | The game ends with the player reaching their special goal. |  |  | |

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| Test Case ID | BR-3 | Test Case Description | Game Play | | |
| Test Case Name | Winning the Game (Special Goal) | |
| Created By | Matthew | Reviewed By |  | | |
| Tester’s Names | Matthew | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player has met their Illuminati’s specific goal during an Action, Free Action, trade, etc. | Post conditions | Player wins the game when the end of a turn is reached. They may also not win if other Players interfere with the Illuminati Goal | | |
| Test Case Scenario | The game ends when the play reach their special goal during an Action, Free Action, trade, etc. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player lined up their special goals and is one move away from completing it | Player is one move from completing their special goal |  |  | |
| 2 | Player performs an Action, Free Action, or trade and completes their special goal | That player wins the game |  |  | |

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| Test Case ID | SP - 1 | Test Case Description | Game Play | | |
| Test Case Name | Collect Income | |
| Created By | Matthew | Reviewed By |  | | |
| Tester’s Names | Matthew | Date Tested |  | Pass/Fail? |  |
| Preconditions | Sequence of Play begins for the Current Player | Post conditions | Player has income in stack or spread out to flaunt other Players. | | |
| Test Case Scenario | Income amount depending on player’s group cards is added to player’s income stack at the beginning on the round. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player’s group card has specific amount of income | Total income of all group cards added to player’s income stack |  |  | |
| 2 | Player collect total income at the beginning of their turn | Total income added to player’s income stack |  |  | |

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| Test Case ID | SP - 2 | Test Case Description | Game Play | | |
| Test Case Name | Draw a Card | |
| Created By | Matthew | Reviewed By |  | | |
| Tester’s Names | Matthew | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player just collected income into Group Treasury | Post conditions | Current Player has Special Card in front of them or Group Card is placed in center with other Uncontrolled Groups | | |
| Test Case Scenario | Player draws a card after collecting income. If it is a special card then it is placed in front of the player. If it is a group card, place it in the center of the uncontrolled groups. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player just finished collecting income | Income added to their income stack |  |  | |
| 2 | Player draws a card | A random card is drawn for them. |  |  | |
| 3 | If it is a special card | Place in front of player |  |  | |
| 4 | If it is a Group card | Place card with uncontrolled groups |  |  | |

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| Test Case ID | SP - 3 (Sequence of Play - 3) | Test Case Description | Game Play | | |
| Test Case Name | Two Actions | |
| Created By | Matthew | Reviewed By |  | | |
| Tester’s Names | Matthew | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player has Special Card in front of them or Group Card in center | Post conditions | Current Player takes Free Actions before, between, or after Attacks. Player also can also MegaBucks transfer, move a Group, or collect 5 MegaBucks for their Treasury if they choose not to act. Based on decision made, other Players can be affected such as losing Groups, etc. | | |
| Test Case Scenario | Player can take two actions which can be Free action, megabucks transfer, move a group, or pass and collect 5 megabucks. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Free action, megabucks transfer, move a group, or pass and collect 5 megabucks. | Player picks one of those. |  |  | |
| 2 | If they section free action | Perform free action |  |  | |
| 3 | If they select transfer megabucks | Transfer the selected amount of megabucks |  |  | |
| 4 | If they move a group | Reorganize the groups to the players desire order |  |  | |

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| Test Case ID | SP – 4 | Test Case Description |  | | |
| Test Case Name | Free Actions | |
| Created By |  | Reviewed By |  | | |
| Tester’s Names |  | Date Tested |  | Pass/Fail? |  |
| Preconditions | Before, between, or after an Attack | Post conditions | Player can Drop Groups, Aid an Attack, Giveaway Special Card or MegaBucks, use a Special Card, or do nothing | | |
| Test Case Scenario | Before or after the player choose to Attack they can play a Free Action which are Drop Groups, Aid an Attack, Giveaway Special Card or Megabucks, use a special card, or do nothing. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player’s turn decides to play a Free Action | Player picks which free action they want |  |  | |
| 2 | If player picks Drop Group | Reorganize Groups to player’s desire location |  |  | |
| 3 | If player choose to aid an Attack | Player attack the specific group they desire |  |  | |
| 4 | If play choose to give away special card or megabucks | Remove special card or specific amount of megabucks player choose |  |  | |
| 5 | If player choose to use special card | Perform the specific special card the player picked |  |  | |
| 6 | If player does nothing | Skip the player’s free action and continue with the game |  |  | |

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| Test Case ID | SP - 5 | Test Case Description | Part or all contents of two treasuries can be moved to treasuries of adjacent Groups. Two transfers allowed per turn, can use Actions to Transfer also. | | |
| Test Case Name | Transfer MegaBucks | |
| Created By |  | Reviewed By |  | | |
| Tester’s Names |  | Date Tested |  | Pass/Fail? |  |
| Preconditions | After Attack sequence | Post conditions | Player moves some or all contents of two treasuries into adjacent Groups, or Player does nothing | | |
| Test Case Scenario | Player can transfer the desired amount of Megabucks | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player choose number of megabucks | Total up the amount of megabucks |  |  | |
| 2 | Transfer to Groups | Transfer the total group to the specific group player desire |  |  | |

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| Test Case ID | SP – 6 | Test Case Description | Player redistributes MegaBucks between treasuries or reorganize their Power Structure if they are the Gnomes of Zurich or the Bermuda Triangle respectively | | |
| Test Case Name | Special Power Actions | |
| Created By |  | Reviewed By |  | | |
| Tester’s Names |  | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player has Gnomes of Zurich or the Bermuda Triangle | Post conditions | Player redistributes MegaBucks, reorganizes their Power Structure, or does nothing | | |
| Test Case Scenario | Player is draws Gnomes of Zurich or the Bermuda Triangle and is able to redistributes their megabucks, reorganizes their Power Structure, or does nothing. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player plays the Gnomes of Zurich or The Bermuda Triangle | Player can choose to redistributes their megabucks, reorganizes their power structure, or does nothing |  |  | |
| 2 | If player redistributes their megabucks | Send megabucks to the desires group specify by the player |  |  | |
| 3 | If player reorganizes their power structure | Re-arrange their power structure specify by the player |  |  | |
| 4 | If player does nothing | Continue with the game |  |  | |

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| Test Case ID | SP – 7 | Test Case Description | At the end of each turn, if the Uncontrolled center area has less than two Groups, draw Cards until there are two Uncontrolled Groups. If a Special Card is drawn, discard it. | | |
| Test Case Name | Adding Targets | |
| Created By |  | Reviewed By |  | | |
| Tester’s Names |  | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player has finished transferring MegaBucks or executed special Power actions | Post conditions | At least two Uncontrolled Group Cards in the center. Any Special Cards are disCarded | | |
| Test Case Scenario | Uncontrolled center area has less than two Groups, thus the player has to draw cards until there are two Uncontrolled Groups. Discard any special cards. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Uncontrolled center area has less than two groups | Player has to draw cards |  |  | |
| 2 | Player draws card and it is a Special card | Discard Special Card |  |  | |
| 3 | Player draws non-special cards | Play in uncontrolled area |  |  | |

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| Test Case ID | A – 1 | Test Case Description | Player Attack to Control a Group | | |
| Test Case Name | Attack to Control Group | |
| Created By |  | Reviewed By |  | | |
| Tester’s Names |  | Date Tested |  | Pass/Fail? |  |
| Preconditions | Other Players’ have a Group(s) with an outward-pointing arrow | Post conditions | Player Attacks successfully and Controls Group, its puppets, and half of the Group Treasury. Player can also transfer MegaBucks from its own Treasury to that Group. Otherwise, Player fails in the Attack and nothing happens | | |
| Test Case Scenario | Play sees a group to attack. If the play succeeded then they own the group if not, then nothing happens. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player sees a chance to attack | Player attacks the group |  |  | |
| 2 | If Player wins | The group belongs to them and play can transfer megabucks to that group |  |  | |
| 3 | If Player lose | Nothing happens and move to next phase |  |  | |

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| Test Case ID | A – 2 | Test Case Description | Game Play | | |
| Test Case Name | Attack to Neutralize Group | |
| Created By |  | Reviewed By |  | | |
| Tester’s Names |  | Date Tested |  | Pass/Fail? |  |
| Preconditions | Player decides to Neutralize a Group and rolls the dice | Post conditions | The Player Attacks successfully and the Group is Neutralized, meaning the Group and its puppets are moved to the Uncontrolled area and all MegaBucks is moved to the Bank. If the Attack fails, nothing happens | | |
| Test Case Scenario | Play sees a group to attack. If the play succeeded then the attacked group and its puppets are moved to the uncontrolled area and all megabucks removed. If the attack fails, then nothing happened. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player sees a chance to attack | Player attack the group |  |  | |
| 2 | If player wins | The attacked group is moved to the uncontrolled area and megabucks removed |  |  | |
| 3 | If player loses | Nothing happened and continue with the game |  |  | |

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| Test Case ID | A – 3 | Test Case Description | Player Attacks to Destroy a Group. Success of Attack is determined by rolling two dice. | | |
| Test Case Name | Attack to Destroy Group | |
| Created By |  | Reviewed By |  | | |
| Tester’s Names |  | Date Tested |  | Pass/Fail? |  |
| Preconditions | Other Players’ have a Group(s) that can help them reach goal | Post conditions | Player Attacks successfully and Destroys the Group, moving it to the dead pile and puppets moved to the Uncontrolled area. Otherwise, Player fails and nothing happens. | | |
| Test Case Scenario | Play sees a group to attack. If the play succeeded then the attacked group is moved to the dead pile along with their puppets. If the attack failed than nothing happened. | | | | |
| Step # | Step Details | Expected Results | Actual Results | Pass/Fail? | |
| 1 | Player sees a chance to attack | Player attack the group |  |  | |
| 2 | If player wins | The attacked group is moved to the dead pile and megabucks removed |  |  | |
| 3 | If player loses | Nothing happened and continue with the game |  |  | |