

Module	Test name	Description	Steps	Expected result
Anthill	Pre-conditions: test_change_owner	Change owner	create new anthill with player as owner change owner to other player	owner on anthill changed former owner's anthill count decreased new owner's anthill count increased
		test_change_owner_none	Remove Owner	no owner on anthill former owner's anthill count decreased
	test_population	Set/get population Less available than is population	create new anthill set population and available ants population >= available	get population returns population get available ants returns available ants
	test_population	Set/get population More available than is population	create new anthill set population and available ants population < available	raises exception
	test_accept_ants	Accepting ants in anthill Accepting positive ant count	create anthill with init population accept ants ( >= 0)	anthills population is increased by accepted ants
	test_accept_ants	Accepting ants in anthill Accepting negative ant count	create anthill with init population accept ants ( < 0)	raises exception
	test_kill_ants	Killing ants in anthill More than is population	create anthill with init population kill ants ( >= 0) ( > population)	anthill population set to 0
	test_kill_ants	Killing ants in anthill Less than is population	create anthill with init population kill ants ( >= 0) ( <= population)	anthill population decreased by killed ants
	test_kill_ants	Killing ants in anthill Negative ant count	create anthill with init population kill ants ( < 0)	raises exception
Map	Pre-conditions: test_place_anthill_loc	Place anthill on Map Location is outside map	create Map, Player, Anthill with Player owner place anthill on location (location implies anthill does not fits in map)	raises exception Anthill location is empty Map anthill list is empty owner has no anthills assigned on map
	test_place_anthill_loc	Place anthill on Map Location is inside map	create Map, Player, Anthill with Player owner place anthill on location (location implies anthill fits in map)	Anthill location is set Map anthill list contains anthill owner has anthill assigned on map
	test_place_anthill_collide (depends on "test_place_anthill_loc")	Place anthill on Map Overlaps with another anthill	create Map and two Anthills place first Anthill on location place second Anthill on location overlaping first anthill	raises exception second Anthill location is empty Map anthill list contains first anthill owner of second Anthill has it not assigned on map
	test_place_anthill_collide (depends on "test_place_anthill_loc")	Place anthill on Map Does not overlap with another anthill	create Map and two Anthills place first Anthill on location place second Anthill on location not overlaping first anthill	second Anthill location is set Map anthill list contains both anthills owner of second Anthill has it assigned on map
	test_assign_empty_ahs	Assign anthills without owner to owner	create Map, two Players, two Anthills assign first anthill to one Player assign anthills without owner to second Player	first anthill's owner is still first Player second anthill's owner is second Player owner of second Anthill has it assigned on map
	test_send_ants	Send ants from one anthill to another	create Map, two Players, two Anthills assign each Player to one Anthill send ants from one anthill to the other one	ants on first anthill moved to queue to be send available ants on first anthill decreased by send count
GUI	Pre-conditions: test_pygame_window_created_and_destroyed	Pygame window is created	initialize pygame window	expect pygame event WINDOWSHOWN expect all pygame modules initialized
	test_pygame_window_created_and_destroyed	Pygame window is destroyed	send quit event or quit pygame modules	expect all pygame modules uninitialized
	Pre-conditions: Pygame window and all Pygame modules are initialized	test_button	create Button without surface or text+background color	raises exception
	Post-conditions: Pygame window is destroyed and all Pygame modules uninitialized	test_button_clr	create Button with surface or text+background color draw button on window	button is drawn (draw area is returned)
	test_button_click	Button calls its function on click	create Button with surface or text+background color, set new State on-click set mouse position and clicked event draw button on window	new State is returned