Test Case Name	Test ID	Test Suite(s)	Priority	Hardware Required	Software Required	Duration	Effort	Setup	Teardown	Input Data	Expected Output	Actual Output	Execution Summary
selectcharacter_tc	01_001	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	TBD	TBD
rollDiceforOrder_tc	01_002	Pregame Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	The amount of users are chosen and users have alreaady selected their monster and username	The game can be exited	Two users. user 1 rolls a low number while user 2 rolls a high number	user two goes first and user one goes second	TBD	TBD
selectUsername_tc	01_003	Pregame Suite	low	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	5 minutes	easy	After selecting the monsters, a prompt is created to select the user's username	The game can be exited	User 1 selects "WildTurtle" as username	"WildTurtle" is now the username of user 1.	TBD	TBD
startProgram_tc	01_004	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 excution through IDE	Game begins running	TBD	TBD
leaveTokyo_tc	02_001	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.	TBD	TBD
spendToken_tc	02_002	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.	TBD	TBD
rolldice_tc	02_003	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 dices sucessfully change values.	TBD	TBD
rollGreen_tc	02_004	User Turn Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	15 minutes	easy	User has a specific card that enables a green die and is currently on their turn to roll dice	The game can be exited	User actives card, then rolls green dice	The card power sucessfully activated and green dice rolled	TBD	TBD
resolveOrder_tc	02_005	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	TBD	TBD
smashoutside_tc	02_006	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 outisde of Tokyo	TBD	TBD
changeDice_tc	02_007	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 to roll dice	The game can be exited	User, in their roll dice phase, rolls and chooses 1 die to reroll	Reroll the dice's result and calculates accordintely in the next phase	TBD	TBD
buycard_tc	02_008	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	TBD	TBD
startAgain_tc	03_001	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	TBD	TBD
exitProgram_tc	03_002	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	TBD	TBD
camocard_tc	04_001	Card Suite	medium	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
peek_tc	04_002	Card Suite	medium	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
metamorphcard_tc	04_003	Card Suite	medium	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
mimicCard_tc	04_004	Card Suite	medium	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. Thenext time the user takes damage and yields Tokyo they will take no damage because of the card "jets"	TBD	TBD
monsterbatteries_tc	04_005	Card Suite	medium	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 recieves 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 recieved, then monster batteries is discarded	TBD	TBD
opportunistcard_tc	04_006	Card Suite	medium	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 mimiced version of it	The game can be exited	The user may purchase a card when it is reveleaed 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

Test Case	ID	Suite	Priority	Setup	Game	Time	Difficulty	Precondition	Exit	Steps	Expected Result		
purchaseCard_tc	04_007	Card Suite	medium	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
plotTwistCard_tc	04_008	Card Suite	medium	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 mimiced 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
psychicCard_tc	04_009	Card Suite	medium	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 mimiced 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
strechyCard_tc	04_010	Card Suite	medium	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 mimiced 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
smokeCard_tc	04_011	Card Suite	medium	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 mimiced 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
superJumpCard_tc	04_012	Card Suite	medium	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 mimiced 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 recieved is reduced to 1 and 1 energy is deducted from the user's total, leading to a total of 3 energy.	TBD	TBD
frenzyCard_tc	04_013	Card Suite	medium	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
backgroundCard_tc	04_014	Card Suite	medium	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 mimiced 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
sweep3faceupcard_tc	04_015	Card Suite	medium	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", "Camoflage" appear to take place of the three discarded cards.	TBD	TBD
countRemove_tc	05_001	Monster Modification Suite	high	Computer with Windows installed and a mouse/keyboard/monitor	King of Tokyo the video game	20 minutes	medium	The user needs to have a negative removable counter on their monster and is deciding what to do with their dice with at least one heart die.	The game can be exited	The user's monster has a poison and a shrink counter and rolls a heart,heart,claw, 3,2,1. The user opts to use one heart dice to remove a shrink counter and the other to remove the poisons counter	The counters are removed from the user's monster and their effects no longer take effect.	TBD	TBD
healmonster_tc	05_002	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,claw, claw	The user uses the heart dice on their monster to heal. The monster's HP counter goes up by one	TBD	TBD