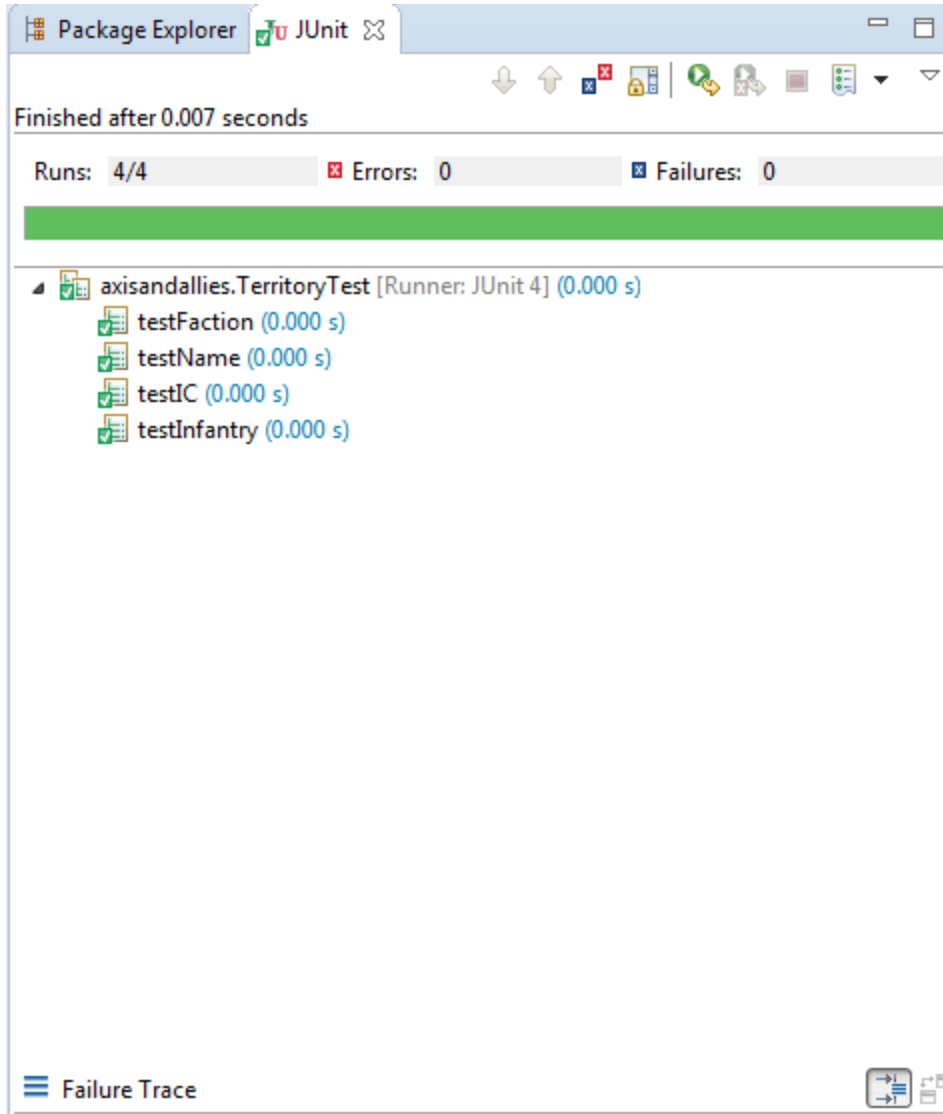**Title:** Pass-and-Play Board Game

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

Who: Brandon Boylan-Peck, Eric Hardwick, Kevin Holligan, Robert Kendl

Automated Tests: Tool being used: JUnit. To run the unit tests, run right click the test file and click "Run as JUnit test". Output as follows:

User Acceptance Tests:

Link to tests:

https://docs.google.com/spreadsheets/d/1mwSCl1FvIU0p8pBwP4pK6vEBIlkAjVU69QYxTa9K
BRA/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 fo	Random numbers generated for ea	Pass	
3	Take damage on a battleship	Select units to be damaged, choose	Units damaged, moved into casualt	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 op	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: