Test Case ID		TC_01	Test Case Descripti	ion	Test download	ing game				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested		04/30/2019		Test Case (Pass/Fa	il/Not Executed)	Pass	
S#	Prerequisites:				S #	Test Data Requiren	nent			
1	Player is connec	ted to internet			1	Reached Design	nated Download Li	ink		
2	System requirement is met				2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / So	uspended
			·							·
1	User navigates t	o game repository	option to downlo	ad the game is						
2	User clicks on de	ownload	download start							
3	User runs the ga	me on laptop	game is running							

Test Case ID		TC_02	Test Case Descrip	tion	Testing view us	ser manual				
Created By		Sovathana	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested		04/30/2019		Test Case (Pass/Fa	il/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Require	ment			
1	Player is conne	cted to internet			1					
2	Game has been	n launched			2					
3					3					
4					4					
Test Conditions										
Step #		Step Details	Expect	ted Results		Actual Results		Pass / I	Fail / Not executed / S	Suspended
1	Player clicks or	ı 'Help'	User Manual is	opened	User Manual o	pens through Elect	tron PDF	Pass		
2	Player clicks cl		Maunual is close		User Manual cl	oses		Pass		
<u> </u>										

Test Case ID		TC_03	Test Case Descript	ion	Test creating a	game function				
Created By		Sovathana	Reviewed By				Version			1.0
QA Tester's Log										
Tester's Name		Sadiq	Date Tested		04/30/2019		Test Case (Pass/F	Fail/Not Executed)	Pass	
		1 1 1 1			04/30/2019				1 433	
S#	Prerequisites:				S#	Test Data Require	ment			
1	Player is connec	cted to internet			1					
2	Game is connec				2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / I	Fail / Not executed / S	uspended
1	Click on 'Create	Game' button	Taken to create	game page	Game Page is	displayed		Pass		
1										

Test Case ID		TC_04	Test Case Descript	ion	Testing enter	game name				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
ester's Name		Sadiq Sarwar	Date Tested		05/02/2019		Test Case (Pass/Fa	ail/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Require	ment			
1	No game is cur	rently in session			1	Game Name =	'Test Game'			
2	A player is host				2					
3					3					
4					4					
est Conditions										
Step#	\$	Step Details	Expect	ed Results		Actual Results		Pass /	Fail / Not executed / S	uspended
1	Host enters the	name for the game	New name is sa session	ved for the game	Game name is	s taken and saved		Pass		

Test Case ID		TC_05	Test Case Descript	ion	Enter Game De	scription						
Created By		Ellen	Reviewed By				Version			1		
QA Tester's Log												
Tester's Name		On the Onne	Bata Tanta d				T 1 O (D 15-	What Forestand				
lester's Name		Sadiq Sarwar	Date Tested		05/02/2019		Test Case (Pass/Fa	III/Not Executed)	Pass			
S#	Prerequisites:				S#	Test Data Requirer	ment					
1	Host has create	d a new game			1	Game Description	on = 'Test Game'					
2		<del>-</del>			2							
3					3							
4					4							
Test Conditions												
Step#	Step	Details	Expect	ed Results		Actual Results		Pass / F	ail / Not executed / S	uspended		
1	Player enters the	e description for	New description game session	is saved for the	Game Description	on is taken and sa	aved	Passed				

Test Case ID		TC_06	Test Case Descrip	tion	Set Adjucation	n Period				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested		05/02/2019		Test Case (Pass/Fa	nil/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Require	ment			
1	Host has create	ed a game session			1	Adjudication Pe	riod = '15 Minutes'	1		
2					2					
3					3					
4					4					
Test Conditions										
Step #	5	Step Details	Expect	ed Results		Actual Results		Pass /	Fail / Not executed / S	uspended
1	Host enters a p	eriod	The period is sa	ved by the session	Adjudication F	Period is taken and	saved	Pass		

Test Case ID		TC_07	Test Case Descripti	ion	Testing join gar	ne as player				
Created By		Sovathana	Reviewed By				Version			
A Tester's Log										
ster's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/F	ail/Not Executed)	Pass	
						03/02/2013	,	<u> </u>	1 433	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	Player is connec	ted to the internet	į		1	Username = 'pla	yer2'			
2	Game is connected to the server			2	+	Game ID = '12345'				
3					3					
4					4					
est Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / F	Fail / Not executed / S	uspended
1	Click 'Join Game	e'	Open to Join Ga	me Page	Joining game pa	age is opened		Pass		
2	Enter username		Username is say		Username is tal			Pass		
3	Enter host IP ad	dress	Host IP Address	is saved	Host IP Address	s is taken and save	ed	Pass		
4	User clicks subn	nit	Game lobby is o	pened	Game lobby is	opened		Pass		

Test Case ID		TC_08	Test Case Descripti	ion	Testing join gam	e as spectator				
Created By		Sovathana	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	ail/Not Executed)	/ <mark>/Not Executed)</mark> Fail	
S #	Prerequisites:				S#	Test Data Requirem	nent			
1	A game is create	ed			1					
2	The game has n	ot started yet			2					
3	Player is not hos	sting the game			3					
4	Game room has	at least 7 players			4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / So	uspended
1	User join a game	e via game ID	User is in the ga	me room	Joining game pa	ge is opened		Pass		
2			Uses becomes s	pectator of the						
	User click on 'sp	ectater' option	game when the	game start	Spectator Option	is unavailable		Fail		

Test Case ID		TC_09	Test Case Description	on	Login							
Created By		Ellen	Reviewed By				Version			1		
QA Tester's Log												
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Fail			
S# F	Prerequisites:				S#	Test Data Requirem	ent					
	Application has fi	nished starting up	ρ		1	Username = "pla	yer1"					
2					2	Game ID = "1234	2345"					
3					3							
4					4							
Test Conditions												
Step #	Step D	etails	Expected	l Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended		
1 1	User clicks host of	or join game		44								
	Occi oliono rioci (	or join game	User is prompted username	to enter a	Username is tak	en and saved		Pass				
2 (	Username is alre	ady in use	Prompt to enter a	different name	Game accepts sa	ame name that is	already in use	Fail				
3			Assign a color an	d country when								
			user connects to	the game.								
	Username is ava	ilable	Display game ele rules	ments and basic	User is assgined	Iser is assgined to a country and color Pass						
					<u> </u>	, , , , ,						

Test Case ID		TC_10	Test Case Descrip	tion	Start Game						
Created By		Ellen	Reviewed By				Version				
QA Tester's Log											
Tester's Name		Sadiq Sarwar	Date Tested			0.7/0.0/0.00	Test Coss (Base/Fr	sil/Not Evecuted)			
rester's Name		Sauly Salwai	Date Tested			05/02/2019	Test Case (Pass/Fa	all/Not Executed)	Pass		
S#	Prerequisites:				S#	Test Data Requirem	nent				
1	A game is being	hosted			1						
2	No one is yet pla				2						
3					3						
4					4						
Test Conditions											
Step#	Step	Details	Expect	ed Results		Actual Results		Pass / F	fail / Not executed / S	uspended	
	Host clicks start	game	The host and co are assigned co first spring begin	onnected players untries and the ns	All players are to	aken to the main g country.	ame page and	Pass			

Test Case ID		TC_11	Test Case Descripti	on	User Interface	/ User Display				
Created By		Vishant	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	ail/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	User has genera	ated a player nam	е		1	Username = "pla	ıyer1"			
2	User has sucessfully joined a game				2	Game ID = "1234	45"			
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / I	Fail / Not executed / S	uspended
1	Confirm choice t	o join a game	User should have displaying the manavailable actions	ap, legend, and	Usernames th	at were saved are d	isplayed	Pass		

Test Case ID		TC_12	Test Case Descript	ion	Test assign pov	vers				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	Game is started				1	Test Data Requirem				
2					2	+				
3	All players are ir	i the game			3					
4					4					
·										
Test Conditions										
Step #	Step	Details	Expecto	ed Results		Actual Results		Pass / F	Fail / Not executed / So	uspended
1	Game start		Players are in th	e game	All players are t	aken to the game	page	Pass		
2	System randoml player a power	y assign each		ned to each player				Pass		

Test Case ID		TC_013	Test Case Descripti	ion	Change to Sprin	g season				
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
S#	Prerequisites:				S #	Test Data Requirem	ent			
1	Winter Season is	s ended.			1					
2	Gain Troops pha	se is complete in	Winter		2					
3	All players selec	ted end turn			3					
4					4					
Test Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Choose unit to b	uild	New units are bu	ıilt	No options are p	resented for unit t	ouilding	Fail		
2	Retreat or disbar	nd unit	units are retreate	ed or disbanded	Units do not rest	reat/disband		Fail		
3	At least one play end turn	er doesn't select	The turn continue		Game continues	until all players e	nd their turn	Pass		
4	All players selec	t end turn	Changes to Sprir	ng	No season chan	ge is displayed		Fail		

Test Case ID		TC_014	Test Case Descript	ion	Change to Fall	l season				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/	Fail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	Spring Season i	s ended.			1					
2	All orders in spri	ng are resolved			2					
3	All players selec	All players selected end turn			3					
					4					
Test Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass /	Fail / Not executed /	Suspended
1	Resolves orders	<u> </u>	All orders are re	solved	No resolve ord	ler options are prese	ented	Fail		
2	At least one play	er doesn't select	The turn continu		Game continue	es until all players e	nd their turn	Pass		
3	All players selec	t end turn	Changes to Fall			ange is displayed		Pass		

Test Case ID		TC_015	Test Case Descript	ion	Change to Wir	iter season				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
ester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/	Fail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	Fall season is er	nded.			1					
2	All orders in Fall	are resolved			2					
3	All players selec	All players selected end turn			3					
					4					
est Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass /	Fail / Not executed / S	Suspended
1	Resolves orders	;	All orders are re	solved	No option to re	solve orders are dis	splayed	Fail		
2	At least one play end turn	er doesn't select	The turn continu doesn't change i		Game continue	es until all players e	nd their turn	Pass		
3	All players selec	t end turn	Changes to Win			ange is displayed		Fail		

Test Case ID		TC_16	Test Case Descript	ion	Testing advance	e year				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
S#	Prerequisites:				S #	Test Data Requirem	ent			
1	Players finished	building or disbandir	ng units		1					
2	The Winter seas	on has ended			2					
3				3						
4					4					
Test Conditions										
Step #	St	tep Details	Expect	ed Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Players disband	/build units	units are disban	ded/built	No option to res	olve orders are dis	played	Fail		
2	Players submit their orders Winter is ended Game moved to new season A year is advanced			No season char	nge is displayed		Fail			
3			ced	No year change	is displayed		Fail			

Test Case ID		TC_17	Test Case Descripti	ion	Testing start ch	at with a single pla	yer function			
Created By		Sovathana  Sovathana  Review  Sadiq Sarwar  Date To  rerequisites:  Same is in session  flore than one users are in the game  Step Details  Player click on chat button list of	Reviewed By				Version			
A Tester's Log										
ester's Name		Codia Convos	Date Tested			0.7/0.0/0.0 4.0	Test Case (Base)	Fail/Not Executed)	- "	
ster's Name		Sauly Salwai	Date Tested			05/02/2019	Test Case (Pass/	-all/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	ent			
1	-	ion			1					
2	+		me		2					
3					3					
4					4					
est Conditions										
Step #	Step	Details	Expected	d Results		Actual Results		Pass / F	Fail / Not executed / S	uspended
1	Player click on c	hat button	list of players is s	shown	No players are	shown in chat list		Fail		
2			chat window to the		Nothing can be			Fail		

Test Case ID		TC_18	Test Case Descript	ion	View Chat with	a Single Other Play	yer			
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
0.11	1				0.0		<u> </u>			
S #	Prerequisites:				S#	Test Data Requirem	nent			
1	User has receive someone	ed a private mess	age from		1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	User clicks chat	option	Shows public ch	at and user list	No players are	shown in chat list		Fail		
2	I la an aliaka an a		Shows individua	I chat between	No shot mossos	b	diamiawad	Fail		
	User clicks on a	user	the two players		ino chat messag	ges can be sent or	uispiayeu	rail		

Test Case ID		TC_19	Test Case Descripti	on	Testing send ch	at with a single pla	yer function			
Created By		Sovathana	Reviewed By				Version			
A Tester's Log										
ster's Name		Sadiq Sarwar	Date Tested	I		05/02/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail	
S #	Prerequisites:				S #	Test Data Requirem				
1	Game is in sess	ion			1	Message = "Hell	0"			
2	User have alrea	dy opened the wir	ndow chat		2					
3	• • •				3					
4					4					
st Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	player click on c	hat button	player can type i	n message	typed message	is taken and saved	i	Pass		
2			chat is sent to th			not send and produ		Fail		

Test Case ID		TC_20	Test Case Descripti	ion	Spectator Views	s Chat				
Created By		Ellen	Reviewed By				Version	Fail/Not Executed)  Pass / Fail / Not executed		
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/F	ase (Pass/Fail/Not Executed)		
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	User is a specta	tor in a game			1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Spectator clicks	the chat option	Public chat is dis	played	Spectator is una	able to join game		Fail		

Test Case ID		TC_21	Test Case Descripti	on	Testing view cha	at with all players f	unction			
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Requirem	ent			
1	Game is in sessi	on			1					
2	User is in the gar	me			2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	ıspended
1	player click on cl	nat button	different options	are shown	Chat box opene	d		Pass		
2	player click on ge	eneral chat pane	general chatroon	n is displayed	General chat bo	x is displayed		Pass		
				<u> </u>		·	<u> </u>			<u> </u>

est Case ID		TC_22	Test Case Descripti	ion	Testing send ch	at to all players fur	nction			
reated By		Sovathana	Reviewed By				Version			
A Tester's Log										
ster's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/F	ail/Not Executed)	Fail	
S#	Prerequisites:				S #	Test Data Requirem	nent			
1	Game is in sess	ion			1	Message = "Hell	o"			
2	User is in the ga	me			2					
3	User is in the general chatroom				3					
4	User is in the general chatroom				4					
st Conditions										
Step#	Step	Details	Expected	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	player clicks on	chat button	player can type i	n message	Entered messag	ge is taken and sav	/ed	Pass		
2	click on send ch	click on send chat chat chat is sent to the			Message is not	sent and an error i	s produced	Fail		

Test Case ID		TC_23	Test Case Descript	ion	Test reorder the	e move				
Created By		Sovathana	Reviewed By				Version			
A Tester's Log										
ester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/F	ail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	Player order a u	nit to move or hold	t		1					
2	Not all players h	ave submitted the	orders		2					
3					3					
4					4					
est Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / F	Fail / Not executed / S	Suspended
1	Player clicks on order	a province to	the unit is order	to move or hold	Command is tal	ken and saved		Pass		
2	Player clicks on	another province	the previous ord	er is cancelled	Old command is	s not overwritten		Fail		
3	Player makes ne	ew order	the order is give		New command	it not implemented		Fail		

Created By   Ellen   Reviewed By   Jason Nguyen   Version	Test Case ID		TC_24	Test Case Descript	ion	Move unit					
Tester's Name Sadiq Sarwar Date Tested S# Prerequisites: S# Test Data Requirement  1 Player has an army or fleet available 2 2 3 3 3 3 3 3 4 4 5 4 5 5 5 5 5 5 5 5 5 5	Created By		Ellen	Reviewed By		Jason Nguyen		Version			1
Tester's Name  Sadiq Sanwar  Date Tested  S# Prerequisites:  S# Test Data Requirement  1 Player has an army or fleet available  2 2  3 3  4 4  Test Conditions  Step # Step Details  Expected Results  Actual Results  Pass / Fail / Not executed / Suspen  1 User selects area the unit is in and then clicks move button  1 User selects an adjacent area to move to  The unit is selected  User specified province is selected  Pass  The movement is valid  The unit moves at the turn end  Move order is validated  Pass											
S# Prerequisites:  1 Player has an army or fleet available  2 2  3 3  4 4  Test Conditions  Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspen  1 User selects area the unit is in and then clicks move button The unit is selected  2 User selects an adjacent area to move to The area is selected  3 The movement is valid The unit moves at the turn end Move order is validated  Pass	QA Tester's Log										
1 Player has an army or fleet available 2 2 3 3 4 4  Test Conditions  Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspen  1 User selects area the unit is in and then clicks move button 2 User selects an adjacent area to move to 3 The movement is valid The unit moves at the turn end Move order is validated Pass	Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
1 Player has an army or fleet available 2 2 3 3 4 4  Test Conditions  Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspen  1 User selects area the unit is in and then clicks move button 2 User selects an adjacent area to move to 3 The movement is valid The unit moves at the turn end Move order is validated Pass	9#	Proroquisitos:				S #	Tost Data Poquiron	nont			
2 3 4 Test Conditions  Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspen  1 User selects area the unit is in and then clicks move button  2 User selects an adjacent area to move to  3 The movement is valid The unit moves at the turn end Move order is validated  Pass		•	man and an all all all all all all all all all	hl-			rest Data Requirem	ient			
3 4  Test Conditions  Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspen  1 User selects area the unit is in and then clicks move button  2 User selects an adjacent area to move to  The area is selected  User specified province is selected  User specified target province is selected  Pass  The movement is valid The unit moves at the turn end Move order is validated  Pass		Player has an ar	my or neet availai	bie							
4  Test Conditions  Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspen  1 User selects area the unit is in and then clicks move button The unit is selected User specified province is selected Pass  2 User selects an adjacent area to move to The area is selected User specified target province is selected Pass  3 The movement is valid The unit moves at the turn end Move order is validated Pass											
Test Conditions  Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspendent of the unit is in and then clicks move button  User selects area the unit is in and then clicks move button  User selects an adjacent area to move to  The area is selected User specified target province is selected Pass  The movement is valid The unit moves at the turn end Move order is validated Pass											
Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspended Pass  1 User selects area the unit is in and then clicks move button The unit is selected User specified province is selected Pass  2 User selects an adjacent area to move to The area is selected User specified target province is selected Pass  3 The movement is valid The unit moves at the turn end Move order is validated Pass	4					4					
Step # Step Details Expected Results Actual Results Pass / Fail / Not executed / Suspended Pass  1 User selects area the unit is in and then clicks move button The unit is selected User specified province is selected Pass  2 User selects an adjacent area to move to The area is selected User specified target province is selected Pass  3 The movement is valid The unit moves at the turn end Move order is validated Pass	Test Conditions										
1 User selects area the unit is in and then clicks move button The unit is selected User specified province is selected Pass 2 User selects an adjacent area to move to The area is selected User specified target province is selected Pass 3 The movement is valid The unit moves at the turn end Move order is validated Pass											
2 User selects an adjacent area to move to The unit is selected User specified province is selected Pass 3 The movement is valid The unit moves at the turn end Move order is validated Pass	Step#	Step	Details	Expecte	d Results		Actual Results	1	Pass / Fa	ail / Not executed / So	uspended
The area is selected  User specified target province is selected  Pass  The movement is valid  The unit moves at the turn end  Move order is validated  Pass	1			The unit is selec	ted	User specified p	rovince is selected	d	Pass		
The movement is valid. The unit moves at the turn and move order is validated.	2		adjacent area to	The area is sele	cted	User specified to	arget province is s	elected	Pass		
4 The area is already occupied The unit holds Occupied province contains 2 powers Fail	3	The movement i	s valid	The unit moves	at the turn end	Move order is va	alidated		Pass		
The state of the s	4	The area is alrea	ady occupied	The unit holds		Occupied proving	nce contains 2 pow	/ers	Fail		
5 Army is ordered into water The army holds Army is moved into water Fail	5	Army is ordered	into water	The army holds		Army is moved i	nto water		Fail		
6 Fleet is ordered inland The fleet holds Fleet is moved inland Fail	6	Fleet is ordered	inland	The fleet holds		Fleet is moved i	nland		Fail		

Test Case ID		TC_25	Test Case Descripti	ion	Multiple Units O	ccupy Same Provi	nce			
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	ail/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	-	nite ordered into t	he same province		1	Tool Date Hoquiton				
2	Timee of more u	into ordered into the	ne same province		2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / So	uspended
1	All units and defe	ender(if any) igth	No unit moves		No units are allo	wed to move		Pass		
2	One unit has gre than all others	eater strength	The unit enters t	he province	Unit with greater	strength wins		Pass		
3	Some units have than orders but t	e greater strength ie other(s)	No unit moves		No units are allo	wed to move		Pass		

Test Case ID		TC_26	Test Case Descripti	on	Exchange Place	s via Convoy				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Pass	
S#	Prerequisites:				S#	Test Data Requirem	ent			
1	Armies are order	ed into each othe	rs' provinces		1					
2	Both movements	are via convoy			2					
3	,			3						
4					4					
Test Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	spended
1	Prereqs are met		The units swap p	laces	Units exhange p	laces		Pass		
2	Both owned by o	pposing countries	Swap works any	way	Units exhange p	laces		Pass		

	TC_27	Test Case Descrip	tion	Testing dislodg	ed unit causes star	ndoff			
	Sovathana	Reviewed By				Version			
	Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail	
Prerequisites:				S#	Test Data Requirem	ient			
A unit is dislodg	ed			1					
				2					
				3					
		I		4					
s	Step Details	Expect	ed Results		Actual Results		Pass / F	Fail / Not executed / S	uspended
a unit dislodges	another unit	attacked unit is	dislodged	Units occupy th	e same province		Fail		
turn ended		move to next se	ason	No season is d	isplayed		Fail		
two or more uni	ts with equal strength province as disloded unit	None of the unit	s can move	Units occupy th	e same province		Fail		
	A unit is dislodg	Sovathana Sovathana Sadiq Sarwar  Prerequisites: A unit is dislodged  Step Details a unit dislodges another unit turn ended	Sovathana  Reviewed By  Sadiq Sarwar  Date Tested  Prerequisites:  A unit is dislodged  Step Details  Expect  a unit dislodges another unit  turn ended  move to next se	Sovathana  Reviewed By  Sadiq Sarwar  Date Tested  Prerequisites:  A unit is dislodged  Step Details  Expected Results  a unit dislodges another unit  attacked unit is dislodged  turn ended  move to next season	Sovathana  Reviewed By  Sadiq Sarwar  Date Tested  Prerequisites:  A unit is dislodged  1  2  3  4  Step Details  Expected Results  a unit dislodges another unit  turn ended  Reviewed By  Date Tested  Units occupy the turn ended	Sovathana  Reviewed By  Sadiq Sarwar  Date Tested  05/02/2019  Prerequisites:  A unit is dislodged  1  2  3  4  Step Details  Expected Results  Actual Results  a unit dislodges another unit  attacked unit is dislodged  Units occupy the same province turn ended  move to next season  No season is displayed	Sovathana  Reviewed By  Version  Sadiq Sarwar  Date Tested  05/02/2019  Test Case (Pass/Fell Prerequisites:  A unit is dislodged  1 2 3 4  Step Details  Expected Results  Actual Results  Actual Results  a unit dislodges another unit  turn ended  Units occupy the same province  turn ended  No season is displayed	Sovathana Reviewed By Version  Sadiq Sarwar Date Tested 05/02/2019 Test Case (Pass/Fail/Not Executed)  Prerequisites: A unit is dislodged 1 2 3 4  Step Details Expected Results Actual Results Pass / Fail  turn ended move to next season No season is displayed Fail	Sovathana  Reviewed By  Sadiq Sarwar  Date Tested  05/02/2019  Test Case (Pass/Fail/Not Executed) Fail  Prerequisites:  A unit is dislodged  1 2 3 3 4  Step Details  Expected Results  Actual Results  Pass / Fail / Not executed / S  a unit dislodges another unit  attacked unit is dislodged  Units occupy the same province Fail  turn ended  No season No season is displayed  Fail

Test Case ID		TC_28	Test Case Descripti	on	Unit Rotation					
Created By		Ellen	Reviewed By				Version			
A Tester's Log										
ster's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/F	ail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	ont			
1					1	Test Data Requiren	ient			
2			ach other's areas		2					
3	There are no dire				3					
4	No attacks occu	I			4					
					7					
est Conditions										
Step #	Step	Details	Expected	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	There is a swap	or attack	None of the invo	ved units move	Units still swap			Fail		

Test Case ID		TC_29	Test Case Descript	ion	Testing attackin	g own unit				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log	'									
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
						00,02,2010	•		T GII	
S#	Prerequisites:	1	1		S#	Test Data Requirem	nent			
1	Player is in-gam	e			1					
2	Player attempts	to make attack or	der		2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Player selects or	wn unit	the unit is ready	to take order	User selected p	rovince is saved		Pass		
2	Player submit a attacks its own u		Player is notified after orders are		Specified unit is	moved to target u	nit	Fail		
3	Unit attacks it's	own convoy	Convoy continue	es		moved to target u		Fail		
4	Unit attacks it's		Support isn't cut		+ -	moved to target u		Fail		

Test Case ID		TC_30	Test Case Descript	ion	User makes a	move order for arm	y or fleet into a r	non-adjacent provi	nce	
reated By		Ellen	Reviewed By				Version			
A Tester's Log										
ster's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/I	Fail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	Player owns a u	nit to order			1					
2					2					
3					3					
4					4					
est Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass /	Fail / Not executed / S	uspended
1	Unit moved to no province	on-adjacent	Unit holds instea	ad	Unit is moved	to non-adjacent pro	vince	Fail		
2	Unit is convoyed province	d to non-adjacent	If valid, unit atter	mpts to move via	Unit is moved	to non-adjacent pro	vince	Fail		

Test Case ID		TC_31	Test Case Descrip	tion	User makes a	move order for arm	y into water pro	vince		
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/	Fail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	Player owns an	army unit			1					
2					2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expect	ed Results		Actual Results		Pass /	Fail / Not executed / S	uspended
1	Army unit is ord	ered into water	Unit holds inste	ad	Unit is moved	into water province		Fail		
2	Army unit is con province	voyed into water	Unit holds inste	ad	Unit is moved	into water province		Fail		

Test Case ID		TC_32	Test Case Descript	ion	User makes a m	ove order for fleet	into an inland pro	ovince		
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/02/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
S #	Prerequisites:				S #	Test Data Requirem	ent			
1	Player owns a fle	eet to order			1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / So	uspended
1	Fleet moves into	inland province	Unit holds instea	ıd	Unit is moved to	inland province		Fail		
2	Fleet moves into	coastland	Fleet is allowed	to move to it	Unit is allowed to	o move into coastl	and province	Pass		

Test Case ID		TC_33	Test Case Descript	ion	Testing move to	occupied province	е			
Created By		Sovathana	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	User has an arm	y or fleet			1					
2	It is Spring or Fa	III season			2					
3					3					
4					4					
<u>Test Conditions</u>										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / So	uspended
1	User click on a u	ınit	a unit is ready to	take order	Used specified u	ınit is selected		Pass		
2	User order the u province		The order is sub		Order is taken a			Pass		
3	Unit in occupied bigger support	province has	The order failed		Order is accepte	ed		Fail		
4	Unit in occupied weaker support	province has	The order succe	eded	Order is accepte	ed		Fail		

Test Case ID		TC_34	Test Case Descript	ion	Support an Atta	ack				
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/F	ail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	Supporting unit	adjacent to attack	ed province		1					
2	1	•			2					
3					3					
4					4		I			
<u>Test Conditions</u>										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / F	Fail / Not executed / S	uspended
1	Unit supports ar	nother unit	Supported unit g	ains strength for	Strength is cald	culated		Pass		
2	Supporting unit unit other than the	is attacked by a he attacked unit	Support is cut, s taken away	trength bonus	Support is still	added and is not cu	ıt	Fail		

Test Case ID		TC_35	Test Case Descript	ion	Test compare st	trength				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	A unit attack and support	other unit of equal	strength and		1					
2	the order is a leg	gal move			2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	ed Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	A unit is order to unit of equal stre	attack another	the order is made	e	Order is made			Pass		
2	Player submitted	the order	the order is subn	nitted	Order is taken a	nd saved		Pass		
3	Both sides have	equal strength	the attack failed		Attack strengths	are not compared	i	Fail		
4	One side has gre	eater strength	the greater stren	gth win	Attack strengths	are not compared	1	Fail		

Test Case ID		TC_36	Test Case Descript	ion	Seize Supply	Center				
reated By		Ellen	Reviewed By				Version			
A Tester's Log										
ster's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pas	s/Fail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	Unit holds on an	unowned or fore	ign-owned SC		1					
2	Fall season is e	nding			2					
3					3					
4					4		1			
est Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass /	Fail / Not executed /	Suspended
1	Season change	d to Winter	The country seiz	zes the SC, numb	e Season not in	nplemented		Fail		
2	Unit already own		No change		Season not in			Fail		
3	SC s unoccupie		SC remains in o country	wnership of	Season not in			Fail		

Test Case ID		TC_37	Test Case Descripti	ion	Gain Troops					
Created By		Ellen B.	Reviewed By				Version			,
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail	
0."					0.0		<u> </u>			
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	The season is w	inter			1					
2		is more supply cei			2					
3	Country's origina at least one	al supply centers a	ire unoccupied,		3					
4	Fleets must be b	uilt on coasts			4					
Test Conditions										
Step#	Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / So	uspended
	Player selects ar	n army unit	Army is created		Gaining Troops	not implemented		Fail		
	Player selects a	fleet unit	Fleet is created		Gaining Troops	not implemented		Fail		
	Player creates m they own supply	nore units than centers	Only units up to supply centers a skipping some or	re created,	Gaining Troops	not implemented		Fail		
	Player selects fle	eet on inland SC	No unit is create	d	Gaining Troops	not implemented		Fail		

Test Case ID		TC_38	Test Case Descripti	ion	Resolve Orders						
Created By		Ellen	Reviewed By				Version			1	
QA Tester's Log											
Tester's Name		Saidq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail		
S#	Prerequisites:				S#	Test Data Requiren	nent				
1	All players have	submitted orders,	ending the turn		1						
2					2						
3					3						
4					4						
Test Conditions											
Step#	Step I	Details	Expected	d Results		Actual Results	,	Pass / Fa	ail / Not executed / Su	spended	
1			The affected unit	t(a) holds, the							
·			The affected unit order is highlight	ed and its failure							
	An order is invali	id	reason displayed	d	Orders cannot be	e resolved		Fail			
2	An order is valid		The order is carr updated	ied out, map	Orders cannot be	e resolved		Fail			
3	An attack order i	s successful	Attacked unit is t disband	old to retreat or	Orders cannot be	e resolved		Fail			

Test Case ID		TC_39	Test Case Descripti	ion	Retreat						
Created By		Ellen	Reviewed By				Version			1	
QA Tester's Log											
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail		
S#	Prerequisites:				S#	Test Data Requirem	nent				
1	-	d by an enemy wit	h greater nower		1						
2	7 driit is attacket	a by an enemy wit	ii gicatei powei		2						
3					3						
4					4						
Test Conditions											
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended	
1	The unit moves i	n a valid manner	The retreat takes the next turn star	s place before rts	Retreat not imple	emented		Fail			
2	Fleet is ordered	to an inland area	The player must retreat	select a different	Retreat not imple	emented		Fail			
3	Army is ordered	into water	The player must	select again	Retreat not imple	emented		Fail			
4	Unit is convoyed		The player must	select again	Retreat not imple	emented		Fail			
5	There are no ava	ailable areas to	The unit is destro	oyed	Retreat not imple	emented		Fail			

Test Case ID		TC_40	Test Case Descripti	on	Units retreat to the	ne same province				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
S #	Prerequisites:				S#	Test Data Requirem	nent			
1	Two units are dis	slodged			1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended
	Units ordered to	retreat to same	Both units disbar	nd regardless of	Detroot not imple	amantad		Fail		
1	province		ownership or stre	engui	Retreat not imple	emented		raii		

Test Case ID		TC_41	Test Case Descript	ion	Disband Units					
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/F	ail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	Unit is attacked	by an enemy with	greater power		1					
2	There are no ad	jacent areas to ret	treat to		2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / F	Fail / Not executed / S	Suspended
1	Unit is attacked retreat	and cannot	The unit is remorgame autmoatication	ved from the ally	Disbandment n	ot implemented		Fail		

est Case ID		TC_42	Test Case Descripti	on	Civil Disorder					
eated By		Ellen	Reviewed By				Version			
Tester's Log										
ster's Name		0-4-0	Date Tested			0=10=10010	Test Case (Pass/F	cil/Not Evecuted		
ster's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/F	all/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	ent			
1	Player leaves the	e game early			1					
2		n't submit orders b	y end of turn		2					
3			-		3					
4					4					
st Conditions										
Step#	Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Country enters of	ivil disorder	Session marks c	ountry as such	Civil Disorder n	ot implemented		Fail		
2	All units hold in p		No supports or n		Disbandment n			Fail		
3	Unit is attacked		Disbands instead	d of dislodges	Disbandment n	ot implemented		Fail		

Test Case ID		TC_43	Test Case Descript	ion	Civil Disorder Di	sbandment				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
0.11					0.0		<u> </u>			
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	Country is in sta				1					
2	Country loses su units > number of	Country loses supply center, bringing number of units > number of SC's owned			2					
3					3					
4					4					
Test Conditions										
Step#	Step I	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Prereqs met		Unit furthest fron disbands	n home country	Disbandment no	t implemented		Fail		
2	Two or more uni	ts are equidistant	Fleet is disbande	ed first	Disbandment no	t implemented		Fail		
3	Two or more equ	uidistant units are	Disbanded base order of province		Disbandment no	t implemented		Fail		
4	All equidistant ununit type	nits are of one	Disbanded base order of province	d on alphabetical names	Disbandment no	t implemented		Fail		

Test Case ID		TC_44	Test Case Descript	ion	Hold					
reated By		Ellen	Reviewed By				Version			
Tester's Log										
ster's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/F	ail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1		ed or told to take	alternate action		1	rest Data Requirem	ient			
2	Officis flot order	ed of told to take a	alternate action		2					
3					3					
4					4					
st Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	Fail / Not executed / S	uspended
	The unit is not o	rdered	The unit holds in	place	Hold is not defau	ulted		Fail		
	The unit is order	ed to hold	The unit holds in		Unit Holds in pla	ice		Pass		
	Unit is attacked greater power	by enemy of	The unit is dislocated retreat	lged and must	Attacker and uni	t hold same provir	nce	Fail		
	Unit is attacked by an enemy of lesser or equal power The unit holds		The unit holds in	place	Unit Holds in pla	ice		Pass		

Test Case ID		TC_45	Test Case Descript	ion	Support an Attac	k				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested	1		05/05/2019	Test Case (Pass/F	ail/Not Executed)	Fail	
S#	Prerequisites:				S#	Test Data Requirem	nent			
1	-	adjacent to attack	ed province		1	rest Data Requirem	ion			
2	Cupporting time	adjacent to attack	ca province		2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	Fail / Not executed / S	uspended
1	Unit supports an	nother unit	Supported unit g	ains strength for	No Support impl	emented for attac	k	Fail		
2	Supporting unit i unit other than the	is attacked by a he attacked unit	Support is cut, staken away	trength bonus	No Support impl	emented for attacl	k	Fail		
3	Supporting unit	attacked by the or	i Support is not cu	ut	No Support impl	emented for attacl	k	Fail		

Test Case ID		TC_46	Test Case Descript	ion	Cut Support					
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
0.11					0.11					
S#	Prerequisites:				S#	Test Data Requirem	ient			
1	Unit attacks opp	osing player			1					
2	Attacked unit is	giving support			2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	ed Results		Actual Results		Pass / F	ail / Not executed / So	uspended
1	Attack fulfills pre	requisites	Attacked unit's s	upport is cut	No Support impl	emented for attacl	k	Fail		
2	Attacked unit is	supporting an atta	Support is never	cut	No Support impl	emented for attacl	k	Fail		
3	Attacker's streng supporter's streng	gth is >= ngth	Supporting unit i support cut	s dislodged and	No Support impl	emented for attacl	K	Fail		

est Case ID		TC_47	Test Case Descript	tion	Convoy an arr	my unit using a fleet	unit				
reated By		Ellen B.	Reviewed By				Version				
A Tester's Log											
ster's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass	/Fail/Not Executed)	Fail		
S #	Prerequisites:				S#	Test Data Requirem	nent				
1	Army is adjacen	t to water being c	rossed		1						
2	Fleet is in the bo	ody of water being	g crossed		2						
3	+	er is adjacent to t			3						
4		-			4						
st Conditions											
Step#	Step	Details	Expecte	ed Results		Actual Results		Pass /	Fail / Not executed / S	Suspended	
1	Convoy orders a	are valid	Army is moved a	at turn end	Convoys not i	mplemented		Fail			
2	Fleet isn't adjace		Fleet holds inste	ead	Convoys not i			Fail			
3	Army doesn't se target land as th	lect the same	Both units hold		Convoys not i			Fail			
4	Fleet isn't adjace	ent to the target	Fleet holds inste	ead	Convoys not i	mplemented		Fail			
5	Fleet isn't in the crossed		Fleet holds inste	ead	Convoys not i			Fail	Fail		
6	Fleet is convoye	ed	Convoy fails		Convoys not i	mplemented		Fail			

Test Case ID		TC_48	Test Case Descripti	on	Testing multiple	convoys on same	unit			
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail	
S #	Prerequisites:				S#	Test Data Requirem	nent			
1	different fleets ar	different fleets are ordered to support one same unit			1					
2					2					
3					3					
4					4					
Test Conditions										
Step#	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Fleets ordered to	convoy a unit	the unit is being	convoyed	Convoys not imp	lemented		Fail		
2	no convoy is cut	ted off	convoyed is succ	ceeded	Convoys not imp	lemented		Fail		
3	some convoys cone convoy route	utted off, at least e is not attacked	convoyed is succ	ceeded	Convoys not imp			Fail		
4	all convoys are cutted off convoyed failed			Convoys not imp			Fail			

	TC_49	Test Case Descript	ion	Illegal move: Ur						
	Ellen	Reviewed By				Version				
	0 11 0	Data Tastad				Took Cook (Dook)	'ail/Nat Francis d'			
	Sadiq Sarwar	Date Tested	1		05/05/2019	Test Case (Pass/F	all/Not Executed)	Fail		
Prerequisites:				S#	Test Data Requirem	ent				
•	e move orders into	each other		1						
				2						
				3						
				4						
Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended	
Each unit has ed	qual strength	Neither unit mov	es	Both units move	<b>:</b>		Fail			
				Both units move	;		Fail			
	Two players give Convoy is not us  Step I	Sadiq Sarwar  Prerequisites: Two players give move orders into Convoy is not used  Step Details  Each unit has equal strength	Sadiq Sarwar  Prerequisites:  Two players give move orders into each other  Convoy is not used  Step Details  Expecte  Each unit has equal strength  Reviewed By  Date Tested  Expected  Expected  Reviewed By	Sadiq Sarwar  Prerequisites:  Two players give move orders into each other  Convoy is not used  Step Details  Ellen  Reviewed By  Date Tested  Expected Results	Ellen Reviewed By  Sadiq Sarwar Date Tested  Prerequisites: S#  Two players give move orders into each other  Convoy is not used 2  3  4  Step Details Expected Results  Each unit has equal strength Neither unit moves Both units move	Ellen Reviewed By  Sadiq Sarwar Date Tested 05/05/2019  Prerequisites: S# Test Data Requirem Two players give move orders into each other 2 Convoy is not used 2 3 4  Step Details Expected Results Actual Results  Each unit has equal strength Neither unit moves Both units move	Ellen Reviewed By Version  Sadiq Sarwar Date Tested 05/05/2019 Test Case (Pass/F  Prerequisites: S# Test Data Requirement  Two players give move orders into each other Convoy is not used 2  3  4  Step Details Expected Results Actual Results  Each unit has equal strength Neither unit moves Both units move	Ellen Reviewed By Version  Sadiq Sanwar Date Tested 05/05/2019 Test Case (Pass/Fail/Not Executed)  Prerequisites: S# Test Data Requirement  Two players give move orders into each other Convoy is not used 2  Convoy is not used 3  4  Step Details Expected Results Actual Results Pass / Fail	Ellen Reviewed By Version  Sadiq Sarwar Date Tested 05/05/2019 Test Case (Pass/Fail/Not Executed) Fail  Prerequisites: S# Test Data Requirement  Two players give move orders into each other  Convoy is not used 2  3  4  Step Details Expected Results Actual Results Pass / Fail / Not executed / S  Each unit has equal strength Neither unit moves Both units move Fail	

	TC_50 Test Case Description Attacking Convoy										
	Ellen	Reviewed By				Version					
	Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail			
Prerequisites:				S#	Test Data Requirem	ent					
An army is being	convoyed by a fle	eet		1							
A foreign unit att	acks the fleet			2							
				3							
	1			4							
Step I	Details	Expected	d Results		Actual Results		Pass / F	Fail / Not executed / S	uspended		
Each unit has eq	ual strength	The convoy cont	inues	Convoys not imp	olemented		Fail				
The attacker has	greater strength	The convoy is ca			olemented		Fail				
	An army is being A foreign unit att  Step I  Each unit has ec	Sadiq Sarwar  Prerequisites:	Sadiq Sarwar  Prerequisites:  An army is being convoyed by a fleet A foreign unit attacks the fleet  Step Details  Expected  Each unit has equal strength  The convoy cont The convoy is ca	Sadiq Sarwar  Prerequisites:  An army is being convoyed by a fleet A foreign unit attacks the fleet  Step Details  Expected Results  Each unit has equal strength  The convoy continues  The convoy is cancelled and fleet	Sadiq Sarwar  Prerequisites:  An army is being convoyed by a fleet A foreign unit attacks the fleet  Step Details  Each unit has equal strength  The convoy continues  Convoys not important and strength  The convoy is cancelled and fleet	Sadiq Sarwar    Date Tested   O5/05/2019	Sadiq Sarwar Date Tested 05/05/2019 Test Case (Pass/Fix  Prerequisites: S# Test Data Requirement  An army is being convoyed by a fleet 1 A foreign unit attacks the fleet 2 A foreign unit attacks the fleet 3  A foreign unit attacks the fleet 4  Step Details Expected Results Actual Results  Each unit has equal strength The convoy continues Convoys not implemented  The convoy is cancelled and fleet	Sadiq Sarwar Date Tested 05/05/2019 Test Case (Pass/Fail/Not Executed)  Prerequisites: S# Test Data Requirement  An army is being convoyed by a fleet 1 1  A foreign unit attacks the fleet 2 1  A foreign unit attacks the fleet 2 3  4 4  Step Details Expected Results Actual Results Pass / Fail  Each unit has equal strength The convoy continues Convoys not implemented Fail  The convoy is cancelled and fleet	Sadiq Sarwar Date Tested S# Test Data Requirement  An army is being convoyed by a fleet A foreign unit attacks the fleet 3 3 4  Step Details Expected Results Actual Results Pass / Fail   Not executed / S    Each unit has equal strength The convoy continues Convoys not implemented Fail    The convoy is cancelled and fleet The Convoy is cancelled		

Test Case ID	TC	C_51	Test Case Descripti	ion	Testing disrupti	ng a Convoy						
Created By	Sol	phanna	Reviewed By				Version					
A Tester's Log												
ester's Name	Sa	adiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail			
- "					0.0							
S#	Prerequisites:				S#	Test Data Requirem	nent					
1	A fleet is dislodged				1							
2					2							
3					3							
4					4							
est Conditions												
Step#	Step Deta	ails	Expected	d Results		Actual Results		Pass / I	Fail / Not executed / S	Suspended		
1	A fleet is ordered to	convoy	the unit is being	convoyed	Convoys not im	plemented		Fail				
2	The fleet is dislodge turn	ed during the	The fleet is dislo	dged	Convoys not im	plemented		Fail				
3			convoy order is r		Convoys not im			Fail				
					1			+				

Test Case ID		TC_52	Test Case Descript	ion	Supported Attac	k Cuts a Convoye	d Attack					
Created By		Ellen	Reviewed By				Version			1		
QA Tester's Log												
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail			
0.0					0.11							
S #	Prerequisites:				S #	Test Data Requirem	nent					
1	Convoyed unit A	attacks unit B's s	support		1							
2	Supported unit E	attacks unit A's o	convoy		2							
3	Attackers don't a	ttack units of sam	ne country		3							
4		1			4		1			1		
Test Conditions												
Step#	Ston	Details	Expecto	d Results		Actual Results		Page / Fe	ail / Not executed / So	renandad		
Step#	Step i	Jetans	Lxpecte	u Nesulis		Actual Nesulis		F 433716	an / Not executed / St	aspended		
1	Prereqs are met		Support not cut, fleet dislodges	unit A holds, A's	Supported attac	ks do not add stre	ngth	Fail				
2	Prereqs aren't m	et	All involved units	hold	Supported attac	ks do not add stre	ngth	Fail				

Test Case ID		TC_53	Test Case Descript	ion	End Turn								
Created By		Ellen	Reviewed By				Version			1			
QA Tester's Log													
Tester's Name		Sadiq Sarwar	Date Tested	1		05/05/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail	1			
S#	Prerequisites:				S#	Test Data Requirem	nent						
1	Player selects er	nd turn			1	Tool Bata Roquiron							
2	All orders are res				2								
3	7 th Orders die rec	501700			3								
4					4								
Test Conditions													
Step#	Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / Su	uspended			
1	All players end the resolves needed	neir turn with no	The turn ends		All turns are con	npleted		Pass					
2	Orders about ret resolved	reat need to be	The players mus disband before the completely ende	he turn is	No units can be	retreated/disband	ed	Fail					
3	Orders are invali	d	The units involve hold as the turn	ed in the orders	No units can be	retreated/disband	ed	Fail					

Test Case ID		TC_54	Test Case Descript	ion	Test time limit							
Created By		Sovathana	Reviewed By				Version					
QA Tester's Log	'											
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail			
S#	Prerequisites:				S#	Test Data Requirem	nent					
1	the current seas	on is either Sprin	g or Fall		1							
2	players did not s	submit orders	<u> </u>		2		<u> </u>		<u> </u>			
3					3							
4					4							
Test Conditions												
Step#	Step	Details	Expect	ed Results		Actual Results	,	Pass / F	Fail / Not executed / S	uspended		
1	Move to new sea	ason	season is Spring	or Fall	No seasons disp	olayed		Fail				
2	Player made ord	ler but did not	all orders are no		Waiting for all or			Pass				
3	Time limit is up		Unsubmitted ordexecuted. All un position	ers are not ts remain in same	No time limit imp			Fail				

Test Case ID		TC_55	Test Case Descript	ion	Request Draw								
Created By		Ellen	Reviewed By				Version			,			
QA Tester's Log													
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	ail/Not Executed)	Fail				
S #	Prerequisites:				S#	Test Data Requiren	nent						
1	Game is active				1								
2	The turn's action	is haven't yet beer	n sent		2								
3					3								
4			1		4								
Test Conditions													
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended			
	Player sets their draw	win condition to	The new condition	on is recorded	No option availal	ble to request for	draw	Fail					
	All players' win o	conditions are set	The game ends		Game continues			Fail					
	At least one play condition isn't se		The game contin	iues	No option availal	ble to request for	draw	Fail					

Test Case ID		TC_56	Test Case Descript	ion	Win Game						
Created By		Sovathana	Reviewed By				Version				
QA Tester's Log											
Tester's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	il/Not Executed)	Fail		
S#	Prerequisites:				S #	Test Data Requirem	ent				
1	One country con	trols eighteen sup	ply centers		1						
2	Or All remaining	country agreed to	end game		2						
3					3						
4					4						
Test Conditions											
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended	
1	A country seize	supply centers	supply center inc	creased	No account for s	supply centers		Fail			
2	Check supply ce	enter of each coun	supply center is	counted	No account for s	supply centers		Fail			
3	A country has m supply centers	ore than eighteen	The country win	the game	Game continues			Fail			

est Case ID		TC_57	Test Case Descript	ion	Exit Game							
reated By		Ellen	Reviewed By				Version					
A Tester's Log												
ster's Name		Sadiq Sarwar	Date Tested			05/05/2019	Test Case (Pass/Fa	ail/Not Executed)	Pass			
S#	Prerequisites:				S#	Test Data Requirem	nent					
1	Player is in an a	ctive game			1	-						
2	,				2							
3					3							
4					4							
est Conditions												
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended		
1	Player click on ')	K' button	Player exit out o	f the game	Player exits gam	ie		Pass				
2	Host click on 'X'	button	Host exit out of t	he game. All othe out of the game.	r Players forced o	ut of game		Pass				
			, ,									

Test Case ID		TC_58	Test Case Descripti	on	Testing Stalemate						
Created By		Sovathana	Reviewed By				Version				
QA Tester's Log											
Tester's Name		Sadiq Sarwar	Date Tested			05/05/0040	Test Case (Pass/Fa	il/Not Executed)	F-11		
rester s Ivanie		Sauly Salwai	Date Tested			05/05/2019	rest case (Fassil a	II/Not Executed)	Fail		
S#	Prerequisites:				S#	Test Data Requirem	nent				
1	All players are in	the game			1						
2	+	oressed the 'Requ	est Draw' button		2						
3					3						
4					4						
Test Conditions											
Step#	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended	
1	One player requ	ested to draw	request is sent to	all other player	No option availa	ble to request for o	draw	Fail			
2	All other players requests	accept the	the game end in	a stalemate	Game Continues	s		Fail			