

Title: Pass-and-Play Board Game

Vision: Make board games more accessible and fun through a digital medium.

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Automated Tests: Tool being used: JUnit. To run the unit tests, run <to be added, still trying to get JUnit to work>

User Acceptance Tests:

Link to tests:

<https://docs.google.com/spreadsheets/d/1mwSCI1FvIU0p8pBwP4pK6vEBIkAjVU69QYxTa9KBRA/edit?usp=sharing>

Test 1:

Project Name: Pass-and-Play Board Game						
Test Case Template						
Test Case ID: UR.01			Test Designed by:			
Test Priority (Low/Med/High): Critical			Test Designed by date:			
Module Name: User interface			Test Executed by:			
Test Title: Turn management system			Test Execution date:			
Description: Test that the user can start and end their turn						
Pre-conditions: All players have been established and initialized properly						
Dependencies:						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status (Pass/Fail)	Notes
1	User prompted to begin turn	Previous player ends turn or game start	Message prompt to signal player turn	No interface	Fail	Under development
2	User executes any sequence of turns					
3	User signals/clicks button to end turn/pass to another player	Mouse button interaction	Turn ends and next player begins	No interface	Fail	Under development
4						
5						
Post-Conditions:						

Test 2:

Project Name: Pass-and-Play Board Game						
Test Case Template						
Test Case ID: UR.02			Test Designed by:			
Test Priority (Low/Med/High): High			Test Designed by date:			
Module Name: Unit interactions			Test Executed by:			
Test Title: Test illegal moves			Test Execution date:			
Description: Prompt a user that an attempted move is illegal and prevent the move from happening						
Pre-conditions: Units exist on board						
Dependencies: Map interface						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status (Pass/Fail)	Notes
1	Select starting location	Any land territory				
2	Select unit	Any land unit				
3	Select illegal destination location	Any water territory	Prompt user of illegal move, return unit to original position	No interface, unit interaction	Fail	under development
4						
5						
Post-Conditions: Unit remains in original position prior to the attempted move						

Test 3:

Project Name: Pass-and-Play Board Game						
Test Case Template						
Test Case ID: FR.01				Test Designed by:		
Test Priority (Low/Med/High): High				Test Designed by date:		
Module Name: Board set up				Test Executed by:		
Test Title: Board initialization				Test Execution date:		
Description: The board should be properly initialized with correct values, faction ownership, units in place						
Pre-conditions:						
Dependencies:						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status (Pass/Fail)	Notes
1	Start the game					
2	Verify that board is established properly	Gameboard, all territories, all units	Units in game match the instructions for initial game set up	Units set up correctly	Pass	UI in development
3						
4						
5						
Post-Conditions:						

Test 4:

Project Name: Pass-and-Play Board Game						
Test Case Template						
Test Case ID: FR.03				Test Designed by:		
Test Priority (Low/Med/High): High				Test Designed by date:		
Module Name: Unit interactions				Test Executed by:		
Test Title: Game must handle specific unit rules				Test Execution date:		
Description: Specific unit rules must be executed to prevent players from making illegal moves and to maintain the game experience						
Pre-conditions:						
Dependencies:						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status (Pass/Fail)	Notes
1	Start an attack	Click on begin attack phase button	Phase changes to attack phase	No interface	Fail	UI in development
2	Roll for damage	Attack with first set of units	Random numbers 1-6 generated for	Random numbers generated for ea	Pass	
3	Take damage on a battleship	Select units to be damaged, choose	Units damaged, moved into casual	None	Fail	Under development
4	Mark battleship as damaged, not d	Take damage on battleship	Battleship shows 1 health, instead	Battleship takes 1 point of damage,	Pass	
5						
Post-Conditions:						

Test 5:

Project Name: Pass-and-Play Board Game						
Test Case Template						
Test Case ID: FR.04				Test Designed by:		
Test Priority (Low/Med/High): Low				Test Designed by date:		
Module Name: Rulebook				Test Executed by:		
Test Title: Game manual				Test Execution date:		
Description: Make the game manual available to the players so that they may learn/reference the rules during the game						
Pre-conditions:						
Dependencies:						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status (Pass/Fail)	Notes
1	User interacts with a clickable to o	Mouse button interaction	Opens link page to rulebook		Fail	In development
2	Rulebook successfully opens	Embedded PDF/HTML link	Rulebook readable/can be opened		Fail	In development
3						
4						
5						
Post-Conditions:						