

Test Case ID	TC_01	Test Case Description	Test downloading game					
Created By	Sovathana	Reviewed By		Version				
<u>QA Tester's Log</u>								
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:			S #	Test Data Requirement			
1	Player is connected to internet			1				
2	System requirement is met			2				
3				3				
4				4				
<u>Test Conditions</u>								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	User navigates to game repository	option to download the game is shown						
2	User clicks on download	download start						
3	User runs the game on laptop	game is running						

Test Case ID	TC_02	Test Case Description	Testing view user manual						
Created By	Sovathana	Reviewed By		Version					
QA Tester's Log									
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:		S #	Test Data Requirement					
1	Player is connected to internet		1						
2	Game has been launched		2						
3			3						
4			4						
Test Conditions									
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended				
1	Player clicks on 'View User Manual'	User Manual is shown							
2	Player clicks on a topic	Player is directed to the manual of clicked topic							
3	Player clicks close manual	Manual closes, returns to menu							

Test Case ID	TC_03	Test Case Description	Test creating a game function						
Created By	Sovathana	Reviewed By		Version	1.0				
QA Tester's Log									
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:			S #	Test Data Requirement				
1	Player is connected to internet			1	Username = 'player1'				
2	Game is connected to server			2					
3				3					
4				4					
Test Conditions									
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended				
1	Enter user name	Username can be enter							
2	Click on 'Create' button	A game id should be created							

[illegible]

[illegible]

[illegible]

Test Case ID	TC_07	Test Case Description	Testing join game as player					
Created By	Sovathana	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Player is connected to the internet		1	Username = 'player2'				
2	Game is connected to the server		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Click 'Join'	ask user to enter a game ID						
2	Enter game ID to join	Successfully join a game session						

Test Case ID	TC_09	Test Case Description	Login						
Created By	Ellen	Reviewed By		Version					1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	Application has finished starting up	1	Username = "player1"
2		2	Game ID = "12345"
3		3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	User clicks host or join game	User is prompted to enter a username		
2	Username is already in use	Prompt to enter a different name		
3	Username is available	Assign a color and country when user connects to the game. Display game elements and basic rules		

Test Case ID		TC_11	Test Case Description		User Interface / User Display				
Created By		Vishant	Reviewed By			Version		1	
QA Tester's Log									
Tester's Name			Date Tested					Test Case (Pass/Fail/Not Executed)	
S #	Prerequisites:				S #	Test Data Requirement			
1	User has generated a player name				1	Username = "player1"			
2	User has sucessfully joined a game				2	Game ID = "12345"			
3					3				
4					4				
Test Conditions									
Step #	Step Details		Expected Results		Actual Results		Pass / Fail / Not executed / Suspended		
1	Confirm choice to join a game		User should have an interface displaying the map, legend, and available actions						

Test Case ID	TC_12	Test Case Description	Test assign powers					
Created By	Sovathana	Reviewed By		Version				
<u>QA Tester's Log</u>								
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:			S #	Test Data Requirement			
1	Game is started			1				
2	All players are in the game			2				
3				3				
4				4				
<u>Test Conditions</u>								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Game start	Players are in the game						
2	System randomly assign each player a power	A power is assigned to each player						

Test Case ID	TC_013	Test Case Description	Change to Spring season						
Created By	Ellen	Reviewed By		Version	1				
QA Tester's Log									
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:		S #	Test Data Requirement					
1	Winter Season is ended.		1						
2	Gain Troops phase is complete in Winter		2						
3	All players selected end turn		3						
4			4						
Test Conditions									
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended					
1	Choose unit to build	New units are built							
2	Retreat or disband unit	units are retreated or disbanded							
3	At least one player doesn't select end turn	The turn continues and season doesn't change until otherwise							
4	All players select end turn	Changes to Spring							

Test Case ID	TC_014	Test Case Description	Change to Fall season					
Created By	Ellen	Reviewed By		Version	1			
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Spring Season is ended.		1					
2	All orders in spring are resolved		2					
3	All players selected end turn		3					
			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Resolves orders	All orders are resolved						
2	At least one player doesn't select end turn	The turn continues and season doesn't change until otherwise						
3	All players select end turn	Changes to Fall						

Test Case ID	TC_015	Test Case Description	Change to Winter season					
Created By	Ellen	Reviewed By		Version	1			
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Fall season is ended.		1					
2	All orders in Fall are resolved		2					
3	All players selected end turn		3					
			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Resolves orders	All orders are resolved						
2	At least one player doesn't select end turn	The turn continues and season doesn't change until otherwise						
3	All players select end turn	Changes to Winter						

Test Case ID	TC_16	Test Case Description	Testing advance year						
Created By	Sovathana	Reviewed By		Version					
QA Tester's Log									
Tester's Name		Date Tested					Test Case (Pass/Fail/Not Executed)		
S #	Prerequisites:			S #	Test Data Requirement				
1	Players finished building or disbanding units			1					
2	The Winter season has ended			2					
3				3					
4				4					
Test Conditions									
Step #	Step Details	Expected Results	Actual Results			Pass / Fail / Not executed / Suspended			
1	Players disband/build units	units are disbanded/built							
2	Players submit their orders	Winter is ended							
3	Game moved to new season	A year is advanced							

Test Case ID	TC_17	Test Case Description	Testing start chat with a single player function						
Created By	Sovathana	Reviewed By		Version					
QA Tester's Log									
Tester's Name		Date Tested				Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:			S #	Test Data Requirement				
1	Game is in session			1					
2	More than one users are in the game			2					
3				3					
4				4					
Test Conditions									
Step #	Step Details	Expected Results	Actual Results			Pass / Fail / Not executed / Suspended			
1	player click on chat button	list of players is shown							
2	click on a player in the list	chat window to the player open							

Test Case ID	TC_18	Test Case Description	View Chat with a Single Other Player						
Created By	Ellen	Reviewed By		Version					1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	User has received a private message from someone	1	
2		2	
3		3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	User clicks chat option	Shows public chat and user list		
2	User clicks on a user	Shows individual chat between the two players		

Test Case ID	TC_19	Test Case Description	Testing send chat with a single player function						
Created By	Sovathana	Reviewed By		Version					
QA Tester's Log									
Tester's Name		Date Tested				Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:			S #	Test Data Requirement				
1	Game is in session			1					
2	User have already opened the window chat			2					
3				3					
4				4					
Test Conditions									
Step #	Step Details	Expected Results	Actual Results			Pass / Fail / Not executed / Suspended			
1	player click on chat button	player can type in message							
2	click on send chat	chat is sent to the other player							

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Test Case ID		TC_21	Test Case Description		Testing view chat with all players function						
Created By		Sovathana	Reviewed By				Version				
<u>QA Tester's Log</u>											
Tester's Name			Date Tested				Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:					S #	Test Data Requirement				
1	Game is in session					1					
2	User is in the game					2					
3						3					
4						4					
<u>Test Conditions</u>											
Step #	Step Details		Expected Results		Actual Results			Pass / Fail / Not executed / Suspended			
1	player click on chat button		different options are shown								
2	player click on general chat pane		general chatroom is displayed								

Test Case ID	TC_22	Test Case Description	Testing send chat to all players function					
Created By	Sovathana	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:			S #	Test Data Requirement			
1	Game is in session			1				
2	User is in the game			2				
3	User is in the general chatroom			3				
4				4				
Test Conditions								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	player clicks on chat button	player can type in message						
2	click on send chat	chat is sent to the all players						

Test Case ID	TC_23	Test Case Description	Test reorder the move					
Created By	Sovathana	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Player order a unit to move or hold		1					
2	Not all players have submitted the orders		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Player clicks on a province to order	the unit is order to move or hold						
2	Player clicks on another province	the previous order is cancelled						
3	Player makes new order	the order is given to the unit						

Test Case ID	TC_24	Test Case Description	Move unit						
Created By	Ellen	Reviewed By	Jason Nguyen	Version	1				

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)					
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S #	Prerequisites:		S #	Test Data Requirement
1	Player has an army or fleet available		1	
2			2	
3			3	
4			4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
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		
4	The area is already occupied	The unit holds		
5	Army is ordered into water	The army holds		
6	Fleet is ordered inland	The fleet holds		

Test Case ID	TC_25	Test Case Description	Multiple Units Occupy Same Province				
Created By	Ellen	Reviewed By		Version			
QA Tester's Log							
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:		S #	Test Data Requirement			
1	Three or more units ordered into the same province		1				
2			2				
3			3				
4			4				
Test Conditions							
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended			
1	All units and defender(if any) have equal strength	No unit moves					
2	One unit has greater strength than all others	The unit enters the province					
3	Some units have greater strength than orders but tie other(s)	No unit moves					

Test Case ID	TC_26	Test Case Description	Exchange Places via Convoy						
Created By	Ellen	Reviewed By		Version					
QA Tester's Log									
Tester's Name		Date Tested					Test Case (Pass/Fail/Not Executed)		
S #	Prerequisites:				S #	Test Data Requirement			
1	Armies are ordered into each others' provinces				1				
2	Both movements are via convoy				2				
3					3				
4					4				
Test Conditions									
Step #	Step Details	Expected Results	Actual Results			Pass / Fail / Not executed / Suspended			
1	Prereqs are met	The units swap places							
2	Both owned by opposing countries	Swap works anyway							

Test Case ID	TC_27	Test Case Description	Testing dislodged unit causes standoff					
Created By	Sovathana	Reviewed By		Version				
<u>QA Tester's Log</u>								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	A unit is dislodged		1					
2			2					
3			3					
4			4					
<u>Test Conditions</u>								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	a unit dislodges another unit	attacked unit is dislodged						
2	turn ended	move to next season						
3	two or more units with equal strength move to same province as dislodged unit	None of the units can move						

Test Case ID	TC_28	Test Case Description	Unit Rotation					
Created By	Ellen	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Players order units to move into each other's areas		1					
2	There are no direct swaps		2					
3	No attacks occur		3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	There is a swap or attack	None of the involved units move						
2	Three or more players are involved	The logic still works						

Test Case ID	TC_29	Test Case Description	Testing attacking own unit						
Created By	Ellen	Reviewed By		Version					
QA Tester's Log									
Tester's Name		Date Tested				Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:				S #	Test Data Requirement			
1	Player is in-game				1				
2	Player attempts to make attack order				2				
3					3				
4					4				
Test Conditions									
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended				
1	Player selects own unit	the unit is ready to take order							
2	Player submit a move order that attacks its own unit	Player is notified of illegal move after orders are resolved							
3	Unit attacks it's own convoy	Convoy continues							
4	Unit attacks it's own support	Support isn't cut							

Test Case ID	TC_30	Test Case Description	User makes a move order for army or fleet into a non-adjacent province			
Created By	Ellen	Reviewed By		Version	1	
QA Tester's Log						
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)		
S #	Prerequisites:		S #	Test Data Requirement		
1	Player owns a unit to order		1			
2			2			
3			3			
4			4			
Test Conditions						
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended		
1	Unit moved to non-adjacent province	Unit holds instead				
2	Unit is convoyed to non-adjacent province	If valid, unit attempts to move via convoy				

Test Case ID	TC_31	Test Case Description	User makes a move order for army into water province					
Created By	Ellen	Reviewed By		Version	1			
<u>QA Tester's Log</u>								
Tester's Name		Date Tested	Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:		S #	Test Data Requirement				
1	Player owns an army unit		1					
2			2					
3			3					
4			4					
<u>Test Conditions</u>								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Army unit is ordered into water province	Unit holds instead						
2	Army unit is convoyed into water province	Unit holds instead						

Test Case ID	TC_32	Test Case Description	User makes a move order for fleet into an inland province					
Created By	Ellen	Reviewed By		Version	1			
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Player owns a fleet to order		1					
2			2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Fleet moves into inland province	Unit holds instead						
2	Fleet moves into coastland province	Fleet is allowed to move to it						

Test Case ID	TC_33	Test Case Description	Testing move to occupied province						
Created By	Sovathana	Reviewed By		Version					1
QA Tester's Log									
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:		S #	Test Data Requirement					
1	User has an army or fleet		1						
2	It is Spring or Fall season		2						
3			3						
4			4						
Test Conditions									
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended					
1	User click on a unit	a unit is ready to take order							
2	User order the unit to occupied province	The order is submitted							
3	Unit in occupied province has bigger support	The order failed							
4	Unit in occupied province has weaker support	The order succeeded							

Test Case ID	TC_34	Test Case Description	Support an Attack						
Created By	Ellen	Reviewed By		Version					1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	Supporting unit adjacent to attacked province	1	
2		2	
3		3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Unit supports another unit	Supported unit gains strength for its attack		
2	Supporting unit is attacked by a unit other than the attacked unit	Support is cut, strength bonus taken away		
3	Supporting unit attacked by the original attacked one	Support is not cut		

Test Case ID		TC_35	Test Case Description		Test compare strength								
Created By		Sovathana	Reviewed By			Version							
QA Tester's Log													
Tester's Name			Date Tested						Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:					S #	Test Data Requirement						
1	A unit attack another unit of equal strength and support					1							
2	the order is a legal move					2							
3						3							
4						4							
Test Conditions													
Step #	Step Details		Expected Results		Actual Results			Pass / Fail / Not executed / Suspended					
1	A unit is order to attack another unit of equal strength and support		the order is made										
2	Player submitted the order		the order is submitted										
3	Both sides have equal strength		the attack failed										
4	One side has greater strength		the greater strength win										

Test Case ID	TC_36	Test Case Description	Seize Supply Center					
Created By	Ellen	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Unit holds on an unowned or foreign-owned SC		1					
2	Fall season is ending		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Season changed to Winter	The country seizes the SC, number						
2	Unit already owns the SC	No change						
3	SC is unoccupied but owned	SC remains in ownership of country						

Test Case ID	TC_37	Test Case Description	Gain Troops					
Created By	Ellen B.	Reviewed By		Version	1			
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	The season is winter		1					
2	The country owns more supply centers than units		2					
3	Country's original supply centers are unoccupied, at least one		3					
4	Fleets must be built on coasts		4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
	Player selects an army unit	Army is created						
	Player selects a fleet unit	Fleet is created						
	Player creates more units than they own supply centers	Only units up to the amount of supply centers are created, skipping some of the units						
	Player selects fleet on inland SC	No unit is created						

Test Case ID	TC_38	Test Case Description	Resolve Orders					
Created By	Ellen	Reviewed By		Version				1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	All players have submitted orders, ending the turn	1	
2		2	
3		3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	An order is invalid	The affected unit(s) holds, the order is highlighted and its failure reason displayed		
2	An order is valid	The order is carried out, map updated		
3	An attack order is successful	Attacked unit is told to retreat or disband		

Test Case ID	TC_39	Test Case Description	Retreat						
Created By	Ellen	Reviewed By		Version	1				
QA Tester's Log									
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:			S #	Test Data Requirement				
1	A unit is attacked by an enemy with greater power			1					
2				2					
3				3					
4				4					
Test Conditions									
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended				
1	The unit moves in a valid manner	The retreat takes place before the next turn starts							
2	Fleet is ordered to an inland area	The player must select a different retreat							
3	Army is ordered into water	The player must select again							
4	Unit is convoyed	The player must select again							
5	There are no available areas to retreat to	The unit is destroyed							

Test Case ID	TC_40	Test Case Description	Units retreat to the same province					
Created By	Ellen	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:			S #	Test Data Requirement			
1	Two units are dislodged			1				
2				2				
3				3				
4				4				
Test Conditions								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Units ordered to retreat to same province	Both units disband regardless of ownership or strength						

Test Case ID	TC_42	Test Case Description	Civil Disorder					
Created By	Ellen	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Player leaves the game early		1					
2	OR player doesn't submit orders by end of turn		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Country enters civil disorder	Session marks country as such						
2	All units hold in place	No supports or movement						
3	Unit is attacked	Disbands instead of dislodges						

Test Case ID	TC_43	Test Case Description	Civil Disorder Disbandment					
Created By	Ellen	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Country is in state of CD		1					
2	Country loses supply center, bringing number of units > number of SC's owned		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Prereqs met	Unit furthest from home country disbands						
2	Two or more units are equidistant	Fleet is disbanded first						
3	Two or more equidistant units are fleets	Disbanded based on alphabetical order of province names						
4	All equidistant units are of one unit type	Disbanded based on alphabetical order of province names						

Test Case ID	TC_44	Test Case Description	Hold						
Created By	Ellen	Reviewed By		Version					1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	Unit is not ordered or told to take alternate action	1	
2		2	
3		3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
	The unit is not ordered	The unit holds in place		
	The unit is ordered to hold	The unit holds in place		
	Unit is attacked by enemy of greater power	The unit is dislodged and must retreat		
	Unit is attacked by an enemy of lesser or equal power	The unit holds in place		

Test Case ID	TC_45	Test Case Description	Support an Attack						
Created By	Ellen	Reviewed By		Version					1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	Supporting unit adjacent to attacked province	1	
2		2	
3		3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Unit supports another unit	Supported unit gains strength for its attack		
2	Supporting unit is attacked by a unit other than the attacked unit	Support is cut, strength bonus taken away		
3	Supporting unit attacked by the original unit	Support is not cut		

Test Case ID	TC_46	Test Case Description	Cut Support				
Created By	Ellen	Reviewed By		Version			
<u>QA Tester's Log</u>							
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)		
S #	Prerequisites:		S #	Test Data Requirement			
1	Unit attacks opposing player		1				
2	Attacked unit is giving support		2				
3			3				
4			4				
<u>Test Conditions</u>							
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended		
1	Attack fulfills prerequisites	Attacked unit's support is cut					
2	Attacked unit is supporting an attack	Support is never cut					
3	Attacker's strength is >= supporter's strength	Supporting unit is dislodged and support cut					

Test Case ID	TC_47	Test Case Description	Convoy an army unit using a fleet unit						
Created By	Ellen B.	Reviewed By		Version					1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	Army is adjacent to water being crossed	1	
2	Fleet is in the body of water being crossed	2	
3	The body of water is adjacent to the target land	3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Convoy orders are valid	Army is moved at turn end		
2	Fleet isn't adjacent to the army	Fleet holds instead		
3	Army doesn't select the same target land as the fleet	Both units hold		
4	Fleet isn't adjacent to the target	Fleet holds instead		
5	Fleet isn't in the water being crossed	Fleet holds instead		
6	Fleet is convoyed	Convoy fails		

Test Case ID	TC_48	Test Case Description	Testing multiple convoys on same unit					
Created By	Sovathana	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	different fleets are ordered to support one same unit		1					
2			2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Fleets ordered to convoy a unit	the unit is being convoyed						
2	no convoy is cutted off	convoyed is succeeded						
3	some convoys cutted off, at least one convoy route is not attacked	convoyed is succeeded						
4	all convoys are cutted off	convoyed failed						

Test Case ID	TC_49	Test Case Description	Illegal move: Unit attempts position trade without convoy					
Created By	Ellen	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	Two players give move orders into each other		1					
2	Convoy is not used		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Each unit has equal strength	Neither unit moves						
2	One unit has greater strength, of d	Weaker unit is dislodged						

Test Case ID	TC_50	Test Case Description	Attacking Convoy					
Created By	Ellen	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	An army is being convoyed by a fleet		1					
2	A foreign unit attacks the fleet		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	Each unit has equal strength	The convoy continues						
2	The attacker has greater strength	The convoy is cancelled and fleet dislodged						

Test Case ID	TC_51	Test Case Description	Testing disrupting a Convoy					
Created By	Sophanna	Reviewed By		Version	1			
QA Tester's Log								
Tester's Name		Date Tested	Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:		S #	Test Data Requirement				
1	A fleet is dislodged		1					
2			2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	A fleet is ordered to convoy	the unit is being convoyed						
2	The fleet is dislodged during the turn	The fleet is dislodged						
3	The convoy order is failed	convoy order is not successful						

Test Case ID	TC_52	Test Case Description	Supported Attack Cuts a Convoyed Attack					
Created By	Ellen	Reviewed By		Version	1			
QA Tester's Log								
Tester's Name		Date Tested	Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:		S #	Test Data Requirement				
1	Convoyed unit A attacks unit B's support		1					
2	Supported unit B attacks unit A's convoy		2					
3	Attackers don't attack units of same country		3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Prereqs are met	Support not cut, unit A holds, A's fleet dislodges						
2	Prereqs aren't met	All involved units hold						

Test Case ID	TC_53	Test Case Description	End Turn						
Created By	Ellen	Reviewed By		Version					1

QA Tester's Log

Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)	
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S #	Prerequisites:	S #	Test Data Requirement
1	Player selects end turn	1	
2	All orders are resolved	2	
3		3	
4		4	

Test Conditions

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	All players end their turn with no resolves needed	The turn ends		
2	Orders about retreat need to be resolved	The players must retreat or disband before the turn is completely ended		
3	Orders are invalid	The units involved in the orders hold as the turn ends		

Test Case ID	TC_54	Test Case Description	Test time limit					
Created By	Sovathana	Reviewed By		Version				
<u>QA Tester's Log</u>								
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:		S #	Test Data Requirement				
1	the current season is either Spring or Fall		1					
2	players did not submit orders		2					
3			3					
4			4					
<u>Test Conditions</u>								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Move to new season	season is Spring or Fall						
2	Player made order but did not submit	all orders are not submitted						
3	Time limit is up	Unsubmitted orders are not executed. All units remain in same position						

Test Case ID	TC_55	Test Case Description	Request Draw						
Created By	Ellen	Reviewed By		Version	1				
QA Tester's Log									
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)					
S #	Prerequisites:		S #	Test Data Requirement					
1	Game is active		1						
2	The turn's actions haven't yet been sent		2						
3			3						
4			4						
Test Conditions									
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended					
	Player sets their win condition to draw	The new condition is recorded							
	All players' win conditions are set to draw	The game ends							
	At least one player's win condition isn't set to draw	The game continues							

Test Case ID	TC_56	Test Case Description	Win Game					
Created By	Sovathana	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	One country controls eighteen supply centers		1					
2	Or All remaining country agreed to end game		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	A country seize supply centers	supply center increased						
2	Check supply center of each count	supply center is counted						
3	A country has more than eighteen supply centers	The country win the game						

Test Case ID	TC_57	Test Case Description	Exit Game					
Created By	Ellen	Reviewed By		Version				
<u>QA Tester's Log</u>								
Tester's Name		Date Tested			Test Case (Pass/Fail/Not Executed)			
S #	Prerequisites:			S #	Test Data Requirement			
1	Player is in an active game			1				
2				2				
3				3				
4				4				
<u>Test Conditions</u>								
Step #	Step Details	Expected Results	Actual Results		Pass / Fail / Not executed / Suspended			
1	Player click on 'X' button	Player exit out of the game						
2	Host click on 'X' button	Host exit out of the game. All other players are kick out of the game.						

Test Case ID	TC_58	Test Case Description	Testing Stalemate					
Created By	Sovathana	Reviewed By		Version				
QA Tester's Log								
Tester's Name		Date Tested		Test Case (Pass/Fail/Not Executed)				
S #	Prerequisites:		S #	Test Data Requirement				
1	All players are in the game		1					
2	One player has pressed the 'Request Draw' button		2					
3			3					
4			4					
Test Conditions								
Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended				
1	One player requested to draw	request is sent to all other player						
2	All other players accept the requests	the game end in a stalemate						