**Test Plan**

* This test plan is meant to be run with two characters
* Elf and amazon

display correct titles of the board

board is scrollable for each client

* see the board is displayed correctly

one player moves and other clients are updated

* Player 1 plan a move to Borderlands Clearing 1 and Submit turn
* Player 2 submits turn
* **Players notice player 1 moved**

one player hides and other clients are updated

* Player1 hideand submit
* Player2 submits nothing
* **Player 1 and 2 see that player 1 hid**

one player blocks and other clients are updated

* Plan the amazon to move to bad valley clearing 5, then bad valley clearing 2. (this will run him past elf)
* Elf submits nothing
* Elf gets option to block amazon accepts
* **Amazon does not move past bad valley clearing 5, she has been blocked.**
  + *Note this will trigger combat between the two players at the end of the turn, both choose to run away.*

a second player moves and other clients are updated

* Plan Amazon move borderlands clearing 1 and submit
* Plan Elf move borderland clearing 2 and submit
* **Both characters see each other has moved**

initial character selection offers two or more distinct characters

(minor) support selection of starting location for characters

* Show the character selection screen

can the V chits (and thus dwellings and ghosts) be assigned

can the W chits be assigned to specific tiles

can the M chits be assigned to specific tiles

can the C chits be assigned to specific tiles

can set up the 5 chits (red/sound and orange/treasures) manually for Lost Castle

can set up the 5 chits (red/sound and orange/treasures) manually for Lost City

* Specify the chits you want win custom setup on the server when cheat mode is enabled
* Load the game navigate around ensuring that the correct chits have been placed

can assign manually Lost castle AND 4 of 8 remaining red/orange chits to M tiles

can assign manually Lost city AND last 4 remaining red/orange chits to C tiles

* Done through server cheatMode

sound and warning chits are correctly displayed to clients

* Specify in cheat mode then launch game to verify

support character legal moves within the same tile

support character legal moves across tiles

* Use the amazon, press the move action, displays all legal moves, add them to the turn
* Submit turn for both characters
* **See amazon move valid**

support Amazon extra move

* **Submit move actions as amazon, note extra specific move phases**

support manual dice result for hiding

* Enable cheat move
* Submit hide action by amazon
* **Submit rolls on server side**

support a player hiding unsuccessfully (setting the dice to 6)

* Use cheat mode
* Submit hide action by amazon
* Specify dice roll 6
* **Notice amazon fails to hide.**

support a player hiding successfully

* Use cheat mode
* Submit hide action by amazon
* Specify dice roll to anything not 6
* **Notice amazon hides.**

support selection of fight and move counters for combat

* get into combat with another player
* Notice encounter step specify move counters,
* Chose to fight
* **Get into melee stage notice selection of fight and move counters**

can choose shield location

* Get into combat with another player (make sure you are a character with a shield)
* Both choose to fight on encounter
* Notice shield option available
* Chose a shield location
* **Submit melee turn**

support multi-round combat between two characters: outcome 1 death

* Get into combat vs another player
* Chose to fight during encounter
* 1 Player wound the other player (by getting an unblocked attack to where the person moves)
* Repeat until not enough counters to wound
* **Result is dead**

support multi-round combat between two characters: outcome 2 deaths

* Same as support 1 round of combat between two characters: outcome 1 death except:
* Cause player1 to wound player 2 and player2 to wound player 1
* Repeat until both being killed during next melee stage
* Run through melee
* **both dead**

support for multi-round combat: no death

* Get into combat vs another player
* Chose to fight during encounter
* Both players miss eachother (attacking where the other is not)
* Repeat previous 2 steps
* Combat ends with no deaths (missed eachother twice in a row)

support random order of player turns

* show turn order changes after sub sequential turns

support manual specification of order of play

* Use cheat mode, specify the roll that matches to the player

support dwarf having only 2 phases

* Play as the dwarf
* Plan moves
* Notice no sunlight phases

support black-knight

* Show character select he is playable

Priory of actions

* Plan actions then submit them to be executed

can combat with a non-alerted weapon

visually (ie somehow via GUI) support wounding counters

* Get into combat vs another player
* Chose to fight during encounter
* Get yourself wounded (other player hits you where you are without armor)
* Notice you need to select counters to be wounded
* Select counters, notice that next melee phase those counters cannot be played

rules respected for wounding

* Get into a combat vs another player
* Chose to fight during encounter
* Get yourself wounded (other player hits you where you are without armor)
* Notice you need to wound the number of counters based on the damage they dealt to you.

support resting wounded counters

rules respected for resting wounded counters

* After fighting a combat where you got wounded.
* Perform a rest action. Submit turn
* Pick a counter from the list when prompted
* Perform another rest phase **Notice old counter no longer there**
* Get into another combat vs a player
* **Notice the counter is back in the list to play**

support manual monster roll (eg for treasure appearance)

support appearance of one (or more!) treasure site guard monsters

* Use cheat mode (specify hoard go to borderland)
* Start at inn, move to borderlands 1 submit turn.
* Notice monster roll notification specify 1.
* **Monster spawns on player**

if there's a treasure (orange) chit on a tile, can a player discover this treasure site

* Use cheat mode (specify hoard go to borderlands)
* Start at inn, Move to borderlands 1
* Move to clearing 6
* Run a search and submit
* Run the locate
* Put in the correct roll value to successfully discover a site
* **Discover hoard site**

support treasure looting (with manual spec of roll)

do you use search tables to discover a treasure site or something simpler

* (with above discover of hoard, using cheat mode)
* run a loot
* specify the number to do a lookup on the “treasure table”
* receive the correct treasure from the slot
* NULL if no treasure is in that slot

are the current gold, fame, notoriety (great treasures and victory points) shown

* (continuing form above)
* Upon receiving a treasure notice the gold fame and notoriety updated

support 1 round of a combat with one monster 1 player

* (with cheat mode) put hoard in borderlands
* FROM INN
* Move to borderlands 1
* Roll 1 on monster roll
* Spawn monster
* Click fight
* **Monster has died, you gained fame and notoriety**

support cave phase restriction

* From inn
* Move to borderlands clearing 1
* Move to borderlands clearing 6(cave)
* **Notice sunlight phase is gone (if amazon means you only have 1 more move phase, your special phase)**

support cost of moving in mountain clearing

* From inn
* Move to borderlands clearing 1
* Move to High Pass Clearing 2 (notice the notice about cost)
* **Lost 2 phases (if amazon, used a day phase and your special move phase)**

support for random placement of all chits

* Create server with cheatmode off
* Load game, move around, notice random placement of chits

support for random rolls

* Run game with cheatmode off, notice random rolls

support for one character blocking another

* From inn
* Move player1 to borderlands one submit turn
* Player2 do nothing and submit turn
* (new turn) player1 do nothing and submit turn
* Player2 move to borderlands clearing1, move to borderlands clearing 6
* **Notice player1 gets asked to block player2**
* Hit yes
* Notice player2 gets stopped at borderlands *note this will also trigger combat*

support one monster appearing according to monster roll 4

triggered by BONES M (Ie specific yellow chit)

* From cheat mode put bones M into Ledges
* From INN
* Move to borderlands 1, borderlands clearing 6, borderlands clearing4 submit turn
* Move to ledges clearing 4 submit turn
* With cheat mode specify monster roll 4
* **Notice Giant spawns**

triggered by ROAR (M) (ie red/sound chit AND type of yellow/warning (M,W,C)

* From cheat mode put ROAR 4 to ledges
* FROM INN
* Move to borderlands 1, borderlands clearing 6, borderlands clearing4 submit turn
* Move to ledges clearing 4 submit turn
* With cheat mode specify monster roll 4
* **Notice Giant spawns**

support monsters appearing according to monster roll 4 with STINK C for 2 trolls

* From cheat mode put STINK C in borderlands
* FROM INN
* Move to borderlands 1
* With cheat mode specify roll 4
* **Heavy Trolls Spawn**

support monster(s) roaming to another clearing

* From INN
* Move to borderlands 1, borderland 6, borderland 3, borderland 2, evilvalley 4
* **Ghosts move to player’s clearing**

support monster(s) blocking

* From INN (cheat mode) borderlands with hoard
* Move to borderlands 1
* Hide
* Specify monster roll 1.
* Decline combat
* Move to bad valley 5
* Move to borderland 1, borderland 6
* **Notice block by monster at borderland 1**

3 or more distinct monsters activated by 3 different monster rolls

for each possible monster roll, 1 or more monsters appear

* (in cheat mode) store lair, shrine, pool, vault, statue in lost city, and place lostCity in borderlands, place ruins in ledges
* Move character to borderlands 1, borderlands 6, borderlands 4.
* End turn 5 times specifying monster roll starting at 1 and incrementing each time
* **Show monsters have spawned**
* Move to ledges clearing 4
* Specify monster roll 6
* **Notice Monsters spawn**

clearing coordinates have been shown to be relative to tiles

* Show code