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| TEST ID | HLT ID | Description | Exp Input | Exp Output | Actual Output | PASS/FAIL |
| T\_01 | H\_01 | Provide the number of players | Number of Players | Successfully started the game | Successfully started the game | PASS |
| T\_02 | H\_02 | For each player dice number has to be generated | Dice value From range  1-6 | Player position updated | Player position updated | PASS |
| T\_03 | H\_03 | If Dice value is 6 player gets another chance to roll | Dice value 6 | Another Dice value is generated | Another Dice value is generated | PASS |
| T\_04 | H\_04 | If Player lands on Ladder he points towards the top of the ladder | Player position at Ladder | Player moves to the top of the ladder | Player moves to the top of the ladder | PASS |
| T\_05 | H\_05 | If Player lands on Snake head he points towards the tail of the snake | Player position at Snake Head | Player moves to the tail of the Snake | Player moves to the tail of the Snake | PASS |
| T\_06 | H\_06 | If Position exceeds 100, then move is not count | Player position exceeds 100 | Invalid Move | Invalid Move | PASS |
| T\_07 | H\_07 | If player reaches 100, the he has to be declared as “WINNER” | Player reaches 100th position | WINNER | WINNER | PASS |