

Group 14 – Project Test Report

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CONTENTS

1. TEST RESULT TABLE	3
1.1. Project Tests	3
1.2. Acceptance Tests	80
2. REFERENCES	82
3. DOCUMENT CHANGE HISTORY	82

1. TEST RESULT TABLE

1.1. Project Tests

Here is a table showing the results of the tests that are described in the Test Specification [1] that show what parts of the program are working as planned:

Test Number	Test Description	Test Result	Explanation Of Failure
SE-F-001	Test that system can request 4 name inputs	Pass	
SE-F-002 (UI TEST)	Test that system only accepts player names shorter than 10 characters being only letters, and does not allow blank names or duplicate names	Pass	
SE-F-003	Test if system can assign ports to users	Pass	
SE-F-004	Test if only one unique port is assigned to each user	Pass	
SE-F-005	Test if there are 36 Crew Cards in the game	Pass	
SE-F-006	Test if correct Crew Cards are stored	Pass	
SE-F-007	Test if game stores the Crew Cards randomly	Pass	
SE-F-008	Test if card returned to deck is stored at bottom of the deck	Pass	
SE-F-009	Test if card drawn is from the top of the deck	Pass	
SE-F-010	Test if retrieved card is not present in the deck	Pass	
SE-F-011	Test if there are 28 Chance Cards in the deck at the beginning of the game	Pass	
SE-F-012	Test if the game sorts the cards randomly at the beginning of each game	Pass	

Group 14 – Project Test Report / 1.0 (Release)

SE-F-013	Test if the game correctly puts chance cards at the bottom of the pile	Pass	
SE-F-014	Test if the game assigns the cards that are meant to be kept by the players	Pass	
SE-F-015– (UI TEST)	Test if the game removes the assignable crew cards from the deck when they are assigned to a player	Pass	
SE-F-016– (UI TEST)	Test that the assignable crew cards are returned to the bottom of the pack after they have been used	Pass	
SE-F-017	Test if the Treasure Island stores 4 diamonds at the beginning of the game	Pass	
SE-F-018	Test if the Treasure Island stores 4 rubies at the beginning of the game	Pass	
SE-F-019	Test if the Treasure Island stores 4 gold bars at the beginning of the game	Pass	
SE-F-020	Test if the Treasure Island stores 4 pearls at the beginning of the game	Pass	
SE-F-021	Check that the number of diamonds in the game is equal to 4	Fail	When all the tests are run at the same time, the number of Diamonds is incorrect. This test passes when run on its own.
SE-F-022	Check that the number of rubies in the game is equal to 4	Fail	When all the tests are run at the same time, the number of Rubies is incorrect. This test passes when run on its own.
SE-F-023	Check that the number of gold bars in the game is equal to 4	Fail	When all the tests are run at the same time, the number of Gold Bars is incorrect. This test passes when run on its own.

SE-F-024	Check that the number of pearls in the game is equal to 4	Fail	When all the tests are run at the same time, the number of Pearls is incorrect. This test passes when run on its own.
SE-F-025	Check that the number of barrels of rum in the game is equal to 4	Fail	When all the tests are run at the same time, the number of Barrels of Rum is incorrect. This test passes when run on its own.
SE-F-026	Test that a request to obtain a treasure that has been assigned elsewhere from the Treasure Island should be refused	Pass	
SE-F-027	Test if the value of Diamonds is stored correctly	Pass	
SE-F-028	Test if the value of Rubies is stored correctly	Pass	
SE-F-029	Test if the value of Gold Bars is stored correctly	Pass	
SE-F-030	Test if the value of Pearls is stored correctly	Pass	
SE-F-031	Test if the value of Barrels of Rum is stored correctly	Pass	
SE-F-032	Test if the value of Crew Cards is stored correctly	Pass	
SE-F-033	Test if the value of Crew Cards is stored correctly	Pass	
SE-F-034	Test if the value of Crew Cards is stored correctly	Pass	
SE-F-035	Test if the player's combat value is calculated correctly	Pass	
SE-F-036	Test if game can correctly keep track of the nr of cards at Port London	Pass	
SE-F-037	Test if game can correctly keep track of the nr of cards at Port Marseilles	Pass	
SE-F-038	Test if game can correctly keep track of the nr of cards at Port Cadiz	Pass	

Group 14 – Project Test Report / 1.0 (Release)

SE-F-039	Test if game can correctly keep track of the nr of cards at Port Genoa	Pass	
SE-F-040	Test if the game stores the value of cards correctly	Pass	
SE-F-041	Test if the game correctly keeps track of the cards after a card is removed	Pass	
SE-F-042	Test if the game correctly keeps track of the treasure at the port London	Pass	
SE-F-043	Test if the game correctly keeps track of the treasure at the port Marseilles	Pass	
SE-F-044	Test if the game correctly keeps track of the treasure at the port Cadiz	Pass	
SE-F-045	Test if the game correctly keeps track of the treasure at the port Genoa	Pass	
SE-F-046	Test if the game correctly keeps track of treasure once removed	Pass	
SE-F-047	Test if the game correctly keeps track of treasure once removed	Pass	
SE-F-048	Test if the game correctly keeps track of treasure once multiple treasure is removed	Pass	
SE-F-049	Test if the game correctly keeps track of treasure once more than stored removed is removed	Pass	
SE-F-050	Test if the ports have players assigned to them	Pass	
SE-F-051	Test if the ports have players assigned to them	Pass	
SE-F-052	Test if the ports have players assigned to them	Pass	
SE-F-053	Test if the ports have players assigned to them	Pass	
SE-F-054	Test if the game can correctly keep track of the nr of cards at Flat	Pass	

	Island when cards are added		
SE-F-055	Test if the game can correctly keep track of the nr of cards at Flat Island when cards are removed	Pass	
SE-F-056	Test if the game can correctly keep track of the nr of cards at Flat Island when more cards are removed than available	Pass	
SE-F-057	Test if the game can correctly keep track of the nr of treasure at Flat Island when treasure is added	Pass	
SE-F-058	Test if the game can correctly keep track of the nr of treasure at Flat Island when treasure is removed	Pass	
SE-F-059	Test if the game can correctly keep track of the nr of treasure at Flat Island when more treasure is removed than available	Fail	When all the tests are run at the same time, the treasures are not removed correctly. This test passes when run on its own.
SE-F-060	Test if port London is at the correct coordinates	Pass	
SE-F-061	Test if port Cadiz is at the correct coordinates	Pass	
SE-F-062	Test if port Marseilles is at the correct coordinates	Pass	
SE-F-063	Test if port Genoa is at the correct coordinates	Pass	
SE-F-064	Test if Mud Bay is at the correct coordinates	Pass	
SE-F-065	Test if Anchor Bay is at the correct coordinates	Pass	

Group 14 – Project Test Report / 1.0 (Release)

SE-F-066	Test if Cliff Creek is at the correct coordinates	Pass	
SE-F-067– (UI TEST)	Test if Flat Island is at the correct coordinates	Pass	
SE-F-068– (UI TEST)	Test if Pirate Island is at the correct coordinates	Pass	
SE-F-069– (UI TEST)	Test if Treasure Island is at the correct coordinates	Pass	
SE-F-070	Test if each player is dealt 5 Crew Cards from the pack	Pass	
SE-F-071	Test if all the Trading Ports are dealt 2 crew cards	Pass	
SE-F-072	Test if for all Trading Ports the sum of crew cards and treasure is equal to 8 at the beginning of the game	Fail	Error in the test function. This functionality has been tested later and works correctly.
SE-F-073	Test if all the players get a unique home port at the beginning of the game	Pass	
SE-F-074	Test if the start position for each ship is their Home Port	Pass	
SE-F-075	Test that the order of the players in a turn is as specified (London, Genoa, Marseilles, Cadiz)	Pass	
SE-F-076	Check if the player can choose to either turn or move their ship	Pass	
SE-F-077 (UI TEST)	Test that the player's decision for change of direction is represented in the game	Pass	
SE-F-078 (UI TEST)	Test that the player can't move more squares than the sum of his crew cards	Pass	
SE-F-079 (UI TEST)	Test that the player must move their ship when it's in a port	Pass	
SE-F-080 (UI TEST)	Test if the legal squares are shown to the player	Pass	

Group 14 – Project Test Report / 1.0 (Release)

SE-F-081 (UI TEST)	Test if the player can move to a square within his legal range	Pass	
SE-F-082 (UI TEST)	Test that the player cannot move to a square outside of his legal range	Pass	
SE-F-083 (UI TEST)	Test that the player can move only in the direction he's facing	Pass	
SE-F-084 (UI TEST)	Test that the player can only move in a straight line when leaving port	Pass	
SE-F-085 (UI TEST)	Test that it's refused when the player tries to move more squares than his legal range (when in the port)	Pass	
SE-F-086 (UI TEST)	Test that it's refused when the player tries to move outside of the board	Pass	
SE-F-087 (UI TEST)	Test that the player can't move on the squares occupied by the Islands (refer to Appendix for coordinates)	Pass	
SE-F-088 (UI TEST)	Test that after making a move the player can choose a direction to turn	Pass	
SE-F-089 (UI TEST)	Test that the player cannot turn in a direction in which they can't move at least one square	Fail	The player can turn in a direction they cannot move Was not implemented.
SE-F-090 (UI TEST)	Test that when a player moves to a square adjacent to the Treasure Island the correct sequence is followed	Pass	
SE-F-091	Test that when a player moves to a square adjacent to the Flat Island the correct sequence is followed	Pass	
SE-F-092	Test that when a player moves to a square representing a port the	Pass	

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	correct sequence is followed		
SE-F-093	Test if the fighting strength of the ships is calculated correctly	Pass	
SE-F-094	Check that the winner is announced correctly	Pass	
SE-F-095	Test if when the losing ship has treasure, the winner takes its treasure	Pass	
SE-F-096	Test if when the winner cannot accommodate the treasure, it is returned to the Treasure Island	Pass	
SE-F-097	Test if when the loser doesn't have treasure, the lowest crew cards are given to the winner	Pass	
SE-F-098 – (UI TEST)	Test if when the loser doesn't have treasure and has only one crew card it is given to the winner	Pass	
SE-F-099 – (UI TEST)	Test that after the attack the loser is asked what direction they want to turn	Pass	
SE-F-100 – (UI TEST)	Test that the above decision is represented in the game	Pass	
SE-F-101 – (UI TEST)	Test that the loser must move at least one square	Pass	
SE-F-102 – (UI TEST)	Test that the winner is facing the same direction as they were before the attack	Pass	
SE-F-103 – (UI TEST)	Test if a player is given a chance card when adjacent to Treasure Island at the end of their turn from the top of the deck.	Pass	
SE-F-104 – (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-105 – (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-106 – (UI TEST)	Test if given Chance card is executed correctly	Pass	

Group 14 – Project Test Report / 1.0 (Release)

SE-F-107– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-108– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-109– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-110– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-111– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-112– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-113– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-114– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-115– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-116– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-117– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-118– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-119– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-120– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-121– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-122– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-123– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-124– (UI TEST)	Test if given Chance card is executed correctly	Pass (simple implementation)	
SE-F-125– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-126– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-127– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-128– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-129– (UI TEST)	Test if given Chance card is executed correctly	Pass	

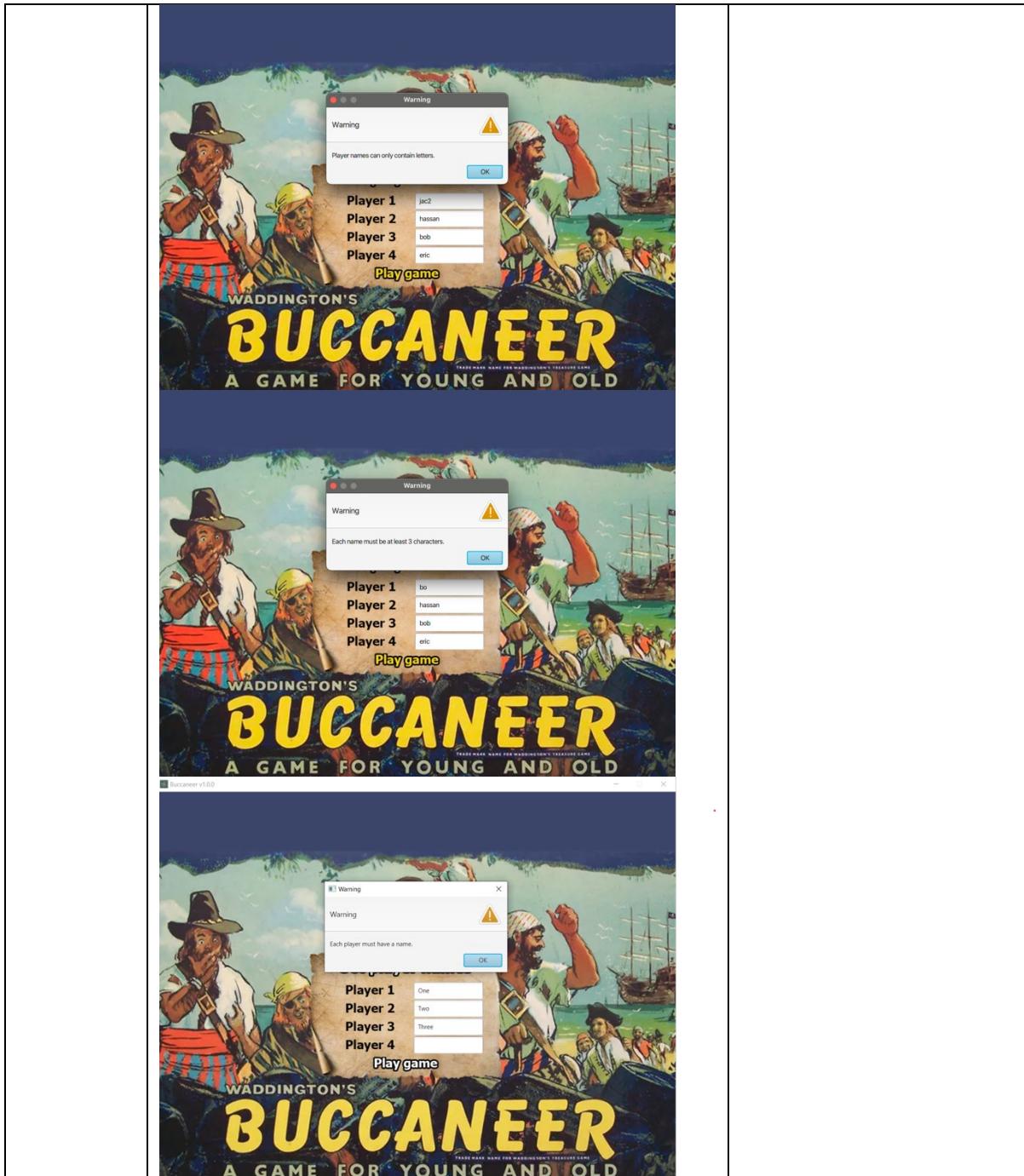
Group 14 – Project Test Report / 1.0 (Release)

SE-F-130– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-131– (UI TEST)	Test if given Chance card is executed correctly	Pass	
SE-F-132– (UI TEST)	Test if treasure is given when player is adjacent to Flat Island	Pass	
SE-F-133– (UI TEST)	Test if 1 treasure is awarded when player only has 1 space on ship, treasure given is highest value	Pass	
SE-F-134– (UI TEST)	Test if player is assigned any cards from Flat Island	Pass	
SE-F-135– (UI TEST)	Test if ships are unloaded when reaching ports	Pass	
SE-F-136– (UI TEST)	Test if players can trade in ports	Pass	
SE-F-137– (UI TEST)	Tests if Ports accept chance cards to trade	Pass	
SE-F-138– (UI TEST)	Test if when a player that holds Chance Card 25 gets to the Anchor Bay the correct sequence is followed	Pass	
SE-F-139– (UI TEST)	Test if when a player that holds Chance Card 26 gets to the Anchor Bay the correct sequence is followed	Pass	
SE-F-140– (UI TEST)	Test if the game finishes when one of the players has a total of 20 points worth of treasure in the ports and the ship as they enter the port	Pass	
SE-F-141– (UI TEST)	Test if the winner is announced by the game	Pass	
SE-F-142– (UI TEST)	Test if at the end of a game the program gives a possibility to either start a new game or terminate	Fail	No restart button implemented but termination is allowed, game can be restarted if ran again
SE-F-143– (UI TEST)	Test if play button works	Pass	
SE-F-144– (UI TEST)	Test if instructions button works	Pass	

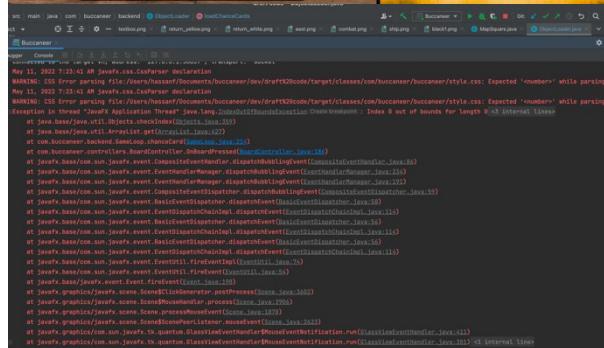
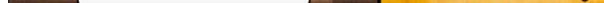
Group 14 – Project Test Report / 1.0 (Release)

SE-F-145– (UI TEST)	Test if we can input names	Pass	
SE-F-146– (UI TEST)	Test if the game assigns random ports to random players	Pass	

Test Number	UI Test Proof	Passed description
SE-F-002	  <p>The screenshots show the game's UI for entering player names. In the first screenshot, four names are listed: Player 1 (Jay), Player 2 (Eric), Player 3 (Hassan), and Player 4 (incorrect Name). A warning dialog box is overlaid, stating "Each name must be less than 10 characters." In the second screenshot, the same four names are listed again, but "incorrect Name" has been changed to "eric". A warning dialog box is overlaid, stating "Each player must have a unique name."</p>	<p>The game only accepts names with less than 10 characters being only letters, does not allow duplicate names and names with less than 3 characters.</p>



Group 14 – Project Test Report / 1.0 (Release)

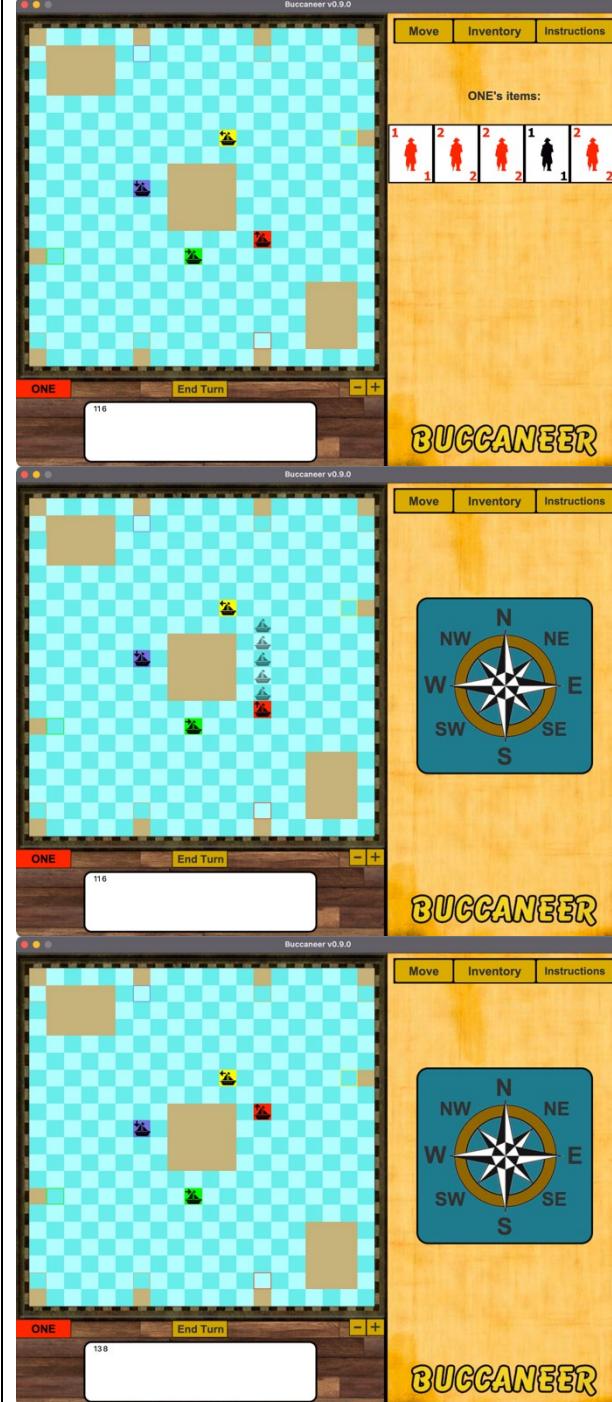
SE-F-015	 	<p>Here you can see the assignable crew cards in a player's ship/inventory, when tested with only one card in the deck and once that card is removed, we should get an error simply because there are no cards left, which is as expected in the second image, this is an impossible scenario in the game even then it does not crash the game, the deck just stays empty until cards are returned.</p>
SE-F-016	   	<p>Once a holdable chance card is executed it is returned to the deck, you can see from being executed on player four, it is now executed on player two (see second imaged inventory box).</p>

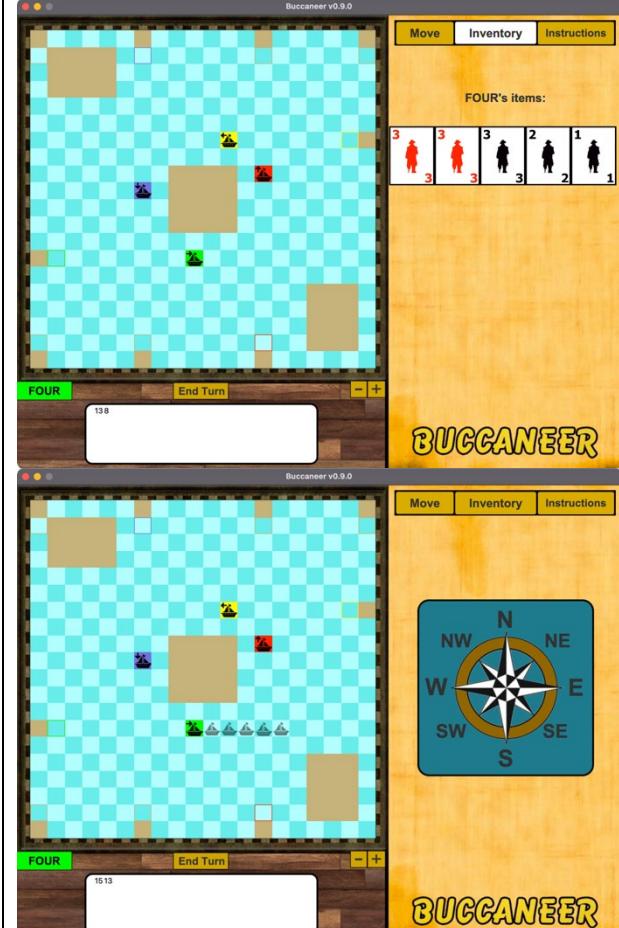
SE-F-067		Flat Island is in the correct place.
SE-F-068		Pirate Island is in the correct place.
SE-F-069		Treasure island is in the correct place.

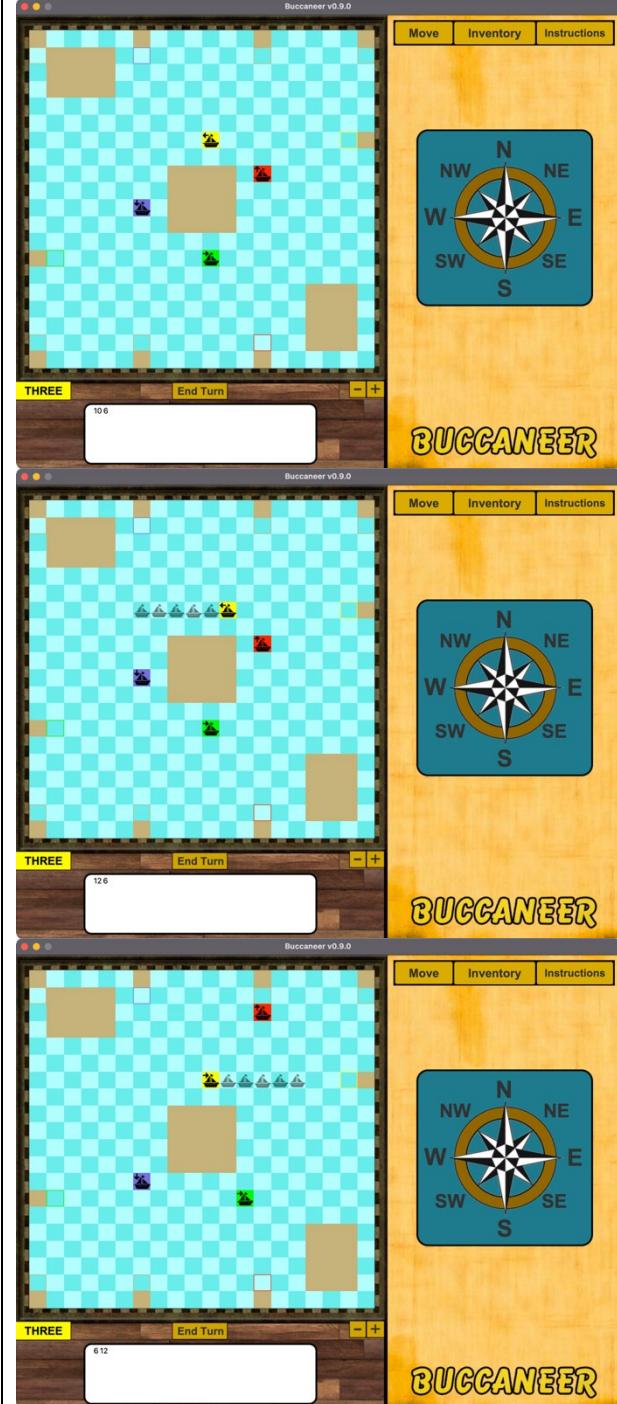
SE-F-077		<p>Player's chance of direction is presented visually, see red ship in first image where it is facing North, see second image where it is facing South after the S – to change direction to South is chosen from the Move tab on the right side (highlighted letter showing the direction chosen).</p>
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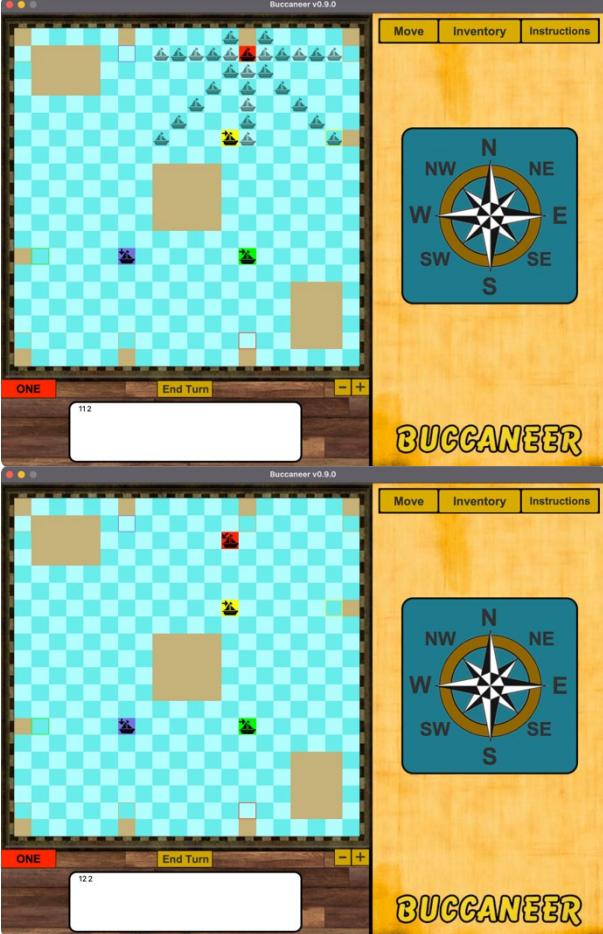
SE-F-078		<p>At the start player two has 5 cards and is shown to be able to move 5 spaces only (represented by shadow ships), second image shows the furthest it was able to move.</p>
SE-F-079		<p>At the start of the game a player must move their ship, this image shows the game outlining where the ship can go and nothing else.</p>

SE-F-080	 A screenshot of the Buccaneer v0.9.0 game interface. On the left is a 16x16 grid map with a light blue background and a checkered pattern. Several brown rectangular blocks represent obstacles. A small red ship icon is positioned near the bottom center. On the right side of the screen is a yellow compass rose with cardinal directions (N, S, E, W) and intercardinal points (NE, SE, SW, NW). Below the compass is the word "BUCCANEER" in yellow capital letters. At the top of the screen, there is a menu bar with three items: "Move", "Inventory", and "Instructions". At the bottom, there are two buttons: "ONE" and "End Turn".	This image shows the legal squares the ship can move, legal squares relate to the amount of crew cards.
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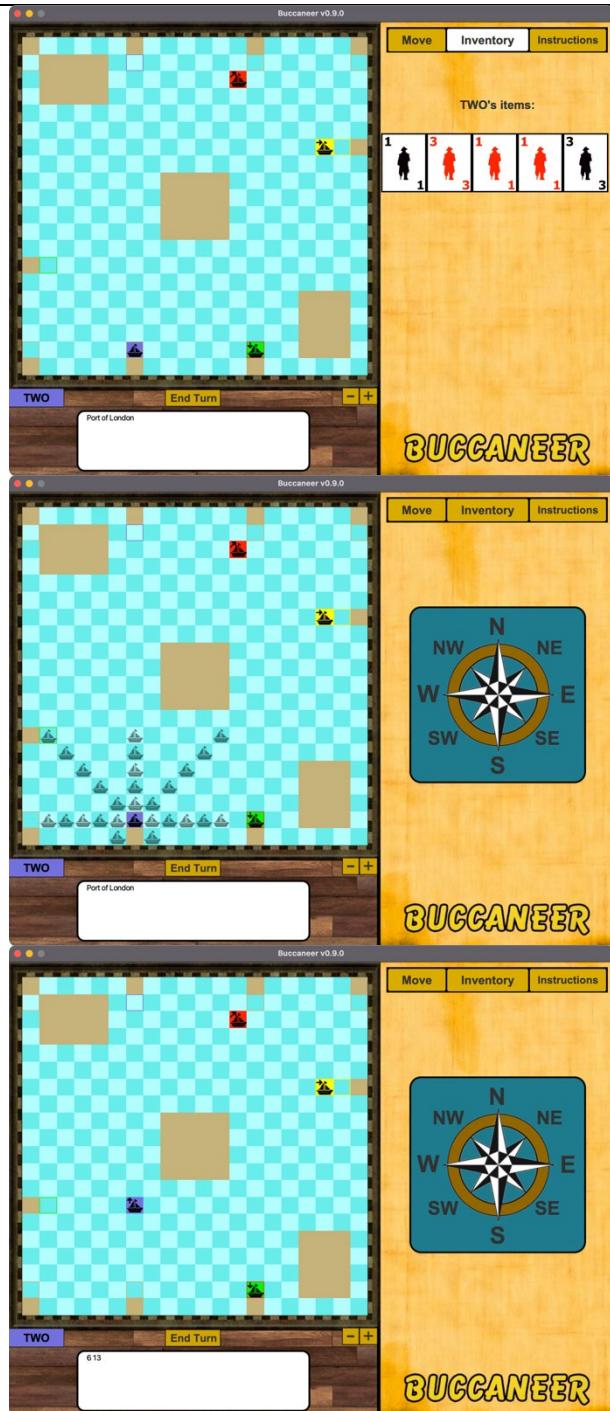
SE-F-081	 <p>The screenshots show the game interface for player ONE. The main area is a 8x8 grid map with various terrain tiles (water, land, treasure). A ship is positioned in the center-left. The right side features a yellow sidebar with a compass rose and crew card details.</p> <p>ONE's items:</p> <table border="1"><tr><td>1</td><td>2</td><td>2</td><td>2</td><td>1</td><td>2</td></tr><tr><td>1</td><td>2</td><td>2</td><td>2</td><td>1</td><td>2</td></tr></table> <p>BUCANEER</p> <p>Move Inventory Instructions</p> <p>BUCANEER</p> <p>Move Inventory Instructions</p> <p>BUCANEER</p>	1	2	2	2	1	2	1	2	2	2	1	2	<p>Plyer has 5 crew cards, meaning they can move up to a maximum of 5 places, the second image highlights legal squares and last one shows the 4th (one less than max in this case) place the ship moved to.</p>
1	2	2	2	1	2									
1	2	2	2	1	2									

SE-F-082	 <p>The screenshot shows two views of the game. The left view displays a 8x8 grid with various terrain tiles (blue water, brown land) and a character icon. The right view shows a 'Move' menu with a compass rose and a 'Crew Card' menu. The 'Crew Card' menu lists items with their values: 3, 3, 3, 2, 1 (for red icons) and 3, 3, 2, 1 (for black icons). The total value is 15. The bottom of the screen shows a green bar labeled 'FOUR' and a yellow bar labeled 'BUCCANEER'.</p>	<p>First image shows the player possible movement range, second image shows all ranges, this is equal to 5 meaning the player cannot move more than crew card total value.</p>
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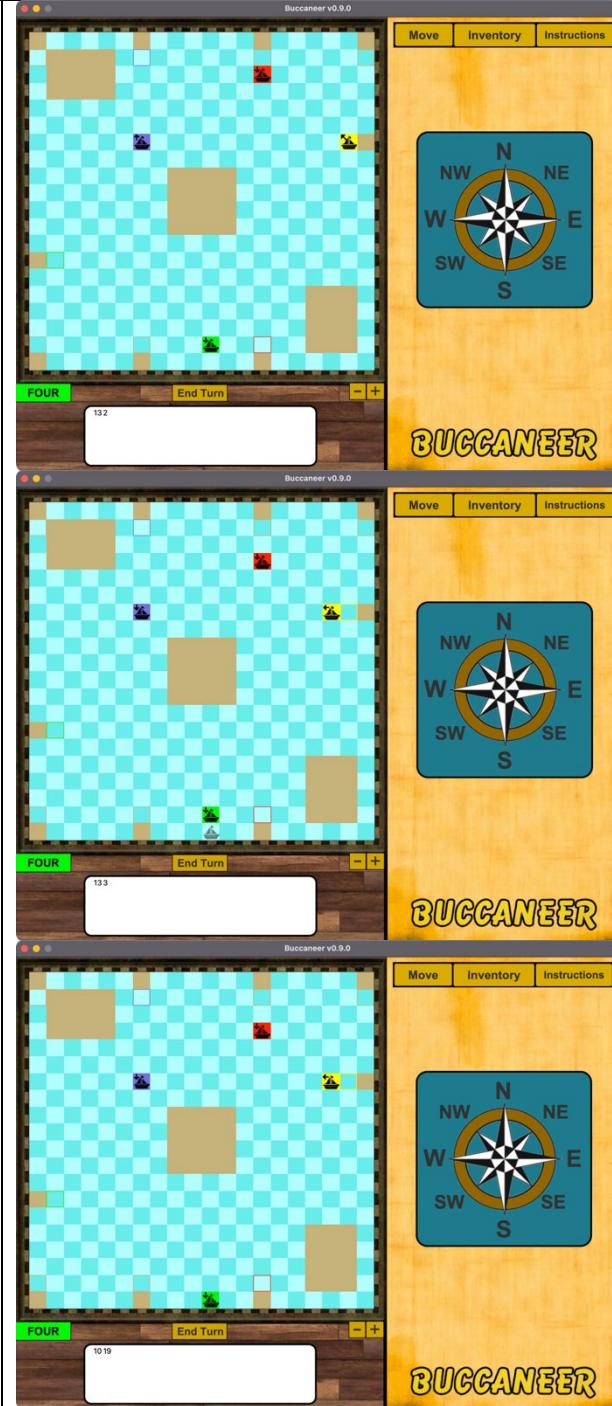
SE-F-083	 The image contains three vertically stacked screenshots of the game "Buccaneer v0.9.0". Each screenshot shows a 10x10 grid board with a light blue background and a dark blue border. The board features several brown rectangular obstacles. A small black ship with a yellow anchor symbol is positioned in the center-left area. In the first screenshot, there are two green and one red treasure chest icons scattered across the board. The second screenshot shows the same board but with five green treasure chest icons. The third screenshot shows the board again with the same set of treasure chests. To the right of each screenshot is a vertical yellow sidebar with the word "BUCCANEER" at the top. Below it is a compass rose with cardinal directions (N, NE, E, S, SW, SE, W, NW) and intercardinal points (NW, NE, SW, SE). At the bottom of the sidebar are three buttons: "Move", "Inventory", and "Instructions". At the very bottom of the sidebar is a small white text box. The bottom-most screenshot also displays the number "6 12" in its text box.	<p>Legal squares only in the direction of the player are shown, player cannot move in any other direction so no legal potential moves are shown (even when clicking outside the legal squares trying to move it will not move the ship).</p>
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SE-F-084	 <p>The screenshot shows the game interface for 'Buccaneer v0.9.0'. It features a 2D grid-based map with a blue and white checkered pattern. Various icons representing ships, treasure, and other game elements are scattered across the map. A compass rose is visible in the top right corner of the main window. Below the map, there is a toolbar with buttons for 'Move', 'Inventory', and 'Instructions'. At the bottom of the screen, there are two buttons: 'ONE' and 'End Turn', along with a small text box labeled '112'. The title 'BUCCANEER' is prominently displayed at the bottom of the interface.</p>	<p>The player can move in a straight line in any direction when in their port.</p>
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SE-F-085



Even when player is in port only the legal number of moves are show correlating to crew card total value, last image shows the furthest it can travel (in this case 5 moves because the player only has 5 crew cards).

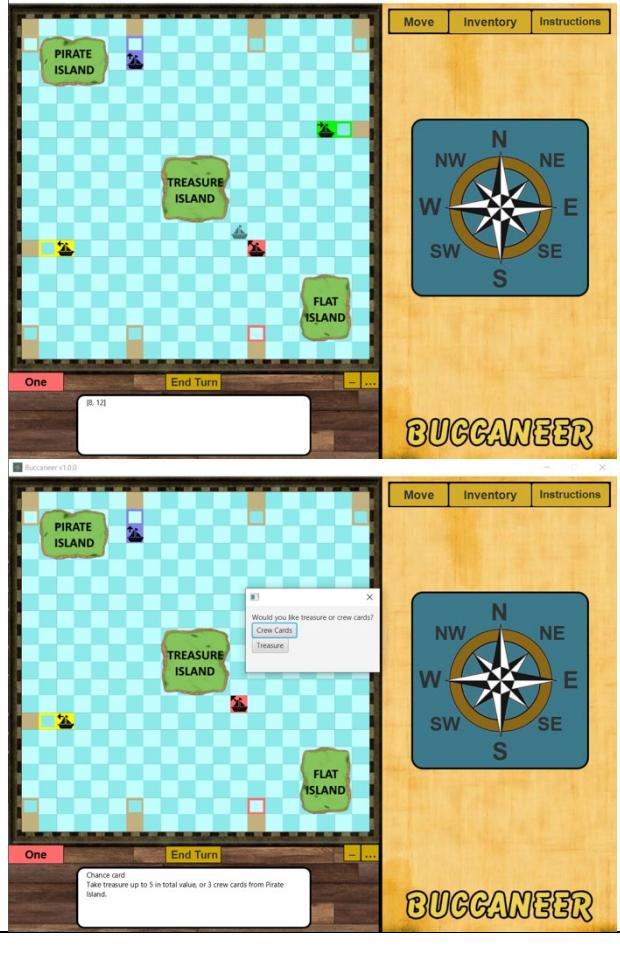
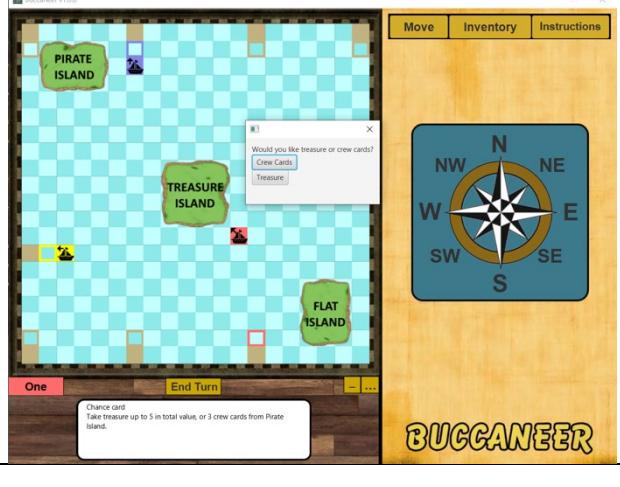
SE-F-086	 The image contains three vertically stacked screenshots of the game "Buccaneer v0.9.0". Each screenshot shows a 16x16 grid map with various terrain blocks (blue water, brown land, green grass). A character, represented by a small purple square, is positioned near the top edge of the map. On the left side of each screenshot, there is a green button labeled "FOUR" and a yellow button labeled "End Turn". Below the map, there is a text input field and a turn counter (e.g., "132", "133", "1019"). To the right of the map is a yellow sidebar titled "BUCCANEER" featuring a compass rose with cardinal and intercardinal directions (N, NE, E, SE, S, SW, W, NW) and three buttons: "Move", "Inventory", and "Instructions".	When at the edge of the map (player four) they are only shown legal moves up to the border and not further.
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SE-F-087	 <p>The screenshots show the game's user interface. At the top, there is a title bar with 'Buccaneer v0.9.0' and three buttons: 'Move', 'Inventory', and 'Instructions'. Below the title bar is a compass rose with cardinal directions (N, NE, E, S) and intercardinal points (NW, SW, SE, W). The main area is a 15x15 grid map with a light blue background and brown landmasses. A small yellow icon representing a player ship is positioned near a brown island. The bottom of the screen features a wooden-style footer with buttons for 'ONE', 'End Turn', and numerical scales for movement. The text '13 15' is visible in the bottom left corner of the grid.</p>	When docking islands player cannot move onto the island regardless of having enough crew cards to go on top, instead they are shown no legal moves and just sit facing the island.
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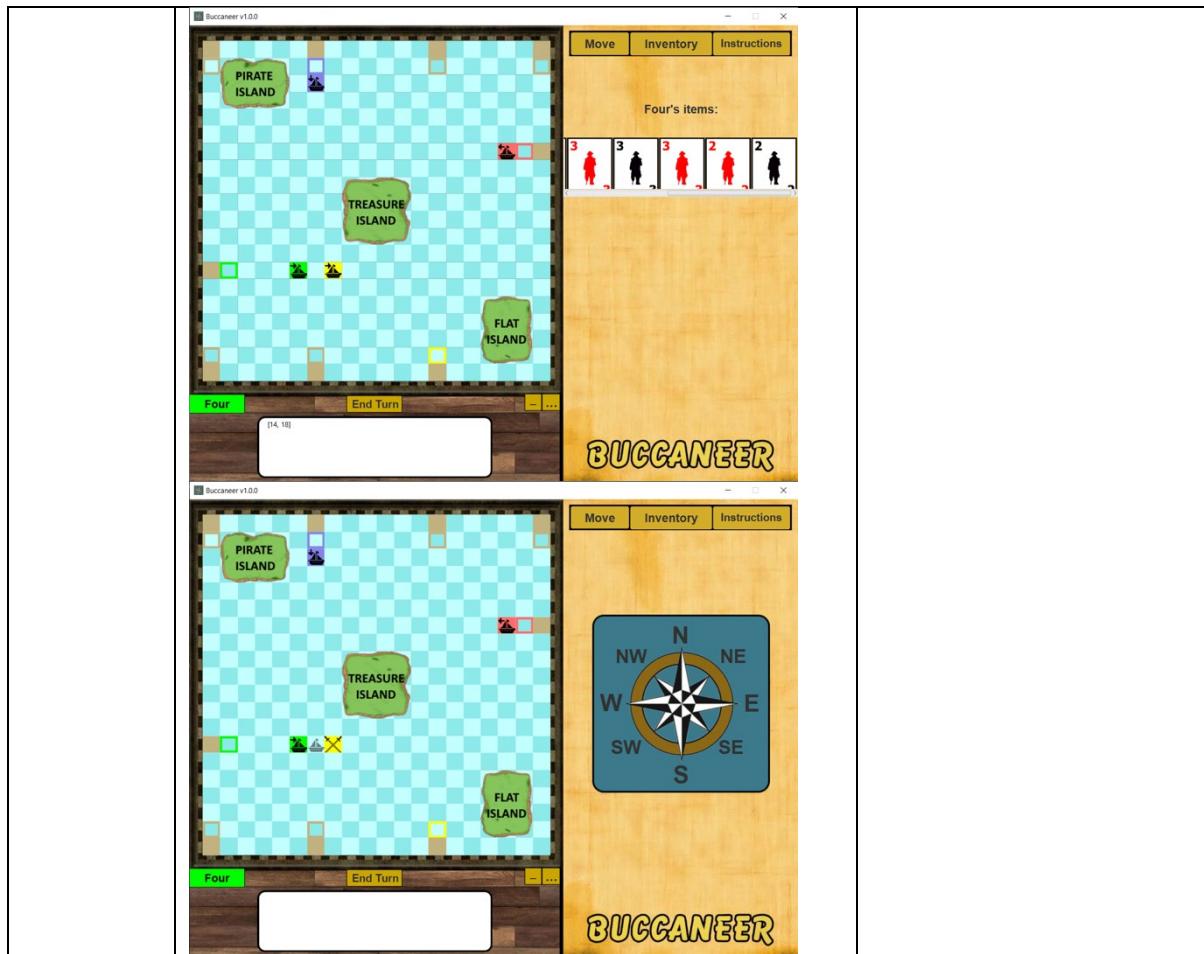
SE-F-088			<p>Player can change direction after moving, if you see first/second image the player moves North and their direction is still North, but after choosing West from the Menu their new direction matches the inputted West (see last image).</p>

SE-F-089		<p>The player can turn in a direction they cannot move Was not implemented.</p>
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SE-F-090	 	<p>Player moves to treasure Island and is given a chance card; in this case it allows for a choice between treasure or crew cards</p>
SE-F-091		

SE-F-098, SE-F-099, SE-F-100, SE-F-101, SE-F-102		<p>Three's items:</p> <table border="1"> <tr><td>1</td><td>1</td></tr> </table>	1	1	<p>When attacking if the loser only has one card it is lost and given to the winner, you can see in image 7 that the inventory of player three is empty, and afterwards the winning ship is still facing the direction they were traveling (see image 6), and the loser is given an option to move at least one direction away (see image 5).</p>			
1	1							
		<p>Four's items:</p> <table border="1"> <tr><td>1</td><td>2</td><td>1</td><td>3</td><td>3</td></tr> </table>	1	2	1	3	3	
1	2	1	3	3				

Group 14 – Project Test Report / 1.0 (Release)



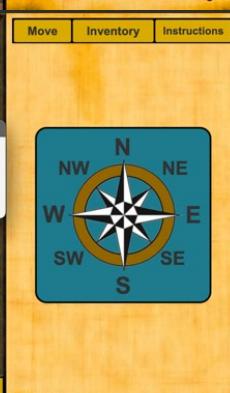
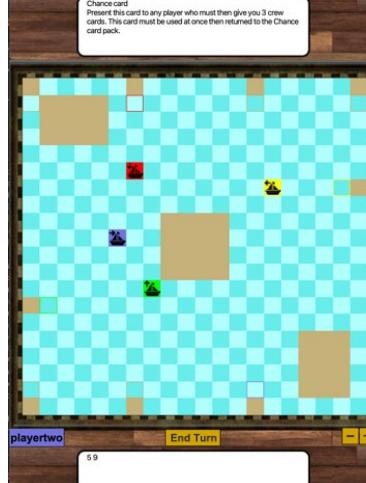
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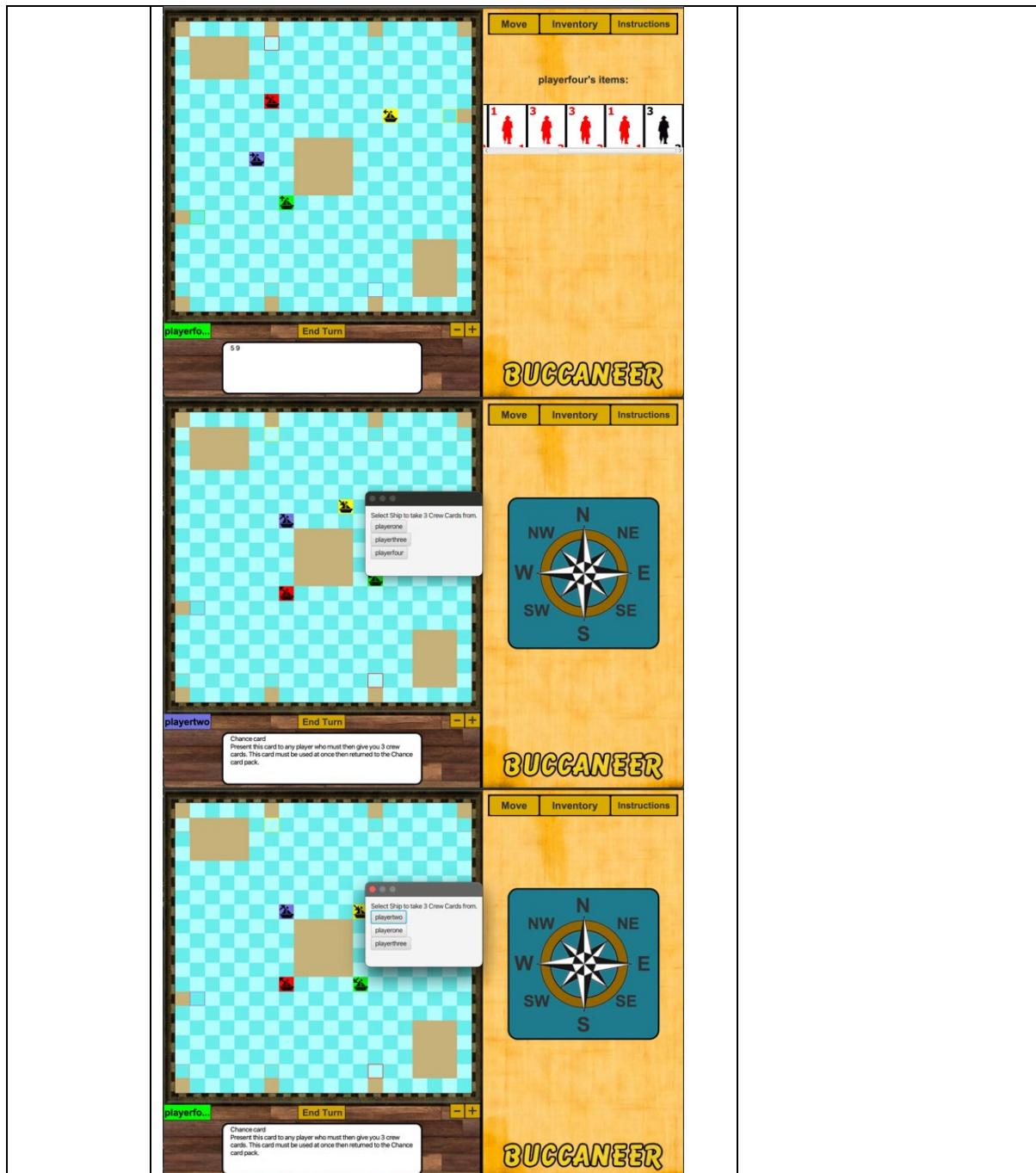


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	<p>The screenshot shows the game board with three islands: PIRATE ISLAND, TREASURE ISLAND, and FLAT ISLAND. The player character is on PIRATE ISLAND. The right side of the screen displays the player's items in a grid:</p> <table border="1"> <thead> <tr> <th colspan="5">Four's items:</th> </tr> </thead> <tbody> <tr> <td>1</td><td>2</td><td>1</td><td>3</td><td>3</td> </tr> <tr> <td>1</td><td>1</td><td>1</td><td>1</td><td>1</td> </tr> </tbody> </table> <p>The title "BUCCANEER" is visible at the bottom.</p>	Four's items:					1	2	1	3	3	1	1	1	1	1	
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1	2	1	3	3													
1	1	1	1	1													
SE-F-103	<p>The screenshot shows the game board with three islands: PIRATE ISLAND, TREASURE ISLAND, and FLAT ISLAND. The player character is on PIRATE ISLAND. The right side of the screen displays the player's items in a grid:</p> <table border="1"> <thead> <tr> <th colspan="5">Four's items:</th> </tr> </thead> <tbody> <tr> <td>3</td><td>3</td><td>2</td><td>2</td><td>1</td> </tr> <tr> <td>1</td><td>1</td><td>1</td><td>1</td><td>1</td> </tr> </tbody> </table> <p>The title "BUCCANEER" is visible at the bottom.</p> <p>Source code (from the screenshot above):</p> <pre> 1. Places or eight (Keep this card). This card may be traded for crew or treasure up to value 4 in any port you visit. 2. Doubloons (Keep this card). This card may be traded for crew or treasure up to value 5 in any port you visit. 3. Take treasure up to 4 in total value, or 2 crew cards from Pirate Island. 4. You are alone to Rud Day. If your crew total is 3 or less, take 4 crew cards from Pirate Island. 5. Kid's chart (Keep this card). You may sell to the far side of Pirate Island, on the square marked with an asterisk. Land this chart there, and take Treasure up to 7 in total. 6. Take treasure up to 6 in total value and reduce your ship's crew to 10, by taking crew cards from your hand and placing them on Pirate Island. 7. Take treasure up to 6 in total value and reduce your ship's crew to 10, by taking crew cards from your hand and placing them on Flat Island. 8. One treasure from your ship or 2 crew cards from your hand are lost and washed overboard to the nearest ship. If 2 crew are equivalent to yours you may ignore this instruction. 9. One treasure from your ship or 2 crew cards from your hand are lost and washed overboard to Flat Island. 10. Take treasure up to 5 in total value, or 2 crew cards from Pirate Island. 11. Take treasure up to 5 in total value, and if your crew total is 3 or less, take 2 crew cards from Pirate Island. 12. Take treasure up to 7 in total value and reduce your ship's crew to 10, by taking crew cards from your hand and placing them on Pirate Island. 13. Kid's chart (Keep this card). You may sell to the far side of Pirate Island, on the square marked with an asterisk. Land this chart there, and take Treasure up to 7 in total. 14. Present this card to any player who must then give you 4 crew cards. This card must not be used at once then returned to the chance card pack. 15. You are alone to your Home Port... If your crew total is 3 or less... take 4 crew cards from Piggy Island. Empty ship of any treasure. </pre>	Four's items:					3	3	2	2	1	1	1	1	1	1	<p>The first image shows the order of cards shuffled at the start of a game. The second screenshot shows that the card given to the player is the card from the top of the deck.</p>
Four's items:																	
3	3	2	2	1													
1	1	1	1	1													

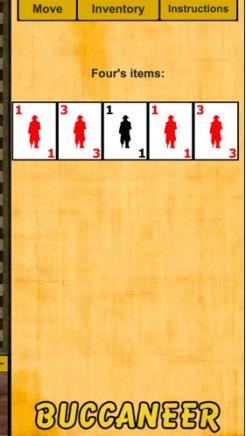
SE-F-104	 <p>The screenshots illustrate a sequence of moves for a purple ship on a grid-based map. In the first screenshot (aaa), the ship is at the bottom-left, facing right. It moves diagonally up-right to a square occupied by a yellow treasure chest. A change direction menu is open, showing options: N, S, E, W, NW, SW, SE, NE. In the second screenshot (bbb), the ship has moved to the square directly above the treasure chest, and a chance card is displayed: "Chance card: Your ship is blown 5 leagues (5 squares) off the coast of Treasure Island. If your crew total is 3 or less, take 4 crew cards from Pirate Island. If the square you are blown to is already occupied, move one square further." In the third screenshot (bbb), the ship has moved to the square directly above the previous one, and the chance card is shown again.</p>	<p>Purple ship is moved to adjacent to Flat Island, chance card 1 is executed and player in this case is blown diagonally 5 spaces, in this case it is 1 extra due to the fifth location already being occupied. The change direction menu is popped up and the player can change the direction in this case to SE.</p>
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SE-F-105		 BUCCANEER Move Inventory Instructions playertwo's items: 3 1 3 2 2 3 1 3 2 2	<p>First two pictures show both player's inventory, then the chance card 2 is executed where the player is given a choice from a menu from which other player to get three chance cards from.</p> <p>Afterwards you can see players twos inventory where three cards are missing, which are now found in player fours inventory. The last two pictures show other player getting the same chance card afterwards, meaning it is returned to the deck (Normally it will be returned to the bottom of the deck but to purely test the return to deck function it is returned to the top).</p>
		 BUCCANEER Move Inventory Instructions playerfour's items: 2 1 2 1 3 2 1 2 1 3	
		 BUCCANEER Move Inventory Instructions playerfour's items: 2 1 2 1 3 2 1 2 1 3	
		 BUCCANEER Move Inventory Instructions playertwo's items: 2 2 2 2	



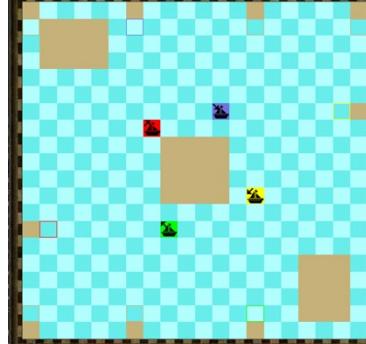
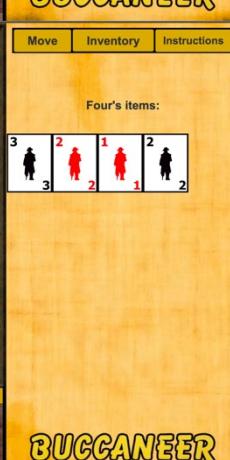
SE-F-106				<p>First two images show the player being blown to mud bay after chance card 3 is executed, third image shows a player's inventory before being blow to mud bay. Fourth image shows the player is blown to mud bay with the updated inventory.</p>

SE-F-107	<table border="1"> <thead> <tr> <th colspan="2">Move</th> <th>Inventory</th> <th>Instructions</th> </tr> </thead> <tbody> <tr> <td colspan="2"></td> <td colspan="2">One's items:</td> </tr> <tr> <td>1</td> <td>3</td> <td>1</td> <td>3</td> </tr> <tr> <td>1</td> <td>3</td> <td>1</td> <td>3</td> </tr> </tbody> </table> <p>BUCCANEER</p> <table border="1"> <thead> <tr> <th colspan="2">Move</th> <th>Inventory</th> <th>Instructions</th> </tr> </thead> <tbody> <tr> <td colspan="2"></td> <td colspan="2">One's items:</td> </tr> <tr> <td>3</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>3</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table> <p>BUCCANEER</p>	Move		Inventory	Instructions			One's items:		1	3	1	3	1	3	1	3	Move		Inventory	Instructions			One's items:		3	1	1	1	3	1	1	1	<p>First image shows the players inventory with low number of cards then Chance card 4 is executed and they are blown to Cliff Creek, because they also had less than 3 Crew Cards, they are given 4 Crew Cards more in this case.</p>
Move		Inventory	Instructions																															
		One's items:																																
1	3	1	3																															
1	3	1	3																															
Move		Inventory	Instructions																															
		One's items:																																
3	1	1	1																															
3	1	1	1																															
SE-F-108	<table border="1"> <thead> <tr> <th colspan="2">Move</th> <th>Inventory</th> <th>Instructions</th> </tr> </thead> <tbody> <tr> <td colspan="2"></td> <td colspan="2">Three's items:</td> </tr> <tr> <td>3</td> <td>2</td> <td>3</td> <td>2</td> </tr> <tr> <td>3</td> <td>2</td> <td>3</td> <td>2</td> </tr> </tbody> </table> <p>BUCCANEER</p> <table border="1"> <thead> <tr> <th colspan="2">Move</th> <th>Inventory</th> <th>Instructions</th> </tr> </thead> <tbody> <tr> <td colspan="2"></td> <td colspan="2">Three's items:</td> </tr> <tr> <td>3</td> <td>2</td> <td>2</td> <td>2</td> </tr> <tr> <td>3</td> <td>2</td> <td>2</td> <td>2</td> </tr> </tbody> </table> <p>BUCCANEER</p>	Move		Inventory	Instructions			Three's items:		3	2	3	2	3	2	3	2	Move		Inventory	Instructions			Three's items:		3	2	2	2	3	2	2	2	<p>First image shows the inventory of player 3, upon execution of chance card 5 they are blow to their home port and given 4 crew cards because they have less than or equal to 3 crew cards (the missing gold is not related to this test or missing because of this test, it was used for another test).</p>
Move		Inventory	Instructions																															
		Three's items:																																
3	2	3	2																															
3	2	3	2																															
Move		Inventory	Instructions																															
		Three's items:																																
3	2	2	2																															
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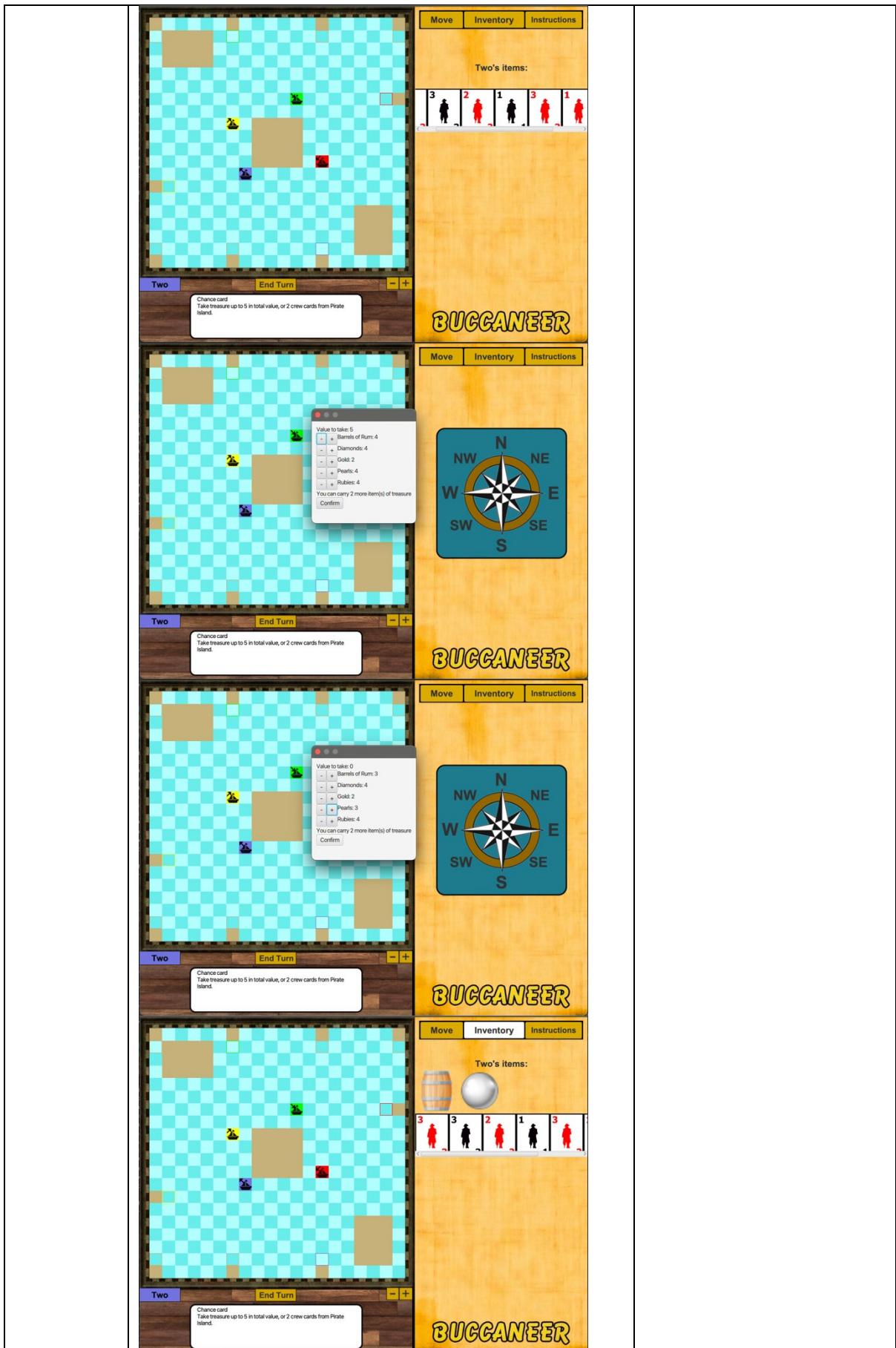
SE-F-109		 BUCCANEER  BUCCANEER	<p>First image shows the direction and inventory of player four, after chance card 6 is executed, they are blown to the nearest port they are heading to and given more crew cards because they have less than or equal to 3 crew cards.</p>
SE-F-110		 BUCCANEER  BUCCANEER	<p>First image shows the inventory of player four and the location of two other ships which are equidistance from four, then chance card 7 is executed and due to both other ships being equidistance the action is ignored (see inventory of four in second image). Third image shows ship one being closer and the inventory of four, four has lost 2 cards and ship one has gained them (see image 4, ship one's inventory). Ship three's inventory is also shown at the end to show only one ship got the cards and there is no duplication or undefined behaviour.</p>

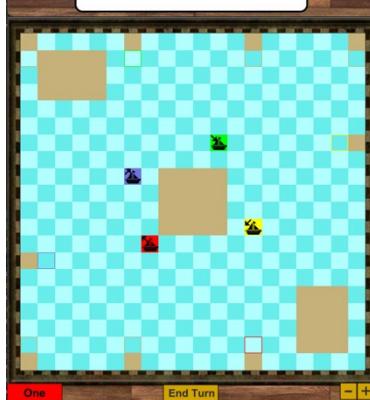
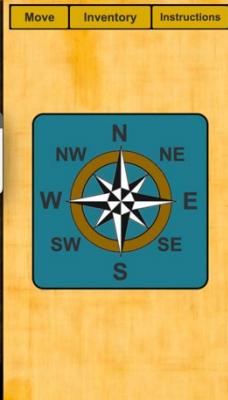
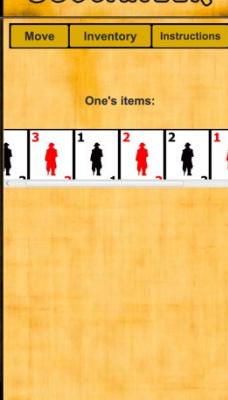


SE-F-111			<p>First 2 images show the first part of chance card 8 being executed where treasure is lost from ship four, last 2 images show the second part of chance card 8, where crew cards were taken due to there being no treasure in ship four's inventory and ship four now has only 3 crew cards (see last image).</p>

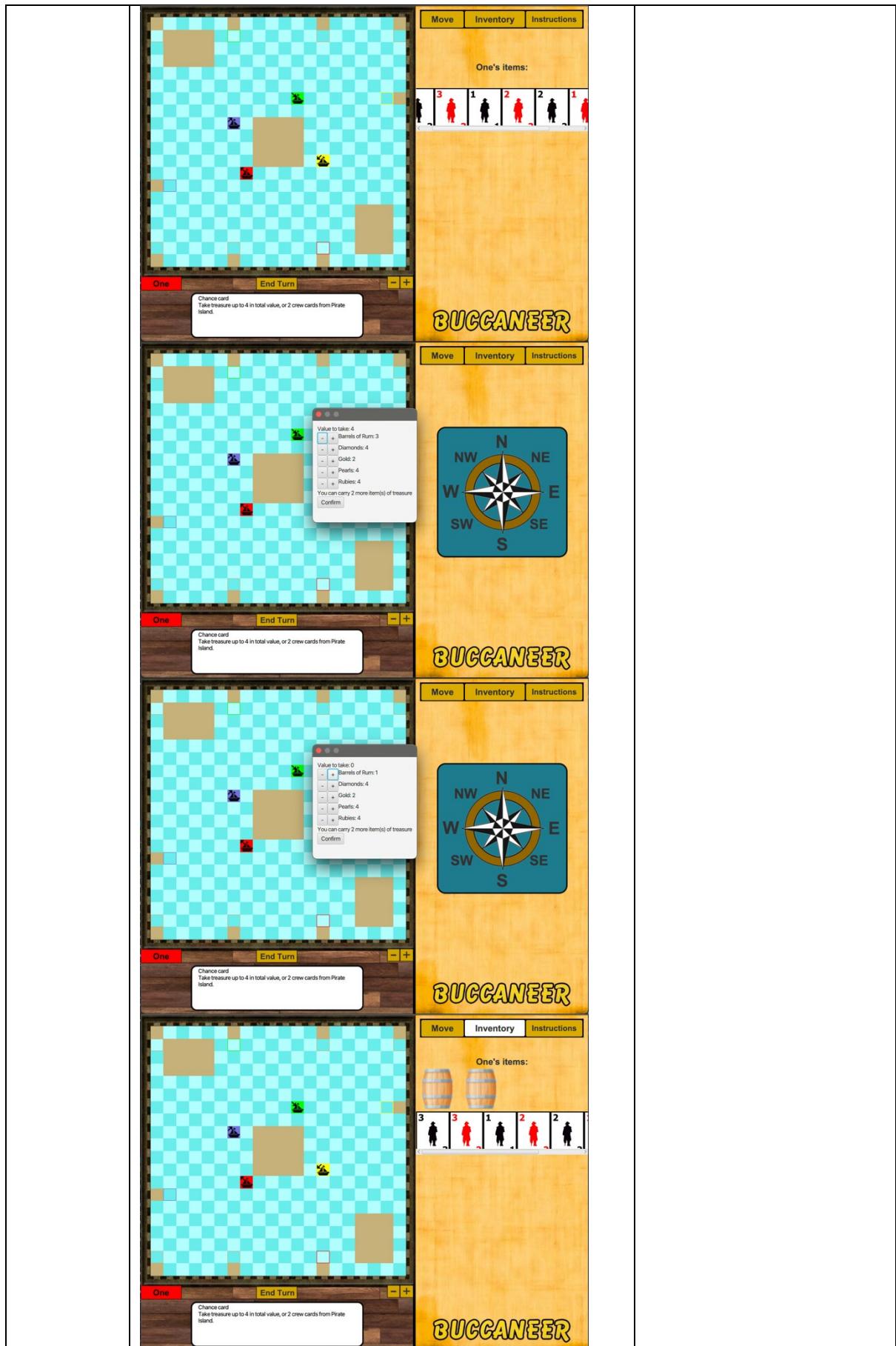
SE-F-112	 Four End Turn - + 8/13	 Move Inventory Instructions	<p>First image shows ship four with different valued treasure and once chance card 9 is executed the most valued treasure is lost (see second image), if there is no treasure the highest valued crew card is taken instead (see treasure values from second and last image).</p>
	 Four End Turn - + 8/13	 Move Inventory Instructions	
	 Four End Turn - + 8/13	 Move Inventory Instructions	

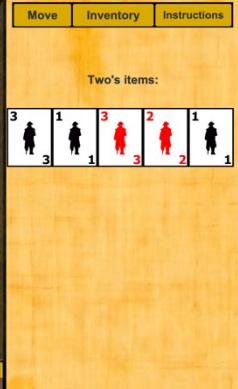
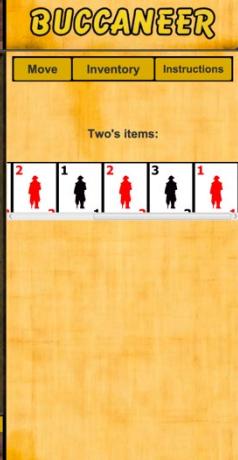
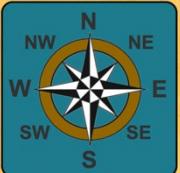
SE-F-113	<table border="1"> <thead> <tr> <th colspan="6">One's items:</th> </tr> </thead> <tbody> <tr><td>3</td><td>2</td><td>2</td><td>1</td><td>1</td><td>2</td></tr> <tr><td>3</td><td>2</td><td>2</td><td>1</td><td>1</td><td>2</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="6">One's items:</th> </tr> </thead> <tbody> <tr><td>2</td><td>2</td><td>1</td><td>2</td><td>1</td><td>2</td></tr> <tr><td>2</td><td>2</td><td>1</td><td>2</td><td>1</td><td>2</td></tr> </tbody> </table>	One's items:						3	2	2	1	1	2	3	2	2	1	1	2	One's items:						2	2	1	2	1	2	2	2	1	2	1	2	<p>First images show ship one's inventory with one highest valued crew card (3), second image shows the updated inventory once chance card 10 is executed and removes the highest valued (in this case the red 3) crew card.</p>
One's items:																																						
3	2	2	1	1	2																																	
3	2	2	1	1	2																																	
One's items:																																						
2	2	1	2	1	2																																	
2	2	1	2	1	2																																	
SE-F-114	<table border="1"> <thead> <tr> <th colspan="6">Two's items:</th> </tr> </thead> <tbody> <tr><td>3</td><td>3</td><td>2</td><td>1</td><td>1</td><td>3</td></tr> <tr><td>3</td><td>3</td><td>2</td><td>1</td><td>1</td><td>3</td></tr> </tbody> </table> <p>Would you like treasure or crew cards? Treasure</p> <p>NW NE W SW E SE S</p> <table border="1"> <thead> <tr> <th colspan="6">Two's items:</th> </tr> </thead> <tbody> <tr><td>3</td><td>3</td><td>2</td><td>1</td><td>1</td><td>3</td></tr> <tr><td>3</td><td>3</td><td>2</td><td>1</td><td>1</td><td>3</td></tr> </tbody> </table>	Two's items:						3	3	2	1	1	3	3	3	2	1	1	3	Two's items:						3	3	2	1	1	3	3	3	2	1	1	3	<p>First image shows the inventory of ship two, once chance card 11 is executed they are given a choice of crew cards or treasure to choose from, third image shows updated inventory once crew card is chosen, fourth/fifth image shows the treasure menu once the treasure option is chosen and the amount/cost of each treasure and how much they can currently carry with the last image showing the updated inventory with the chosen treasure.</p>
Two's items:																																						
3	3	2	1	1	3																																	
3	3	2	1	1	3																																	
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3	3	2	1	1	3																																	
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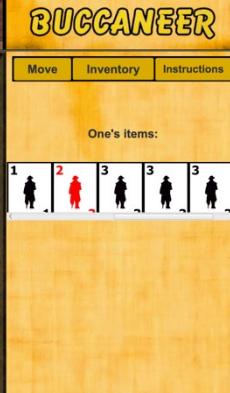
SE-F-115	       	<p>First image shows the inventory of ship one, once chance card 12 is executed they are given a choice of crew cards or treasure to choose from, third image shows updated inventory once crew card is chosen, fourth/fifth image shows the treasure menu once the treasure option is chosen and the amount/cost of each treasure and how much they can currently carry with the last image showing the updated inventory with the chosen treasure.</p>
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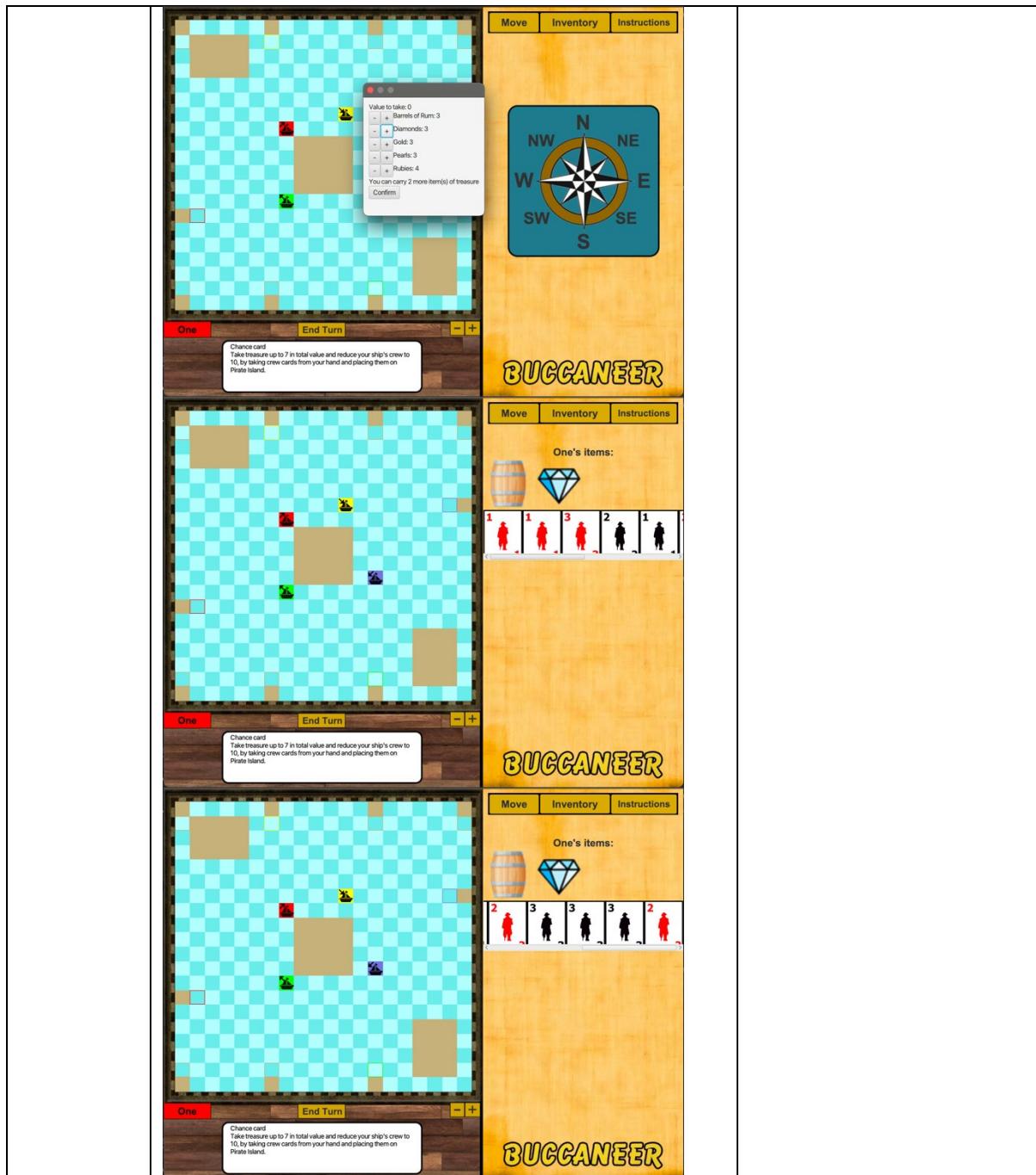
SE-F-116		<p>First image shows the inventory of ship one, once chance card 13 is executed they are given a choice of crew cards or treasure to choose from, third image shows updated inventory once crew card is chosen, fourth/fifth image shows the treasure menu once the treasure option is chosen and the amount/cost of each treasure and how much they can currently carry with the last image showing the updated inventory with the chosen treasure.</p>

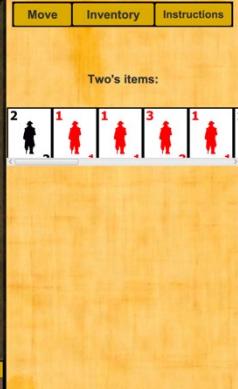
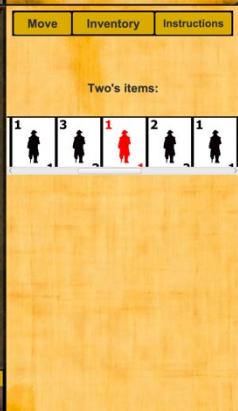
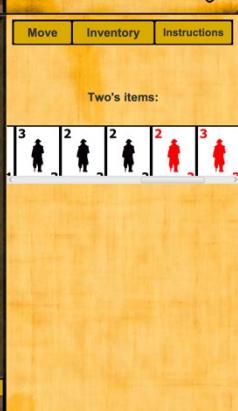
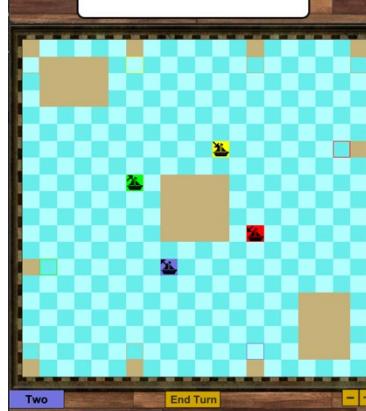
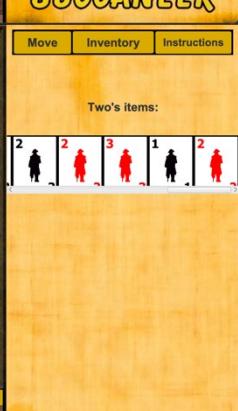


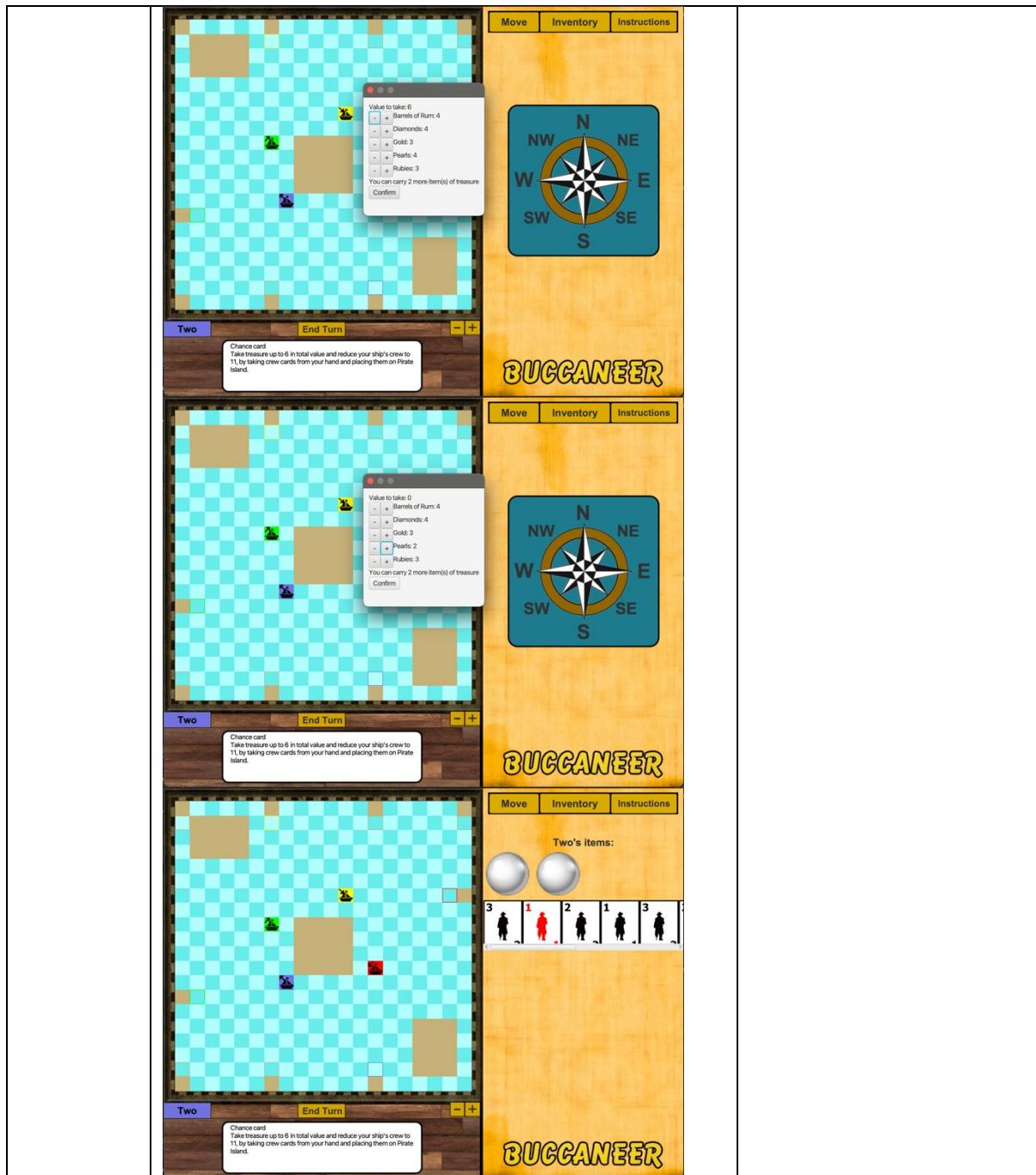
SE-F-117	 Two End Turn - + Chance card Take treasure up to 7 in total value, or 3 crew cards from Pirate Island.	 Move Inventory Instructions Two's items: <table border="1"> <tr><td>3</td><td>1</td><td>3</td><td>2</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>3</td><td>2</td><td>1</td></tr> <tr><td>3</td><td>1</td><td>3</td><td>2</td><td>1</td></tr> </table> BUCCANEER	3	1	3	2	1	1	1	3	2	1	3	1	3	2	1	First image shows the inventory of ship two, once chance card 14 is executed they are given a choice of crew cards or treasure to choose from, second image shows updated inventory once crew card is chosen, third/fourth image shows the treasure menu once the treasure option is chosen and the amount/cost of each treasure and how much they can currently carry with the last image showing the updated inventory with the chosen treasure.
3	1	3	2	1														
1	1	3	2	1														
3	1	3	2	1														
	 Two End Turn - + Chance card Take treasure up to 7 in total value, or 3 crew cards from Pirate Island.	 Move Inventory Instructions Two's items: <table border="1"> <tr><td>2</td><td>1</td><td>2</td><td>3</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>2</td><td>3</td><td>1</td></tr> </table> BUCCANEER	2	1	2	3	1	1	1	2	3	1						
2	1	2	3	1														
1	1	2	3	1														
	 Two End Turn - + Chance card Take treasure up to 7 in total value, or 3 crew cards from Pirate Island.	 Value to take: 7 <ul style="list-style-type: none"> + Barrels of Rum: 4 - Diamonds: 4 - Gold: 3 - Pearls: 4 - Rubies: 3 You can carry 2 more item(s) of treasure Confirm  BUCCANEER																

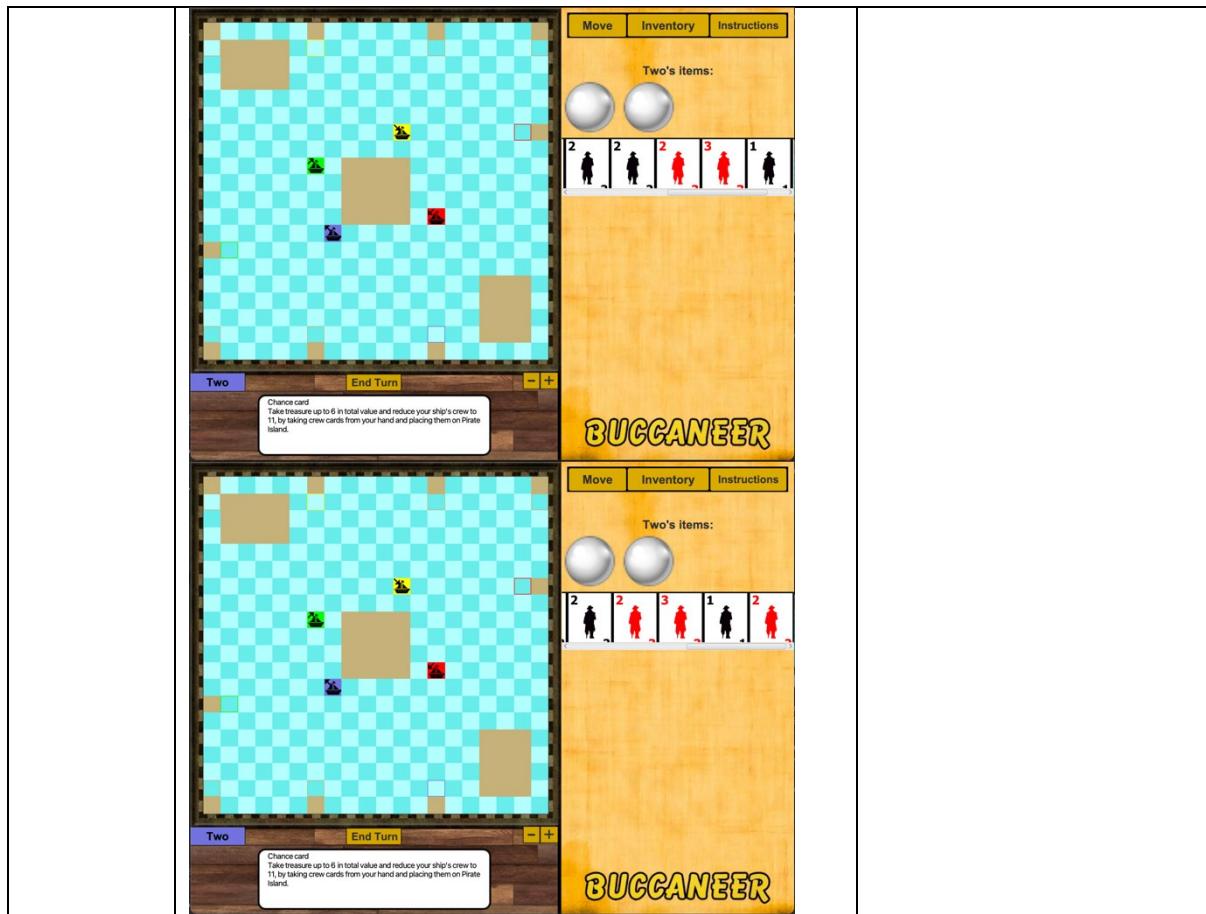
	<p>The screenshot shows the same game interface as above, but after a chance card has been executed. The top panel now shows "Two's items:" with icons for a diamond and a barrel. The crew count below shows 3 crew members (1 red, 2 black). The bottom panel remains the same with "Two", "Move", "Inventory", and "Instructions" buttons, and the "Chance card" message.</p>	
SE-F-118	<p>The screenshot shows the same game interface as the first row, but for player Three. The top panel displays a compass rose and a message: "Value to take: 0" followed by a list of items with their values: Barrels of Rum: 3, Diamonds: 3, Gold: 3, Pearls: 4, Rubies: 3. Below this is a "Confirm" button. The bottom panel shows the player's name "Three" and buttons for "Move", "Inventory", and "Instructions". A "Chance card" message at the bottom says: "Take 2 crew cards from Pirate Island." An "End Turn" button is also present.</p>	<p>First image shows the inventory of player three before chance card 15 is executed and they are given 2 crew cards (see second image inventory).</p>

SE-F-119			<p>First three images show player one's inventory with 11 cards, before chance card 16 is executed, they are given a choice to choose treasure totalling 7 in value (see fourth/fifth image) and must reduce the crew card inventory to 10 (see last two images with the reduced inventory and the chosen treasure).</p>
			
			
			

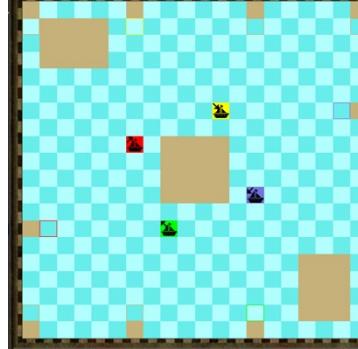
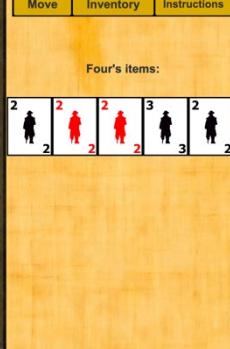
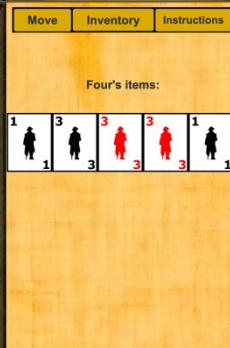


SE-F-120	 Two End Turn - + 8/13	 BUCCANEER Move Inventory Instructions	<p>First three images show player one's inventory with 17 cards, before chance card 17 is executed, they are given a choice to choose treasure totalling 6 in value (see fifth/sixth image) and must reduce the crew card inventory to 11 (see last three images with the reduced inventory and the chosen treasure).</p>
	 Two End Turn - + 8/13	 BUCCANEER Move Inventory Instructions	
	 Two End Turn - + 8/13	 BUCCANEER Move Inventory Instructions	
	 Two End Turn - + 8/13	 BUCCANEER Move Inventory Instructions	
	 Two End Turn - + 8/13	 BUCCANEER Move Inventory Instructions	

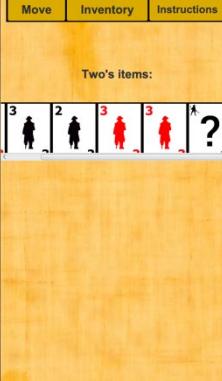
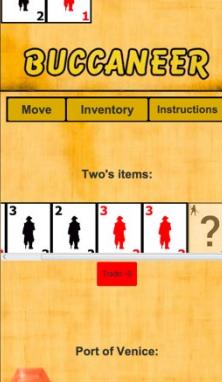


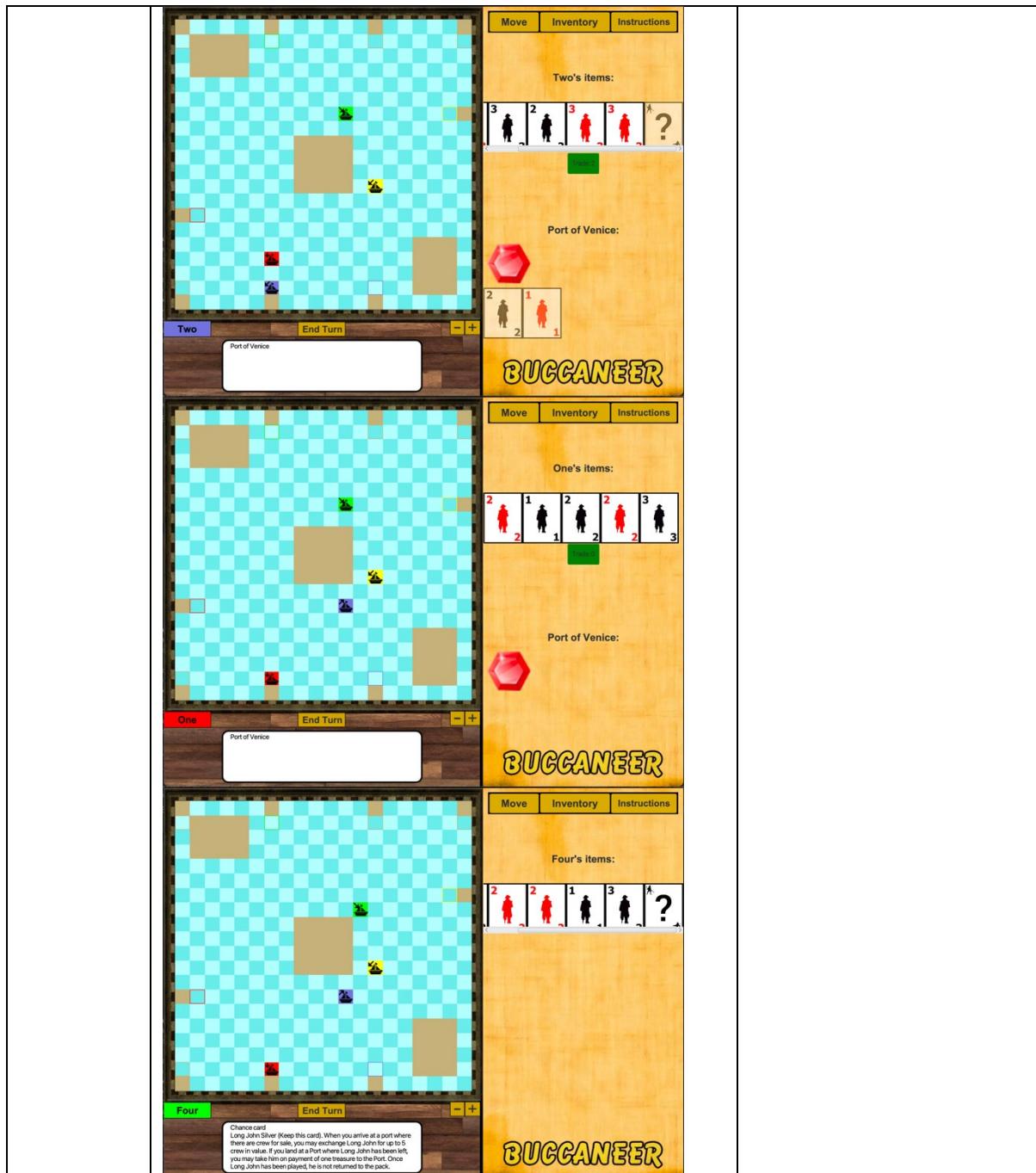


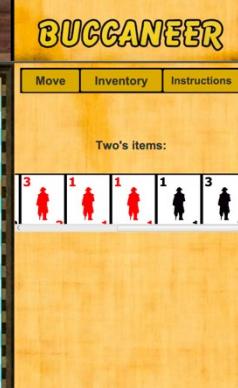
SE-F-121	<p>The screenshots illustrate a sequence of interactions with a chance card in the game:</p> <ul style="list-style-type: none"> Screenshot 1: The player is presented with a choice of treasure items. The options are: Value to take: 4, with items: Barrels of Rum: 4, Diamonds: 3, Gold: 3, Pearls: 4, Rubies: 4. A message at the bottom says "You can carry 2 more item(s) of treasure". Screenshot 2: The player has selected the treasure items, and the message at the bottom changes to "You can carry 2 crew cards from Pirate Island". Screenshot 3: The player has completed the selection process, and the message at the bottom is empty. 	<p>Once chance card 18 is executed the player is allowed to choose to treasure up to 4 in total value and in this case receives 2 crew cards because they have less than 7 crew cards, see last image which contains the updated inventory with additional cards and the chosen treasure.</p>
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SE-F-122	 	 	<p>First image shows player four's starting hand, after chance card 19 is executed, their hand is refreshed with all their cards lost and swapped with the same number of random cards (see second image).</p>
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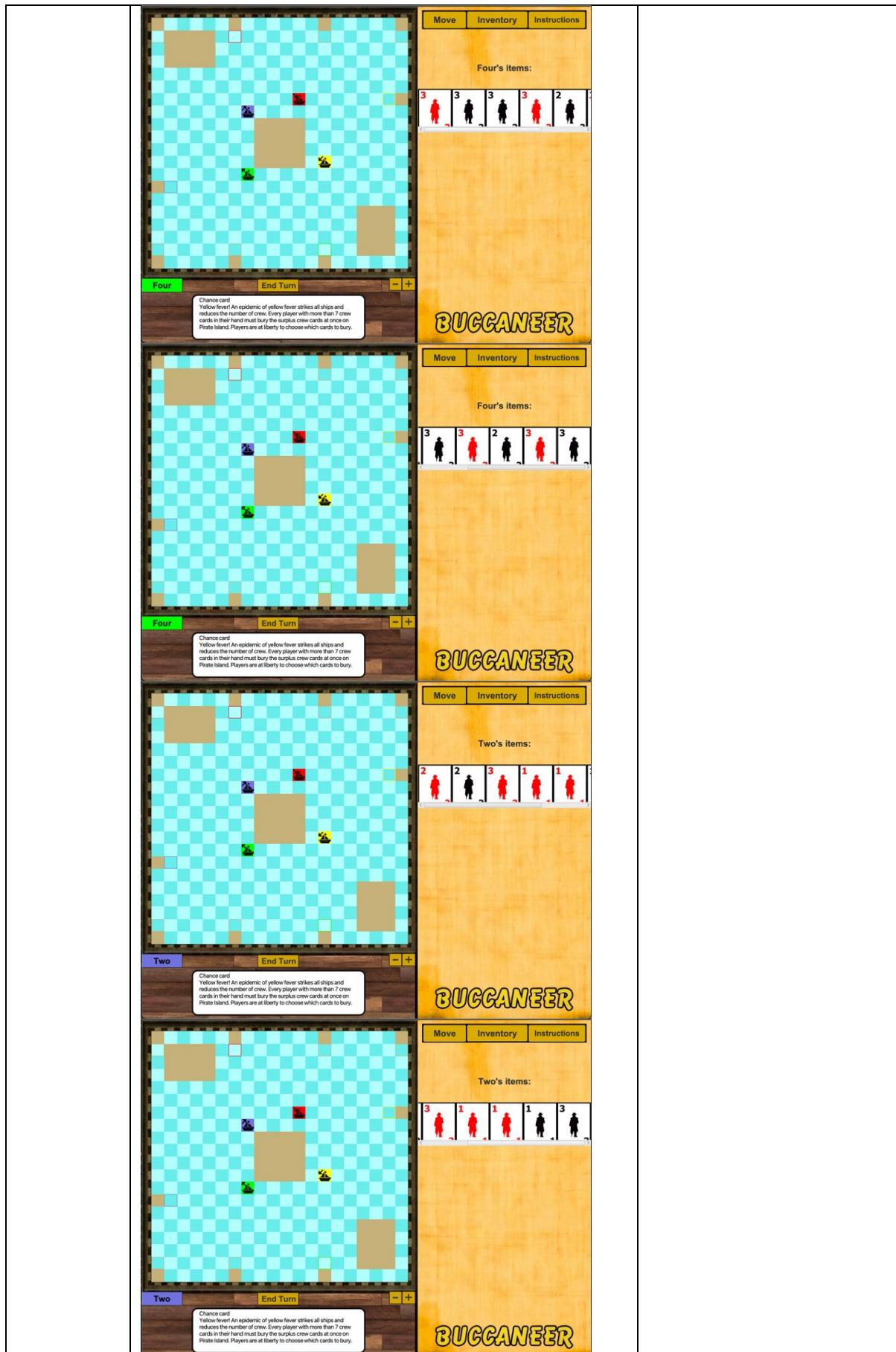
SE-F-123			<p>First image shows chance card 20 being executed on player four when there are no ships anchored at treasure island, they simply lose two cards. Second image shows payer three's inventory before chance card 20 is executed, they in this case swap 2 of their crew cards with the anchored player four (see last image, player three has lost black 1, red 2 and has instead now got two black 3, first image shows player four having at least the two black 3).</p>

SE-F-124	 Two End Turn - + <small>Chance card Long John Silver (Keep this card). When you arrive at a port where Long John is the captain, you may trade him for one crew member. If you land at a Port where Long John has been left, you may take him on payment of one treasure to the Port. Once Long John has been played, he is not returned to the pack.</small>	 Two's items: <table border="1"> <tr><td>3</td><td>2</td><td>3</td><td>3</td><td>?</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> BUCCANEER Move Inventory Instructions	3	2	3	3	?	1	1	1	1	1	<p>First image shows player two having the chance card 21 in their inventory as this is a holdable card, second image shows them at a port with that card showing that it is moved with the player the player does hold it as a commodity, this card only allows crew cards to be traded which prevents treasure trades using this card (see third image where treasure and chance card 21 is selected for trade, red box shows this action cannot be done). Last set of images show the card being successfully traded for crew cards as the button this time is green. Second last shows the port from another players perspective, you can see the traded crew cards are missing from the port. We implemented the simple function, so the card is returned to deck, last image shows player four at treasure island with the same card in their inventory.</p>
3	2	3	3	?									
1	1	1	1	1									
	 Two End Turn - + <small>Chance card Long John Silver (Keep this card). When you arrive at a port where Long John is the captain, you may trade him for one crew member. If you land at a Port where Long John has been left, you may take him on payment of one treasure to the Port. Once Long John has been played, he is not returned to the pack.</small>	 Two's items: <table border="1"> <tr><td>3</td><td>2</td><td>3</td><td>3</td><td>?</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> BUCCANEER Move Inventory Instructions	3	2	3	3	?	1	1	1	1	1	
3	2	3	3	?									
1	1	1	1	1									
	 Two End Turn - + <small>Chance card Long John Silver (Keep this card). When you arrive at a port where Long John is the captain, you may trade him for one crew member. If you land at a Port where Long John has been left, you may take him on payment of one treasure to the Port. Once Long John has been played, he is not returned to the pack.</small>	 Two's items: <table border="1"> <tr><td>3</td><td>2</td><td>3</td><td>3</td><td>?</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> BUCCANEER Move Inventory Instructions	3	2	3	3	?	1	1	1	1	1	
3	2	3	3	?									
1	1	1	1	1									
	 Two End Turn - + <small>Chance card Long John Silver (Keep this card). When you arrive at a port where Long John is the captain, you may trade him for one crew member. If you land at a Port where Long John has been left, you may take him on payment of one treasure to the Port. Once Long John has been played, he is not returned to the pack.</small>	 Two's items: <table border="1"> <tr><td>3</td><td>2</td><td>3</td><td>3</td><td>?</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> BUCCANEER Move Inventory Instructions	3	2	3	3	?	1	1	1	1	1	
3	2	3	3	?									
1	1	1	1	1									



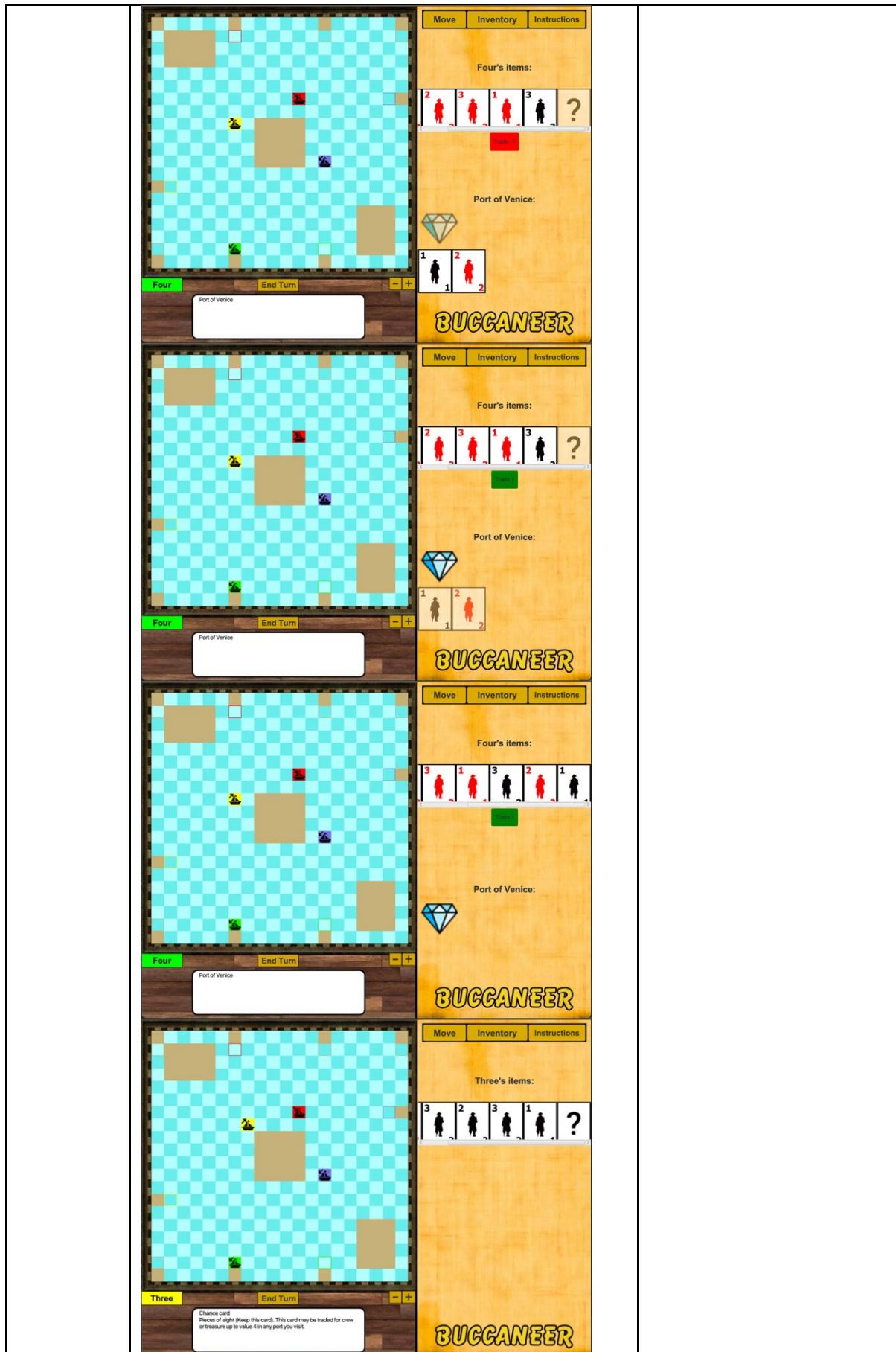
SE-F-125	 Two	 BUCCANEER	<p>First four images show two players with more than 7 cards (10 cards) before chance card 22 is executed, last 4 images show the updated inventories where the players have lost 3 cards and are reduced to a total crew card of 7. (Text box in first set of images were part of another card which was used to add cards to allow testing)</p>
	 Two	 BUCCANEER	
	 Four	 BUCCANEER	
	 Four	 BUCCANEER	
	 Four	 BUCCANEER	

Group 14 – Project Test Report / 1.0 (Release)

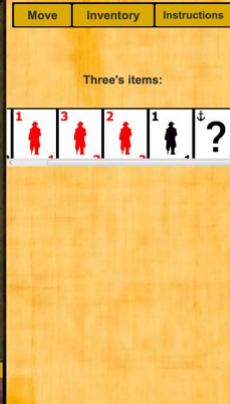
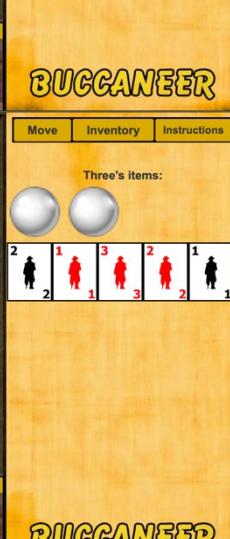


SE-F-126	 <p>Three</p> <p>Chance card: Doubloons (Keep this card). This card may be traded for crew or treasure up to value 5 in any port you visit.</p> <p>End Turn</p>	<p>Move Inventory Instructions</p> <p>Three's items:</p> <table border="1"> <tr><td>3</td><td>1</td><td>2</td><td>3</td><td>?</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> <p>BUCCANEER</p>	3	1	2	3	?	1	1	1	1	1	<p>First image shows chance card 23 in player three's inventory, this card allows for treasure and crew card trades which is shown in the third image where a piece of treasure and a crew card is selected for trading, the fourth image shows the updated inventory of player three, which now contain the chosen treasure/crew traded. This card is sent back to the deck which is shown in the last image in another player's inventory when they docked treasure island.</p>				
3	1	2	3	?													
1	1	1	1	1													
	 <p>Three</p> <p>Port of Venice</p> <p>End Turn</p>	<p>Move Inventory Instructions</p> <p>Three's items:</p> <table border="1"> <tr><td>3</td><td>1</td><td>2</td><td>3</td><td>?</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> <p>Port of Venice:</p> <table border="1"> <tr><td>1</td><td>1</td></tr> <tr><td>1</td><td>1</td></tr> </table> <p>BUCCANEER</p>	3	1	2	3	?	1	1	1	1	1	1	1	1	1	
3	1	2	3	?													
1	1	1	1	1													
1	1																
1	1																
	 <p>Three</p> <p>Port of Venice</p> <p>End Turn</p>	<p>Move Inventory Instructions</p> <p>Three's items:</p> <table border="1"> <tr><td>3</td><td>1</td><td>2</td><td>3</td><td>?</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> <p>Port of Venice:</p> <table border="1"> <tr><td>1</td><td>1</td></tr> <tr><td>1</td><td>1</td></tr> </table> <p>BUCCANEER</p>	3	1	2	3	?	1	1	1	1	1	1	1	1	1	
3	1	2	3	?													
1	1	1	1	1													
1	1																
1	1																

SE-F-127			<p>First image shows chance card 24 in player four's inventory, this card allows for treasure and crew card trades which is shown in the third/fourth image where a piece of treasure and a crew card is selected for trading (green button indicates legal action), the fifth image shows the updated inventory of player four and the port, which now contain the chosen (in this case) crew traded. This card is sent back to the deck which is shown in the last image in another player's inventory when they docked treasure island.</p>



SE-F-128	<p>The screenshots illustrate the treasure selection process in the Buccaneer game:</p> <ul style="list-style-type: none"> Screenshot 1: Shows the player holding a chance card labeled "Three". The inventory screen shows "Three's items" with values: 1, 3, 2, 1, 1, and a question mark. Screenshot 2: Shows the player at Anchor Bay, presented with a treasure selection dialog. The dialog lists items and their values: Barrels of Rum (3), Diamonds (4), Gold (3), Pearls (4), and Rubies (4). The total value to take is 7. A confirmation button is visible. Screenshot 3: Shows the updated inventory after selecting treasure. It includes a diamond icon, a barrel icon, and updated counts for the other items: 2, 1, 3, 2, 1. 	<p>First image shows the player holding chance card 25, once they travel to Anchor Bay, they are allowed to take treasure totalling value 7, second image shows treasure option provided once they are at anchor bay. Last image shows the updated inventory with the players chosen type of treasure</p>
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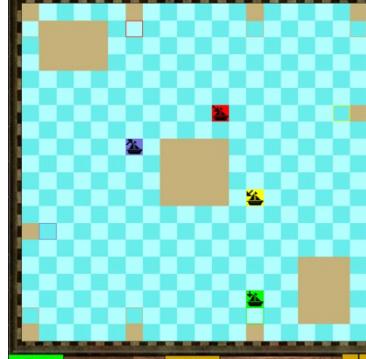
SE-F-129	 	<p>First image shows the player holding chance card 26, once they travel to Anchor Bay, they are allowed to take treasure totalling value 7, second image shows treasure option provided once they are at anchor bay. Last image shows the updated inventory with the players chosen type of treasure</p>
	 	
	 	
	 	

SE-F-130	 <p>Two</p> <p>Chance card Take treasure up to 5 in total value, or 3 crew cards from Pirate Island.</p> <p>Move Inventory Instructions</p> <p>Two's items:</p> <table border="1"> <tr><td>1</td><td>3</td><td>2</td><td>1</td><td>1</td><td>3</td></tr> <tr><td>1</td><td>3</td><td>2</td><td>1</td><td>1</td><td>3</td></tr> </table> <p>BUCANEER</p>	1	3	2	1	1	3	1	3	2	1	1	3	<p>First image shows player two's inventory before chance card 27 is executed, they are given an option to chosen between crew or treasure (see second image).</p> <p>Third and fourth image shows player being allowed to choose the type of treasure and last image shows the updated inventory (showing the treasure selected and more crew cards if that was chosen).</p>
1	3	2	1	1	3									
1	3	2	1	1	3									
	 <p>Would you like treasure or crew cards?</p> <p>Crew Cards</p> <p>Treasure</p> <p>Two</p> <p>Chance card Take treasure up to 5 in total value, or 3 crew cards from Pirate Island.</p> <p>Move Inventory Instructions</p> <p>BUCANEER</p>													
	 <p>Value to take: 5</p> <ul style="list-style-type: none"> + Barrels of Rum: 4 + Diamonds: 3 + Gold: 4 + Pearls: 3 + Rubies: 4 <p>You can carry 2 more item(s) of treasure</p> <p>Confirm</p> <p>Two</p> <p>Chance card Take treasure up to 5 in total value, or 3 crew cards from Pirate Island.</p> <p>Move Inventory Instructions</p> <p>BUCANEER</p>													
	 <p>Value to take: 3</p> <ul style="list-style-type: none"> + Barrels of Rum: 3 + Diamonds: 3 + Gold: 4 + Pearls: 3 + Rubies: 4 <p>You can carry 2 more item(s) of treasure</p> <p>Confirm</p> <p>Two</p> <p>Chance card Take treasure up to 5 in total value, or 3 crew cards from Pirate Island.</p> <p>Move Inventory Instructions</p> <p>BUCANEER</p>													

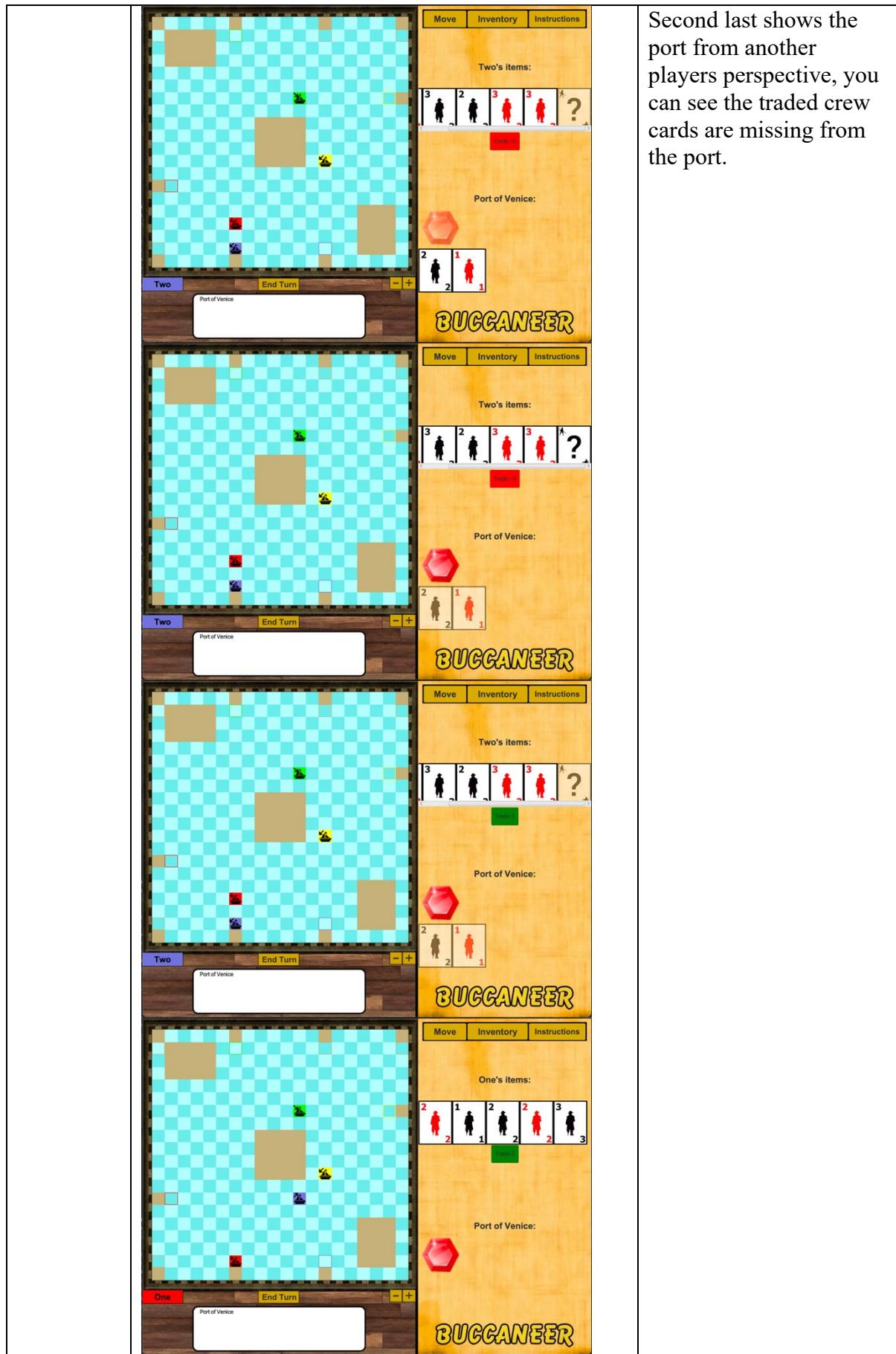
	<p>Two</p> <p>Chance card Take treasure up to 5 in total value, or 3 crew cards from Pirate Island.</p> <p>Two</p> <p>Chance card Take treasure up to 5 in total value, or 3 crew cards from Pirate Island.</p>	
SE-F-131	<p>Three</p> <p>1311</p> <p>Three</p> <p>Chance card Take 2 crew cards from Pirate Island.</p>	<p>First image shows player three's inventory before chance card 28 is executed, second image shows the updated inventory with addition card.</p>

SE-F-132	 	<p>First image shows player two's inventory before they arrive a Flat Island, in the second image you can see they are given a treasure upon arrival.</p>
SE-F-133	 	<p>First image shows the inventory of player four, they already have one piece of treasure, once they are given multiple treasures (image two/three) consisting of a barrel and gold, only 1 highest valued treasure (in this case gold rather than barrel) is given because there is only one space.</p>

SE-F-134		First image shows player one's inventory before they arrive at a flat island, in the second image you can see they are given crew cards upon arrival.

SE-F-135	 	<p>First image shows player fours inventory before they dock, second image shows after docking the ship is unloaded and the treasure is now in the port</p>
SE-F-136	 	<p>Images show player two docked at a port where there is treasure available for trading, second image shows the value of chosen treasure (in this case it is 2) in the red box (negative + red box means not equal amount of cards chosen for trade), third image shows the button go green once appropriate value is chosen for trading and the last image shows the now traded treasure in two's inventory and the traded card in port Amsterdam's inventory.</p>

SE-F-137		<p>First image shows player two having the chance card 21 in their inventory as this is a holdable card, second image shows them at a port with that card showing that it is moved with the player the player does hold it as a commodity, this card only allows crew cards to be traded which prevents treasure trades using this card (see third image where treasure and chance card 21 is selected for trade, red box shows this action cannot be done). Last set of images show the card being successfully traded for crew cards as the button this time is green.</p>

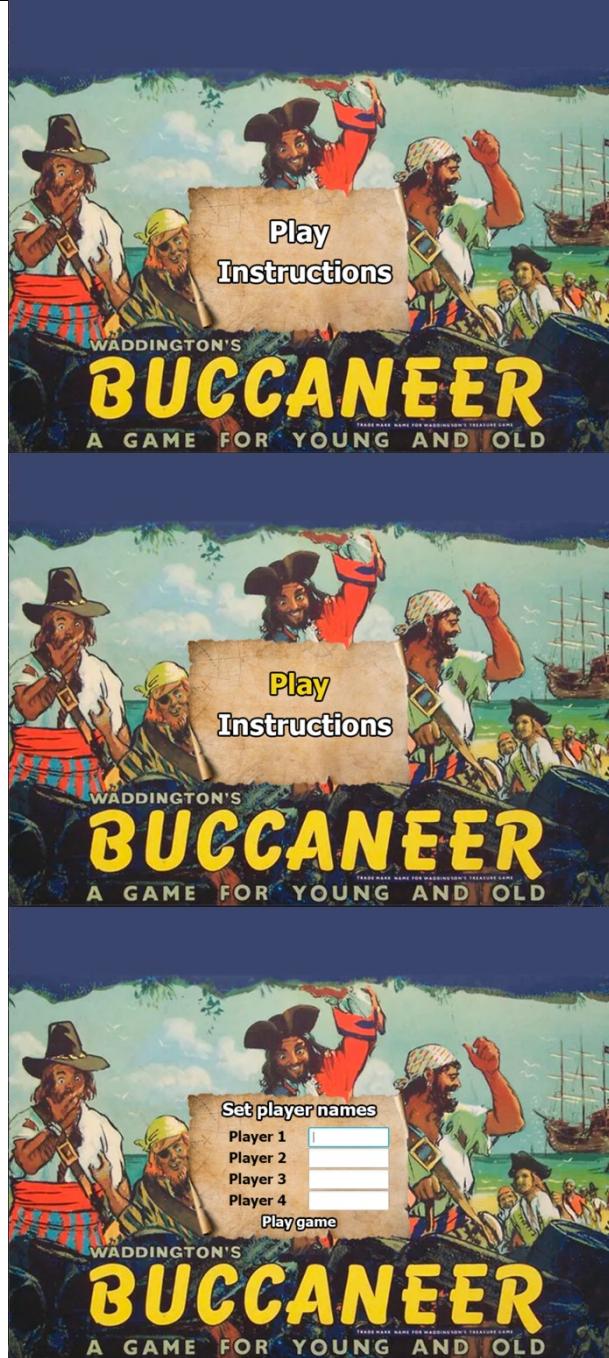


Second last shows the port from another players perspective, you can see the traded crew cards are missing from the port.

SE-F-138	See SE-F-128		
SE-F-139	See SE-F-129		
SE-F-140	 <p>The screenshot shows the game's user interface. At the top left is a 4x4 checkered board with various colored tiles (brown, blue, green). At the top right are three buttons: 'Move', 'Inventory', and 'Instructions'. Below the board is a compass rose with cardinal directions (N, S, E, W) and intercardinal points (NW, NE, SW, SE). To the right of the compass is the word 'BUCCANEER' in yellow. The main area features a large pirate ship with a skull-and-crossbones flag. The text 'Two Wins!' is displayed above the ship. At the bottom are two buttons: 'Play Again' and 'Exit'.</p>	<p>See SE-F-128</p> <p>See SE-F-129</p> <p>Once a ship docks back with the winning game condition (player two), the game ends and recognises they have won.</p>	
SE-F-141	 <p>This screenshot shows the same game interface as the previous one, but without the top navigation bar or the compass. It features the same pirate ship and the 'Two Wins!' message. The 'Play Again' and 'Exit' buttons are at the bottom.</p>		

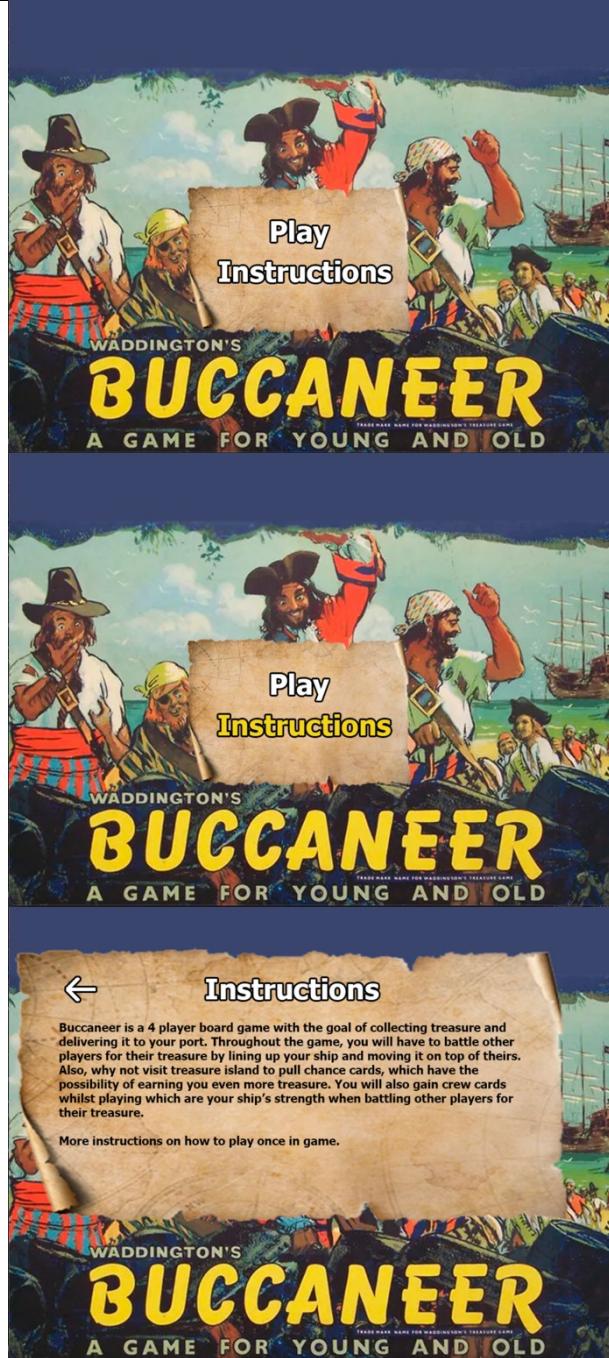
SE-F-142	 	Once the game is finished the game does provide a play again button which the user can click but it takes us back to the main menu instead of directly into another game, and when that new game is loaded it has trouble assigning commodities to islands.
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SE-F-143



These set of images show us the play button working, once it is hovered the colour changes showing the user it is interactable, and once it is clicked, we are presented with the option to input name.

SE-F-144



These set of images show us the instructions button working, once it is hovered the colour changes showing the user it is interactable, and once it is clicked, we are presented with the instructions page.

SE-F-145		<p>When first starting the game, the names are empty, and are allowed to be filled in by the user.</p>
SE-F-146		<p>We can see the first time we run the game the starting names are input as in image one, the starting port has the name Bob, when restarted and tried for a second time, the starting name now is Jay, and then restarted again it is now Hassan (each time the names were input in the same order) showing random assigned names.</p>



1.2. Acceptance Tests

Test Number	Test Functionality	Test Result	Explanation Of Failure
Test 1	Test if the project can start a new buccaneer game (FR1, FR2 and FR9)	Pass	
Test 2	Test if the game works with functionality of taking turns (FR3, FR4, FR5, FR11, FR13, FR15)	Pass	
Test 3	Test that the attacking stage works fully (FR11, FR12)	Pass	
Test 4	Test that the game knows when to end (FR17)	Pass	
Test 5	Test that player information can be displayed (FR9)	Pass	

Group 14 – Project Test Report / 1.0 (Release)

Test 6	Test that port trading works (FR7, FR15)	Pass	
Test 7	Test if the program can save current state of the game	Pass	

2. REFERENCES

[1] SE.GP14.TestSpec - Test Specification

3. DOCUMENT CHANGE HISTORY

Version	Issue No.	Date	Changes made to document	Changed by
0.1	N/A	02/05/22	Made a skeleton document for the Project Test Report	JAL74
0.2	N/A	03/05/22	Filled in the test number and functionality columns	JAL74
0.3	N/A	02/05/22	Added some of UI test proof	HAF22
0.4	N/A	03/05/22	Added proof descriptions for UI tests	HAF22
0.5	N/A	04/05/22	Cleaned up document and reviewed tests	KAP48
0.6	N/A	04/05/22	Marked failed and passed tests	HAF22
0.7	N/A	05/05/22	Finished all chance card tests	HAF22
0.8	N/A	06/05/22	Cleaned up tables and formatting and finished explanations of failed test and proofs of UI tests.	HAF22
0.8.1	N/A	09/05/22	Added further UI tests	KAP48
0.8.2	N/A	10/05/22	Updated test results	KAP48
0.9	N/A	10/05/22	Added indicator to distinguish between UI and tests and unit tests.	HAF22
1.0	N/A	11/05/22	Final changes before release	KAP48