Juris Civilis Testing Document

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| Test number | Test Type | Description | Results | Successful |
| 1 | Acceptance | Generate a world with a default name. This should create a new saved world with a name similar to world (1) | World was generated and saved as “World (1)” | Yes |
| 2 | Edge Case | Generate a new world with a default name. This should generate and save a new world but with a name different to that of the previously existing world | World was generated with the name “World (2)” | Yes |
| 3 | Acceptance | Generate a world with a custom name “egg”. This should produce a new saved world with the name “egg” | World successfully generated and was saved with the specified name. | Yes |
| 4 | Edge Case | Generate a world with the custom name “egg”. This should once again create a new world with a value such as (1) appended to the name. | The new world was given the name “egg (1)” | Yes |
| 5 | Acceptance | Attempt to load an existing save file | The save file was loaded | Yes |
| 6 | Erroneous | Attempt to move the camera while the dialog box for selecting a save file is active. Camera movement should be denied while a save is not loaded | The camera was unable to move | Yes |
| 7 | Acceptance | Use the save and exit button to exit out of a loaded save file | The simulation was exited to the title screen and the save file was updated | Yes |
| 8 | Erroneous | Attmept to exit the simulation by use of the Alt-F4 shortcut. This should not save the existing data | The simulation was exited, and no amendments were made to the save file | Yes |
| 9 | Erroneous | Attempt to manually modify data within a save file to erroneous data. This should prevent the loading of the file. | The file was not loaded but the system did not crash. No error message was displayed | Somewhat |
| 10 | Acceptance | Attempt to select a land province when a saved world is loaded. This should highlight the province and bring up the province viewer screen | The province was highlighted, and the province viewer screen was opened, with data pertaining to the selected province | Yes |
| 11 | Edge Case | Attempt to select a province in the ocean. As ocean provinces have no assigned data in some fields, this should show appropriate replacements for missing fields. | The ocean province was selected, and the province viewer opened, displaying default data to replace missing data | Yes |
| 12 | Acceptance | Attempt to select a new province after first selecting one province and leaving the province viewer open. This should update both the highlighted province and the selection. | The new province was highlighted, and the province viewer updated to display the relevant data | Yes |
| 13 | Acceptance | Attempt to switch the “tab” of the province viewer to the empire tab while it is open and a province is selected. This should display empire data | The empire tab successfully opened | Yes |
| 14 | Acceptance | Attempt to press the close tab to close the province viewer. This should remove the province viewer from sight. | The province viewer was closed | Yes |
| 15 | Acceptance | Reopen the province viewer and attempt to close it using the escape button. This should close the province viewer | The province viewer was closed | Yes |
| 16 | Acceptance | Press the right-hand side tab to open the map modes selector. This should open the map modes selector with the default | The map modes selector was brought onto screen | Yes |
| 17 | Acceptance | Attempt to close the map modes selector using the same tab | The map modes selected was closed | Yes |
| 18 | Acceptance | Select the “Geography” map mode to attempt to update the map with geographical data | The map updated to show only the background map | Yes |
| 19 | Acceptance | Attempt to select the nations map mode to return to the original map mode. This test requires a world save with existing empires | The map was updated to show nations | Yes |
| 20-35 | Acceptance | Sequentially attempt to select each map mode to ensure they each load. | The map updated each time with the appropriate data for the selection | Yes |
| 36 | Erroneous | Attempt to select a map mode that is currently active. This should not attempt to reload provincial data | The selection did not occur. No province update occurred as a result of the map mode selection | Yes |
| 37 | Acceptance | Attempt to press the map centre button to move the camera to the appropriate area | The camera was moved to centre on the map | Yes |
| 38 | Acceptance | Press the ` key to open the console window while a save file is loaded | The console window opened and allowed input | Yes |
| 39 | Acceptance | Enter the command “ECHO test”. This should print “test” into the console window | The phrase “test” was output into the console window | Yes |
| 40 | Acceptance | Attempt to close the console window by inputting the ` key press | The console window closed | Yes |
| 41 | Acceptance | Select the lowest speed setting to run the simulation. The date should begin to change and an empire should soon generate | Time began to progress, and an empire named “Bomma” formed | Yes |
| 42-43 | Acceptance | Attempt to run the simulation on the greater simulation speeds. The speed of the simulation should be notably faster with each. | Both progressed time and allowed the simulation to progress at differing rates | Yes |
| 44 | Acceptance | Press the pause button to stop the progression of time | Time stopped | Yes |
| 45 | Acceptance | Use the “SPAWN” console command to manually create a new nation on an unowned province | A new empire was generated | Yes |
| 46 | Erroneous | Attempt to use the “SPAWN” console command to create a new nation on an ocean province. This should return an error message | The user was denied from using the spawn command due to the invalid location | Yes |
| 47 | Erroneous | Attempt to use the “SPAWN” console command to generate a new nation on a province with an occupier | The user was once again denied from using the spawn command as a result of the invalid location | Yes |
| 48 | Erroneous | Provide no parameters for the “SPAWN” command | The input was denied due to lack of arguments | Yes |
| 49 | Acceptance | Use the “EMPCOUNT” command to display the number of existing empires | The command displayed the number “2” | Yes |
| 50 | Acceptance | Use the “ADD” command to append a province to an existing empire, using a valid empire ID and valid adjacent province ID | The province was taken by the empire with no costs applied | Yes |
| 51 | Edge Case | Use the “ADD” command to attempt to add a province to an existing empire that, while valid, has no adjacencies to the province | The province was not added, and an error message was displayed | Yes |
| 52 | Erroneous | Attempt to input an invalid empire ID to the “ADD” command | The command displayed an error message and did not change any data | Yes |
| 53 | Erroneous | Attempt to input a non-existent province ID to the “ADD” command | An error message was displayed and not data was modified | Yes |
| 54 | Erroneous | Attempt to input an ocean province ID to the “ADD” command | The province was not added to the empire and an error message was again displayed | Yes |
| 55 | Erroneous | Input unexpected values into the “ADD” command – an alphabetical input for the province ID in this case | An error message was displayed. Due to the programming of this system, it is assumed to work this way for all subsequent commands unless explicitly tested | Yes |
| 56 | Erroneous | Supply less parameters than required to the “ADD” command | An error message was displayed | Yes |
| 57 | Edge Case | Supply a correct empire ID and province ID to the “ADD” command but add additional parameters | The command was processed as usual, and the additional parameters were ignored. Once again this is assumed to be the case for all subsequent cases unless explicitly specified | Yes |
| 58 | Acceptance | Enter the “DEBUG” command and attempt to access the debug tab through the province viewer | The debug tab was appended to the province viewer tabs and when accessed could provide data such as empire IDs and province IDs | Yes |
| 59 | Acceptance | Enter the “ECOUPDATE” command to force a refresh of the economic system immediately | The economics data of the world was updated upon the submission of the command | Yes |
| 60 | Edge Case | Attempt to use the “ECOUPDATE” command while no empires exist on the map | The command passed and the routines for updating economics data occurred, however no data was changed due to the lack of empires | Yes |
| 61 | Acceptance | Use the “TECHUP” command with a valid empire ID and technology type to increment the technology of a nation | The specified technology, military, was incremented | Yes |
| 62 | Erroneous | Use an invalid technology name for the “TECHUP” command | An error message was printed to the console window and no technology update occurred | Yes |
| 63 | Erroneous | Use an invalid empire name for the “TECHUP” command | A distinct error message was printed to specify that the issue was due to the empire ID being invalid | Yes |
| 64 | Acceptance | Use the “SPAWNMIL” command to grant military power to all nations immediately | Nations gained their expected military power increase after the command was input | Yes |
| 65 | Edge Case | Use the “SPAWNMIL” command while no empires exist | The command was processed but nothing occurred as a result, due to the lack of empires | Yes |
| 66 | Acceptance | Use the “SPAWNREL” command to create a new religion on a specified valid province ID | A new religion, Donatist, was created on the specified province | Yes |
| 67 | Erroneous | Use the “SPAWNREL” command to create a new religion on an ocean province | The ocean province unexpectedly gained the religion. This would not usually be able to occur during simulation | No |
| 68 | Erroneous | Use the “SPAWNREL” command to attempt to spawn a new religion on a non-existent province ID | An error message was displayed, and no religion was spawned | Yes |
| 69 | Acceptance | Use the “GRANTREL” command to spread an existing religion to an adjacent province | The province was granted the religion | Yes |
| 70 | Acceptance | Use the “GRANTREL” command to spread a religion to a non-adjacent province. This should be possible as for actions like religion spreading a ruler must be able to spread religions to non-adjacent provinces | The province was granted the religion | Yes |
| 71 | Erroneous | Attempt to grant a province a religion using the “GRANTREL” command with an invalid religion ID – a religion that has not yet been formed. | An error message was displayed, and no religion was granted to the province | Yes |
| 72 | Erroneous | Attempt to grant an existing religion to a non-existent province using the “GRANTREL” command | An error message was displayed, and no changes were made | Yes |
| 73 | Acceptance | Use the “STATEREL” command to grant a nation a state religion, using a religion that exists within its borders. | The state religion of the nation was set as expected | Yes |
| 73 | Edge Case | Use the “STATEREL” command to set the state religion of a nation to one that is not present within the borders of the nation. | The state religion was changed. This would not occur during normal use of the simulation but can be used for testing the impacts of religious interactions | Somewhat |
| 74 | Erroneous | Use the “STATEREL” command to set the religion of a nation to a religion ID that is not occupied. | The state religion of the nation was not changed | Yes |
| 75 | Acceptance | Use the “COLONY” command to force a nation to create a new colony in an adjacent location with a cost that the nation can afford | A new colony was made and the military score cost of the colony was deducted from the military score count of the nation | Yes |
| 76 | Erroneous | Use the “COLONY” command to attempt to force a nation to make a colony on a non-adjacent location | An error message appeared, and the nation was unable to colonise the specified location | Yes |
| 77 | Erroneous | Use the “COLONY” command to make a nation colonise an adjacent province that they do not have the military power cost to afford. This should prevent the colony action. | An error message was displayed notifying the user that the nation in question could not afford the colony cost. No changes were made. | Yes |
| 78 | Acceptance | Use the “ATTACK” command on a province held by a war enemy. This should simulate a battle | A battle occurred, which the subject nation was successful in, causing them to gain the province | Yes |
| 79 | Acceptance | Once again use the “ATTACK” command on a province to simulate a battle, with the intention of demonstrating a loss for the subject nation. | The subject nation failed in the battle that occurred due to the command, and therefore took no land | Yes |
| 80 | Erroneous | Attempt to attack a province held by a nation to which the subject nation is not at war with. This should prevent the attack action from occurring | An error message was displayed in the console window and the nation did not simulate a battle nor gain any land | Yes |
| 81 | Acceptance | Use the “ADDMOD” command to add a new opinion modifier between two nations, with the parameters of 10 opinion bonus for 200 days | The modifier was applied between the nations, and checking their opinion records using the “CHECKOP” command confirmed the opinion change | Yes |
| 81 | Acceptance | Wait for the modifier from the previous test to expire and verify that the opinion has changed | While the opinion did not change exactly on the 200-day mark, upon the updating of the opinions it did remove the 10 bonus opinion | Yes |
| 82 | Edge Case | Add an “ADDMOD” modifier with a 0 opinion bonus | The opinion modifier was appended. This would not be possible in normal simulation usage and does not have any ill effects | Yes |
| 83 | Edge Case | Add an “ADDMOD” modifier with a 0 day timer | The modifier is successfully appended but upon the next opinion update is removed. | Yes |
| 84 | Edge Case | Add an “ADDMOD” modifier with a negative day timer | The modifier is once again appended, but is removed once the opinion update event is reached | Yes |
| 85 | Erroneous | Attempt to add a modifier through “ADDMOD” between nations that have no opinion of one-another. This should not be accepted | The modifier was not applied and an error message was printed in the console | Yes |
| 86 | Acceptance | Use the “CHECKOP” command to print the current opinion between two nations that have opinions of one another | The opinion value of each against the other was printed into the console | Yes |
| 87 | Erroneous | Use the “CHECKOP” command between two nations that have no opinion of each other | An error message specifying that one or more nation does not have an active opinion of the other is printed to console | Yes |
| 88 | Acceptance | Use the “ADDUNREST” command to increment the unrest in a province held by a nation by 10 | Unrest was added to the province as expected | Yes |
| 89 | Acceptance | Use the “ADDUNREST” command to increase the unrest in a province by a negative value. This should be accepted by the simulator | The unrest value was decreased as anticipated | Yes |
| 90 | Erroneous | Use the “ADDUNREST” command to modify unrest in a province not held by an empire | An error message was displayed in console notifying the user that the province is not currently owned. No unrest was added or removed from the province | Yes |
| 91 | Acceptance | Use the “FORCEACTION” on a nation with the parameter “per\_Colonize” to attempt to force a nation into taking the colonise action | The nation successfully colonised an adjacent province, and the appropriate cost was removed from their military power score. The personality value of the ruler towards the colonise action was also printed to the console | Yes |
| 92 | Acceptance | Once again use the “FORCEACTION” command with a “per\_Colonize” call, but on an empire with no military power. The nation should cancel the action due to insufficient power | The command was accepted but no colony was formed, as the nation cancelled the action automatically. | Yes |
| 93 | Erroneous | Use the “FORCEACTION” command with an invalid action name | An error was printed to the console, stating that the specified action name was invalid. No action was taken | Yes |
| 94 | Acceptance | Attempt to run the simulation for 100 virtual years | The simulation experienced no issues as the model simulated history. A number of small nations formed and spread. | Yes |
| 95 | Acceptance | Use the map modes panel and ensure that updates are made without having to refresh the map mode | The map was updated as the simulation progressed for all map modes. | Yes |
| 96 | Acceptance | Verify the province details panel updates over time, just as the map modes panel does | Each tab of the province viewer updated on a set interval, including the debug tab. | Yes |
| 97 | Acceptance | Press the “Details” button on the empire province viewer screen while a province owned by an empire to open the detailed empire view interface | The detailed empire view interface was loaded with data applicable to the nation that holds the land | Yes |
| 98 | Erroneous | Attempt to enter the detailed empire view interface while a province is selected that has no owner. The button should be inaccessible | The detailed empire view was not opened | Yes |
| 99 | Acceptance | Run the simulation while the detailed empire view is active to ensure that data is updated. | Data was updated in the detailed empire viewer at the same interval as the map modes and province viewer | Yes |
| 100 | Edge Case | Enter the detailed empire view and stay there until the selected empire is defeated and no longer exists. This should automatically close the interface to stop erroneous results | The interface was closed and no erroneous data was displayed | Yes |
| 101 | Edge Case | Open the empire viewer tab of the province viewer on a province that will soon be taken in a war. The details should update to reflect that of the new occupier | The empire viewer updated to show the details pertaining to the new conquering empire | Yes |
| 102 | Acceptance | Run the simulation until the year 500 | The simulation ran smoothly. Cultures began to populate with various nations and wars broke out. Some nations became large and broke apart due to revolts. | Yes |
| 103 | Acceptance | Run the simulation until the year 1000 | The simulation began to drop in performance due to the heavy number of nations that now populated the map. At this stage a subset of nations held the technological advantage over their peers | Yes |
| 104 | Acceptance | Run the simulation until the year 1500 | The simulation began to experience major performance problems, but not significant enough to render the simulation unusable. By this time most of the world had been conquered and technology had spread across the continent as more powerful nations expanded their territory into the former lands of weaker nations | Yes |
| 105 | Acceptance | Run the simulation until the year 2000 | The simulation decreased further in speed over time but was successful in making it to the year 2000. | Yes |
| 106 | Acceptance | Observe a natural colonisation action | A nation colonised a nearby province early on into a simulation, removing the appropriate military power and appending the land to their empire. The land in question was notable as it was a low-lands medium population high flora region, an optimum colonisation location. | Yes |
| 107 | Acceptance | Observe a natural technology development action | A nation incremented its technology, and its tech points level was set to the appropriate level. | Yes |
| 108 | Acceptance | Observe a natural technology learning action | A nation nearby to the aforementioned nation learned the technology developed by their peer | Yes |
| 109 | Acceptance | Observe a natural war break out | One nation declared war on another. | Yes |
| 110 | Acceptance | Observe a natural attack action succeed | The aforementioned nation launched an attack on a high value province and was successful | Yes |
| 111 | Acceptance | Observe a natural attack action fail | Due to the province being the only adjacent province between the two nations, the previous nation attempted an attack on a hill province and was repelled. | Yes |
| 112 | Acceptance | Observe a war end by one nation taking full control over the other | The previous mentioned war was ended when the attacking nation was overwhelmed by the defender. Peace was not made until the aggressor was completely removed from the map | Yes |
| 113 | Acceptance | Observe a war end via peace treaty | A later war in the same simulation entered a stalemate in which both sides kept taking control of a single location. After a number of years of this the war was ended through a peace treaty. | Yes |
| 114 | Acceptance | Observe a colonise action be averted through diplomacy. This requires adding a console writeline command to display when an action is cancelled for this reason | Though it took a long time, a nation eventually was seen cancelling the colonise action due to diplomatic concerns | Yes |
| 115 | Acceptance | Observe a rebellion form | A nation generated a rebellious group in a region that had been fought over frequently | Yes |
| 116 | Acceptance | Observe a rebellion be suppressed | Said nation attempted the rebel suppression action and was successful, removing the province from the rebel group | Yes |
| 117 | Acceptance | Observe a rebellion attempt to be suppressed, but fail | Later attempts by the same nation ended with failure as the nation was unable to suppress revolts | Yes |
| 118 | Acceptance | Observe a revolutionary rebel group attack their empire and succeed. | The previous revolution ended with the revolutionary rebel group overthrowing their ruler – installing a new ruler of the same dynasty (though this is not guaranteed to occur). Unrest increased across the nation | Yes |
| 119 | Acceptance | Observe a revolutionary rebel group attack their empire and fail | In a different simulation, a nation successfully defended against revolutionary rebels – reducing unrest across the empire | Yes |
| 120 | Acceptance | Observe a separatist movement declare independence from their empire | A separatist movement was seen declaring independence, forming a new nation and declaring war. In this instance the nation was seen to have taken the same name and colour as the empire it was rebelling against. This was changed to ensure nations do not form with a name already taken by an existing empire | Somewhat |
| 121 | Acceptance | Observe a cultural rebel group declare independence | A culture rebel group was seen accruing provinces in their culture group and declaring war. In this instance the rebel group was able to make peace with the former empire, and ceded all provinces not of the appropriate culture | Yes |
| 122 | Acceptance | Observe a religious rebel group declare independence | Much like the cultural rebellion, a religious rebel group could be seen fighting against their former oppressors. In this instance they lost the war. | Yes |
| 123 | Erroneous | Attempt to use the “COLONY” command to apply land to a nation that has been defeated. This should not be permitted. | An error message was displayed as the nation does not exist, and no changes were made. | Yes |