

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Result	Actual Result	Pass/Fail
TC_001	Check AddCard method of CardsGroup class.	1. Create two new cards. 2.Add cards in an arraylist. 3.Add cards in a cards group. 4.Check each card of cards group with card in arraylist using for loop.	Three cards are added: 1.null 2.Trainer 3.Pokemon	Cards should be added in the given sequence: 1.null 2.Trainer 3.Pokemon	as expected	Pass
TC_002	Check AddDamage method of Pokemon Class.	1. Create a Player. 2. Create a pokemon. 3. Add damage to the pokemon.	Pass these values: 1. addDamage(10) 2. addDamage(50) 3. addDamage(20)	1. Damage on Pokemon should be =10 2. Damage=60=Hitpoints, Pokemon State should be KnockedOut. 3. Damage=80>Hitpoints,Pokemon State should be KnockedOut.	as expected	Pass
TC_003	Check CheckAndPlayEnergy method of AIPlayer.	1. Create a Player. 2.Create a Pokemon. 3.Create an arraylist of energycards. 4. Add two energies to the arraylist. 5.Add an ability to the pokemon. 6. Set pokemon active using player. 7. Use CheckAndPlayEnergy method on Player.	1. Add damageAbility to the pokemon. 2.CheckAndPlayEnergy method will check if energy of active pokemon is less than totalEnergyRequired, it will add energy. 3. It will also check if energy of bench pokemon is less than totalEnergyRequired, it will add energy. 4. If one of these conditions is false, energy will not be added.	1. Energy of active pokemon is>totalEnergyRequired, method should return "false". 2. Energy of bench pokemon is<totalEnergyRequired, method should return "true". 3. Energy of bench pokemon is>totalEnergyRequired, method should return "false".	as expected	Pass
TC_004	Check DealCard method of Player class.	1. Create a Player. 2. Create a card of Trainer type. 3. Deal card using Player.	1. Pass values to Trainer card 2.Get card name using card. 3.Get card name using DealCard method.	DealCard method should return name of Trainer card.	as expected	Pass
TC_005	Check DealMultipleCards method of Player class.	1. Create a Player. 2. Create one card of Trainer type 3. Deal card using Player. 4.Create two cards of Trainer type. 5. Deal cards using Player.	1. Pass values to Trainer card 2.Get card name using card. 3.Get card name using DealMultipleCards method. 4.Get multiple card names using DealMultipleCards method	DealMultipleCards method should return name of desired Trainer card. DealMultipleCards method should return name of desired Trainer cards.	as expected	Pass
TC_006	Check number of cards in a deck.	1.Create a new Deck. 2. Use buildDeck method on object of Deck. 3.Get number of cards in the Deck.	1.Create Deck using value 1. 2. Get number of cards using getGroupCards method on deck.	The number of cards should be equal to 60.	as expected	Pass

TC_007	Check Evolve method of Player class.	<ol style="list-style-type: none"> 1. Create a Player. 2. Create two pokemons. 3. Use evolve method. 	<ol style="list-style-type: none"> 1. create a pokemon of basic stage. 2. create another pokemon of stage-one stage. 3. make basic card active using player. 4. use evolve method on player using variables of both pokemons. 	After evolve, stage of the active pokemon should change to stage-one.	as expected	Pass
TC_008	Check GetBasicPokemonCard method of CardsGroup class.	<ol style="list-style-type: none"> 1. Create an arraylist of cards. 2. Iterate through that cards. 3. Search for Basic stage pokemon card. 	<ol style="list-style-type: none"> 1. When iterating through group cards using for loop, if a pokemon is found with basic stage, it will be removed from the arraylist. 2. Basic Pokemon will be returned to the user. 	It should return pokemon of basic stage.	as expected	Pass
TC_009	Check GetAbilityIndex method of Pokemon Class	<ol style="list-style-type: none"> 1. Create a Pokemon. 2. Create three Abilities. 3. Create an arraylist and add abilities in it. 4. Use GetAbilityIndex method to know the index of desired ability. 	<ol style="list-style-type: none"> 1. Create three abilities: index(0): HealingAbility index(1): SwapAbility index(2): Search ability 	1. We want index of Swap Ability, It should return 1.	as expected	Pass
TC_010	Check GetAllEnergyCards method of CardsGroup Class.	<ol style="list-style-type: none"> 1. Create a CardsGroup. 2. Create three types of cards. 3. Use GetAllEnergyCards method on cardsGroup. 	<ol style="list-style-type: none"> 1. Create five cards: a) 2 Trainer Card b) 2 Energy Card c) 1 Pokemon Card 2. Add these cards into CardsGroup. 3. Get an Energy card using GetAllEnergyCards method. 	1. It should return Energy card.	as expected	Pass
TC_011	Check GetAllTrainerCards method of CardsGroup class.	<ol style="list-style-type: none"> 1. Create a CardsGroup. 2. Create three types of cards. 3. Use GetAllTrainerCards method on cardsGroup. 	<ol style="list-style-type: none"> 1. Create four cards: a) 1 Trainer Card b) 2 Energy Card c) 1 Pokemon Card 2. Add these cards into CardsGroup. 3. Get an Trainer card using GetAllTrainerCards method. 	It should return Trainer Card.	as expected	Pass
TC_012	Check GetCard method of CardsGroup method	<ol style="list-style-type: none"> 1. Create a CardsGroup. 2. Create a card. 3. Use GetCard method to get desired card using its id. 	<ol style="list-style-type: none"> 1. Create a pokemon card, set id=2. 2. Add card in CardsGroup. 3. Use id=2 in GetCard method. 4. Use id=99 in GetCard method. 	<ol style="list-style-type: none"> 1. It should return PokemonCard for id=2. 2. It should return null value for id=99. 	as expected	Pass

TC_013	Check GetDeckCards method of Player class.	1. Create a Player. 2. Create a card. 3. Get name of the Card in deck using GetDeckCards method.	1. Create a Trainer card, name="Shauna". 2. Get name of the card at 0 index of deck using GetDeckCards method.	it should return name of trainer card, i.e. "Shauna".	as expected	Pass
TC_014	Check GetAllPokemonCards method of CardsGroup class.	1. Create a CardsGroup. 2. Create three types of cards. 3. Use GetAllPokemonCards method on cardsGroup.	1. Create four cards: a) 2 Trainer Card b) 1 Energy Card c) 1 Pokemon Card 2. Add these cards into CardsGroup. 3. Get an Pokemon card using GetAllPokemonCards method.	it should return Pokemon card.	as expected	Pass
TC_015	Check equals method of healingability class.	1. Create a CardsGroup. 2. Create abilities. 3. First, check equals method using invalid value. 4. Second, check equals method using valid value.	1. Create two healing abilities. 2. First, use object of CardsGroup class in equals method with one healing ability object. 3. Second, use a healing ability object in equals method with another healing ability object.	1. For invalid value, it should return false. 2. For valid value, it should return true.	as expected	Pass
TC_016	Check equals method of Search class.	1. Create a CardsGroup. 2. Create abilities. 3. First, check equals method using invalid value. 4. Second, check equals method using valid value.	1. Create two Search abilities. 2. First, use CardsGroup object in equals method with one Search ability object. 3. Second, use a Search ability object in equals method with another Search ability object.	1. For invalid value, it should return false. 2. For valid value, it should return true.	as expected	Pass
TC_017	Check RemoveDamage method of Pokemon class.	1. Create a pokemon. 2. Use addDamage and RemoveDamage methods.	There are five scenarios: 1. Pokemon have 0 damage, use RemoveDamage(10). 2. addDamage(10), then use RemoveDamage(10). 3. addDamage(10), then use RemoveDamage(20). 4. addDamage(20), then use RemoveDamage(10). 5. addDamage(10), then use RemoveDamage(0).	1. it should return 0. 2. it should return 0. 3. it should return 0. 4. it should return 10. 5. it should return 20.	as expected	Pass