# Village Survival Game - Manual Test Case Report

This document contains the manual test case report for the Village Survival Game simulation. The test cases are divided into Basic, Medium, and Complex levels as specified in the assignment. Each case includes the input/setup, expected result, actual result, and final status (Pass/Fail).

## 1. Basic Test Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case ID | Input / Setup | Expected Result | Actual Result | Status |
| TC01 | All players = Villagers | Villagers Win immediately | Villagers Win immediately | Pass |
| TC02 | All players = Beasts | Beasts Win immediately | Beasts Win immediately | Pass |
| TC03 | 1 Villager vs 1 Beast | Beasts Win | Beasts Win | Pass |

## 2. Medium Test Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case ID | Input / Setup | Expected Result | Actual Result | Status |
| TC04 | 2 Villagers, 2 Beasts | Beasts Win (equal to villagers) | Beasts Win | Pass |
| TC05 | 2 Villagers, 1 Beast (night kill) | Villager eliminated at night | Villager eliminated, phase changed to Day | Pass |

## 3. Complex Test Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case ID | Input / Setup | Expected Result | Actual Result | Status |
| TC06 | 2 Villagers, 1 Beast (multiple rounds) | Beast banished after Day vote, Villagers Win | Beast banished, Villagers Win | Pass |
| TC07 | Large group: 8 Villagers, 2 Beasts | Game continues (no winner yet) | Game ongoing, no winner | Pass |
| TC08 | Invalid case: no votes cast | No elimination occurs | No elimination occurred | Pass |