**System Test Case Document**

General Setup for Hnefatafl Game Application  
Instructions:  
1. Launch game via IDE

2. Launch game via console using command

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**Testcase 1**  
System: Hnefatafl Game Application

Test: Logging in to system

Instructions:  
1. Launch application

2. Wait for login prompt

3. Enter a registered email and associated password.

4. Select confirmation button  
  
Expected result:  
1. User associated with the entered email is verified and the correct user is logged in.

2. Redirected to game window

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**Testcase 2**  
System: Hnefatafl Game Application

Test: Making a neutral move  
  
Instructions:  
1. Begin a game

2. Wait until your turn

3. Select a piece on the UI using the mouse

4. Release the mouse on the desired space.  
  
Expected result:  
1. Assuming this was a valid move, the selected piece should move to desired space.

2. Turns switch

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**Testcase 2**  
System: Hnefatafl Game Application

Test: Making a capturing (non-king) move  
  
Instructions:  
1. Begin a game

2. Wait until your turn

3. Select a piece on the UI using the mouse

4. Release the mouse on a tile that would “sandwich” an opponent's piece. (Two of your pieces on both sides (top/bottom or left/right) with opponent’s piece in between)

Expected result:  
1. Assuming this was a valid move, the selected piece should move to desired space.

2. “Sandwiched” piece will be removed from the board.

3. Turns switch

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**Testcase 3**  
System: Hnefatafl Game Application

Test: Making a king-capturing move  
  
Instructions:  
1. Begin a game

2. Wait until your turn

3. Select a piece on the UI using the mouse

4. Release the mouse on a tile that would “sandwich” an opponent's king on all 4 sides.  
  
Expected result:  
1. Assuming this was a valid move, the selected piece should move to desired space.

2. Opponent's king will be removed from the board.

3. A dialogue box will pop up informing the attacker that he/she has won. The game will be over.

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**Testcase 4**  
System: Hnefatafl Game Application

Test: Making a capturing move with “unique” tiles.  
  
Instructions:  
1. Begin a game

2. Wait until your turn

3. Select a piece on the UI using the mouse

4. Release the mouse on a space that would cause the opponent’s piece to be “sandwiched” between your piece(s) and a “unique” tile (Corners and center).  
  
Expected result:  
1. Assuming this was a valid move, the selected piece should move to desired space.

2. Piece “sandwiched” is removed from the game.

3. If piece removed was the king, the game will end in victory and inform of such.

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**Testcase 5**

System: Hnefatafl Game Application

Test: Defender win

Instructions:  
1. Begin a game

2. Wait until your turn

3. Select a piece on the UI using the mouse

4. For the defender: release the king on any edge space  
  
Expected result:  
1. Assuming this was a valid move, the selected piece should move to desired space.

2. A dialogue box will appear, informing the defenders they have won, and the game will be over.

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**Testcase 6**

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