

Reference Number	Test Case ID	Test Case Name	Test Suite(s)	Priority	Hardware Required	Software Required	Duration	Effort	Setup	Teardown	Input Data	Expected Output	Actual Output	Execution Summary
1	01_001	selectcharacter_tc	Pregame Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	Program is in the select character screen	The game can be exited	User selects Cyber Bunny	Cyber Bunny is now the representative of the user	Cyber Bunny is selected as that user's representative	Character was selected as expected
2	01_002	startProgram_tc	Pregame Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	10 minutes	medium	The program isn't running and the game is installed / ready to be ran.	The game can be exited	User double click program icon / begins execution through IDE	Game begins running	Game begins running	Clicking the program begins execution through the IDE
3	02_001	leaveTokyo_tc	User Turn Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	A user takes damage from the dice resolve phase	The game can be exited	User chooses to leave Tokyo	User leaves Tokyo.	User leaves Tokyo	After the user in Tokyo is attacked they are given a prompt to leave, if yes they leave.
4	02_002	spendToken_tc	User Turn Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	20 minutes	medium	User's turn and their phase to buy a card	The game can be exited	User purchases a card	That card is now in the user's possession.	User Purchases a Card	If the User has enough energy they are able to purchase a card and deduct the energy cost
5	02_003	rolldice_tc	User Turn Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	30 minutes	medium	User's turn and phase to roll their dice.	The game can be exited	User rolls once. Decides to change two of the dice's rolls. Then after that roll, decides to change one of the dice's roll	The new dicees successfully change values.	User rolls dice and is able to reroll selected dice	On the User's turn they are given the option of either rerolling or keeping their dice if they keep their dice then nothing is rerolled, if they wish to reroll their dice they are able to select which dice can be rerolled, this is able to be done up to 3 times
6	02_004	resolveOrder_tc	User Turn Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	20 minutes	medium	User's turn to roll dice and finishes rerolling and on the resolve dice phase	The game can be exited	User rolls 3 of the same kind victory points, roll 2 energy, and rolls 1 smash	The user gains x victory points, gains 2 energy, and damages all monster with one point of health	User gains the correct victory points, deals damage to the correct monsters, and heals the correct amount unless in Tokyo or Tokyo Bay, then in that case there is no healing done	Dice were resolved correctly after the user rolls for their turn. Energy is given, Damage is done to either all monster or monsters in Tokyo depending on where they were located, and healing was applied if they were outside of Tokyo
7	02_005	smashoutside_tc	User Turn Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	medium	On a user's resolve dice phase and rolls a smash	The game can be exited	User, in their roll dice phase, rolls at least one smash and is inside of Tokyo	Damages all monster outside of Tokyo	Damages all monsters outside of tokyo	When a user inside Tokyo rolls attack dice and resolves them they attack all monsters outside of Tokyo
8	02_006	buycard_tc	User Turn Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	medium	User's turn and phase to buy a cards	The game can be exited	User buys a card in their buy card phase with sufficient energy	User now owns that card	User owns the card, if it is keep they keep the card, if it is discard they discard the card and the effect activates	On the User's turn they are able to purchase a Keep or Discard card if they have the sufficient energy. If they do not the prompt tells them they are unable to
9	03_001	startAgain_tc	Post Game Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	10 minutes	easy	Game finishes	The game can be exited	Game finishes, users press "play again" button	Game starts over and begins with the users choosing a monster	The Program restarts the game	User is able to restart the game once the game finishes
10	03_001	exitProgram_tc	Post Game Suite	medium	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	10 minutes	easy	Game finishes	The game can be exited	user presses exit button after game is over	Program is terminated	The program is terminated	The user upon exiting is taken back to their desktop
11	04_001	healmonster_tc	Monster Modification Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	30 minutes	medium	The user needs to have a way of healing their monster (heart dice, rapid healing, discard cards, etc)	The game can be exited	The user's monster has 8 HP and rolls a heart,3,3,2,claw, claw	The user uses the heart dice on their monster to heal. The monster's HP counter goes up by one	The users monster's HP counter goes up when healed	Rolling a heart dice and resolving it will heal the monster only if they are outside of Tokyo
12	05_001	highrollercard_tc	Card Suite	medium	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the Video Game	15 minutes	medium	The user needs to have the correct amount of energy to purchase "High Roller" and it needs to be their turn in the buy card phase	The game can be exited	It is the user's turn and they have 10 energy with the "High Roller" card available to purchase	The user gains an extra rolling dice turn after they initially roll their dice. The effects of both die rolls should correctly apply	The user gains an extra rolling dice turn after purchasing the card	If the user rolls claw,claw,1,1,1, energy and rolls 3,3,3,energy, energy energy for their second roll they correctly get 4 victory points, 4 energy, and 2 claw damage to monsters either in Tokyo or outside of Tokyo
13	05_002	firstritual_tc	Card Suite	medium	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the Video Game	15 minutes	medium	The user needs to have the correct amount of energy to purchase "First Bathing Ritual" and it needs to be their turn in the buy card phase	The game can be exited	It is the user's turn and they have 10 energy with the "First Bathing Ritual" card available to purchase with other monsters having Keep cards	The other monsters should have their keep cards removed after discarding "First Bathing Ritual"	Upon the user purchasing the card other playes has their keep cards removed if they had keep cards	After purchasing the other monster's keep cards are removed correctly and the energy is deducted correctly
14	05_003	secondritual_tc	Card Suite	medium	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the Video Game	15 minutes	medium	The user needs to have the correct amount of energy to purchase "Second Bathing Ritual" and it needs to be their turn in the buy card phase	The game can be exited	It is the user's turn and they have 10 energy with the "Second Bathing Ritual" card available to purchase with your monster having keep cards	The User's monster should have their keep cards removed after discarding "Second Bathing Ritual"	Upon the user purchasing the card the user has their keep cards removed if they have keep cards	After purchasing the user's keep cards are removed correctly and the energy is deducted appropriately
15	06_001	camocard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own the card "Camouflage" or the mimiced version and is taking damage from an opposing user	The game can be exited	User Rolls 1 dice for each damage they take	User negates 1 damage for each heart rolled	TBD	TBD
16	06_002	peek_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own the card "made in a lab" or a mimiced version and purchase a card	The game can be exited	User selects yes or no after purchasing a card if they wish to peek at the top card, User selects Yes	User is shown the top of the buy deck	TBD	TBD
17	06_003	metamorphcard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	20 minutes	easy	The user needs to own the card "metamorph" or a mimiced version and they need to have selected the 'end turn' button	The game can be exited	before ending the user's turn they are given the option of selecting any of their keep cards for energy refunding (including metamorph), the user selects metamorph	Metamorph is discarded and the user is given 3 energy	TBD	TBD
18	06_004	mimicCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	1 hour	difficult	The user needs to own the mimic card, it needs to be the start of their turn, they have one energy and have an opponent with an active card to copy	The game can be exited	The user selects which opponent's active cards to use mimic on. The card then acts as that card as if it were just purchased, the user's turn begins and they see the opponent has "jets" and mimics that after paying 1 energy	The card opponent's "jets" gains a mimic counter and the user pays one energy. Thnext time the user takes damage and yields Tokyo they will take no damage because of the card "jets"	TBD	TBD

19	06_005	monsterbatteries_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to purchase the card "Monster Batteries" or mimic "Monster Batteries"	The game can be exited	After purchasing this card user selects how much energy to put into this card. user puts 4 energy on this card	The user receives two energy from the Monster batteries card at the start of their turn. This will continue for 3 more turns until 8 total energy is received, then monster batteries is discarded	TBD	TBD
20	06_006	opportunistcard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own the "Opportunist" card or a mimicked version of it	The game can be exited	The user may purchase a card when it is revealed regardless if it is their turn or not as long as they have the energy to purchase it. The user has 6 energy and the card "Fire Blast" is revealed after the opponent purchases a card and replaces the card slot. The user decides to purchase it	The card "fire blast" is purchased and the user is deducted 5 energy, now they have one energy. "Fire blast" takes effect immediately and deals two damage to all other monsters, another card is revealed to replace the empty card slot.	TBD	TBD
21	06_007	purchaseCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	20 minutes	easy	The user needs to own the energy to purchase the selected card and the card needs to be one of the 3 faceup cards	The game can be exited	User selects the card they wish to purchase and select "purchase", the user sees "friend of children" as one of the faceup cards and purchases it	The user's energy is deducted 3 energy (the cost) and "friend of children" is given to them	TBD	TBD
22	06_008	plotTwistCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own the card "plot twist" or a mimicked version and be deciding what to do with their dice	The game can be exited	The user selects the card "plot twist" while deciding what to do with their dice, then selects which dice to change and to what result. In a dice roll of 3,2,1,energy,claw,energy the user selects 3 with plot twist	The three dice changes into a claw, and instead of the dice doing nothing the user now can do 1 damage to other monsters. Plot twist is then discarded	TBD	TBD
23	06_009	psychicCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	20 minutes	easy	The user needs to own the card "Psychic Probe" or a mimicked version and it needs to be the opponent's turn to roll dice	The game can be exited	The opponent rolls a 3,3,3, energy,claw,heart and user uses the psychic card to reroll the 3 into something else	The opponent's 3 is rerolled into a heart. Because it was rerolled the opponent no longer can gain score from the three's however, since it was a heart the Psychic card is discarded	TBD	TBD
24	06_010	stretchyCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own the "stretchy" card or a mimicked version, have at least 2 energy, and be deciding on what to do with their dice	The game can be exited	The user, with 4 energy, rolled a 3, 2, 3, claw, heart, heart and is deciding on what to do with the dice. The user opts to use "stretchy" and change the 2 to a 3 and a heart to a claw	4 energy is deducted from the user to a total of 0 energy and the 2 is changed to a 3 while the selected heart is changed to a claw.	TBD	TBD
25	06_011	smokeCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	30 minutes	medium	The user needs to own the "Smoke Cloud" card or a mimicked version and be deciding what to do with their dice	The game can be exited	The user rolls a 1,2,1,claw, heart,heart and decides to use the "Smoke cloud" card to change the 2 to a 1	The dice result of 2 is changed to 1, so now the user can get the three of a kind score bonus of +1 score. In addition a smoke charge on the "Smoke Cloud" card is removed, if all the smoke charges are removed the card is discarded	TBD	TBD
26	06_012	superJumpCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own the "Super Jump" card or a mimicked version, have one energy, and is taking damage	The game can be exited	The user has 4 energy and takes 2 damage from another monster during the opponent's turn. The user is given the option of using "Super Jump" and the user selects yes	The damage received is reduced to 1 and 1 energy is deducted from the user's total, leading to a total of 3 energy.	TBD	TBD
27	06_013	frenzyCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	10 minutes	easy	The user needs to have the energy to purchase the "Frenzy" card and the "Frenzy" card is one of the three face up cards	The game can be exited	The user with 9 energy sees "Frenzy" as a faceup card and purchases it.	The user's energy is deducte by 7 so they now have a total of 2 energy. The "frenzy" card is also discarded and a new face up card takes its place, in addition their "end turn" button turns into a next turn button. Once this button is pressed instead of ending the user's turn they get to have an extra turn with rolling and everything	TBD	TBD
28	06_014	backgroundCard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own the card "Background Dweller" or a mimicked card of it and be deciding on what to do with their dice. Their dice results need to contain a 3	The game can be exited	The user rolls a 3,1,3,claw, claw,heart and uses background dweller twice on both 3s	The two 3s are rerolled into a 1 and a heart, the user can now use the heart to heal or for other purposes	TBD	TBD
29	06_015	sweep3faceupcard_tc	TBA Card Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The user needs to own at least two energy and it is their turn	The game can be exited	The user has 5 energy and it is their turn with the available cards "Parasitic Tentacles", "Poison Spit", "Regeneration" The user sweeps the three faceup cards and moves them to the discard pile.	The three faceup cards are moved to the discard pile and three new cards "Armor Plating", "Burrowing", "Camouflage" appear to take place of the three discarded cards.	TBD	TBD