Test Case ID		TC_01	Test Case Descript	ion	Test download	ding game				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/F	Fail/Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1	Player is connec	cted to internet			1					
2	System requirer				2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	User navigates t	to game repository	option to downlo	ad the game is						
2	User clicks on d		download start							
3	User runs the ga	ame on laptop	game is running							

Test Case ID		TC_02	Test Case Descript	ion	Testing view (user manual				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
ester's Name			Date Tested				Test Case (Pass/Fa	ail/Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1	Player is conne	cted to internet			1					
2	Game has beer	n launched			2					
3					3					
4					4					
est Conditions										
Step #	Ş	Step Details	Expect	ed Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Player clicks on	ı 'View User Manual'	User Manual is	shown						
2	Player clicks on		Player is directe clicked topic	d to the manual of						
3	Player clicks clo	ose manual	Manual closes, ı	eturns to menu						

	TC_03	Test Case Descripti	ion	Test creating a	a game function				
	Sovathana	Reviewed By				Version			1.0
		Date Tested	1			Test Case (Pass/F	Fail/Not Executed)		
Prerequisites:				S #	Test Data Requirer	ment			
Player is connec	cted to internet			1	Username = 'pla	ayer1'			
Game is connec	ted to server			2					
				3					
				4					
Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
Enter user name	<u> </u>	Username can b	e enter						
		A game id should	d be created						
	Step Enter user name	Sovathana	Sovathana Reviewed By Date Tested Prerequisites: Player is connected to internet Game is connected to server Step Details Expected Enter user name Username can b	Prerequisites: Player is connected to internet Game is connected to server Step Details Expected Results Enter user name Reviewed By Date Tested Date Tested Expected Results	Sovathana Reviewed By Date Tested Prerequisites: Player is connected to internet Game is connected to server 2 3 4 Step Details Expected Results Enter user name Username can be enter	Sovathana Reviewed By Date Tested Prerequisites: Player is connected to internet Game is connected to server 3 4 Step Details Expected Results Actual Results Enter user name Username can be enter	Sovathana Reviewed By Date Tested Test Case (Pass/I Prerequisites: Player is connected to internet Came is connected to server S# Test Data Requirement Username = 'player1' 3 4 Step Details Expected Results Actual Results Enter user name Username can be enter	Sovathana Reviewed By Date Tested Test Case (Pass/Fail/Not Executed) Prerequisites: Player is connected to internet Game is connected to server 3 4 Step Details Expected Results Actual Results Pass / F Enter user name Username can be enter	Sovathana Reviewed By Version Date Tested Test Case (Pass/Fail/Not Executed)

Test Case ID		TC_04	Test Case Descript	tion	Testing enter	game name				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log	1									
Tester's Name			Date Tested				Test Case (Pass/Fa	ail/Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1	No game is cur	rently in session			1					
2	A player is host				2					
3					3					
4					4					
est Conditions	<u> </u>									
Step #		Step Details	Expect	ed Results		Actual Results		Pass / F	Fail / Not executed / St	uspended
1	Player enters th	ne name for the game	New name is sa session	ved for the game						

Test Case ID		TC_05	Test Case Descript	on	Enter Game De	escription				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Prerequisites:				S#	Test Data Requirer	ment			
1	Host has created	l a new game			1					
2					2					
3					3					
4					4					
Test Conditions										
Step#	Step D	Details	Expecte	ed Results		Actual Results		Pass / Fa	ail / Not executed / Su	ıspended
1	Player enters the the game	e description for	New description game session	is saved for the						

Test Case ID		TC_06	Test Case Descript	ion	Set Adjucation	n Period				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log	l									
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Drawa mulaita a				S#	Toot Data Bassina				
1	Prerequisites:				1	Test Data Require	ment			
	Host has create	ed a game sessior	1							
2					2					
3					3					
4					4					1
Test Conditions										
Step #		Step Details	Expect	ed Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Host enters a p	eriod	The period is sa	ved by the session	ŧ.					

yer	e as player	Testing join gam	on	Test Case Descripti	TC_07		
Version				Reviewed By	Sovathana		Created By
							QA Tester's Log
Test Case (Pass/Fail/Not Executed)				Date Tested			ester's Name
a Requirement	Test Data Requirem	S#				Prerequisites:	S #
me = 'player2'	Username = 'pla	1			ted to the internet	Player is connec	1
		2			ted to the server	Game is connect	2
		3					3
		4	1				4
							est Conditions
Results Pass / Fail / Not executed / Suspended	Actual Results		d Results	Expected	Details	Step I	Step #
			a game ID	ask user to enter		Click 'Join'	1
			a game session		o join	Enter game ID to	2
			a game session	Successfully join	o join	Enter game ID to	2

Test Case ID		TC_08	Test Case Descripti	ion	Testing join gar	ne as spectator				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1	A game is create	ed			1					
2	The game has n	ot started yet			2					
3	Player is not hos	ting the game			3					
4	Game room has	at least 7 players			4					
Test Conditions										
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	spended
1	User join a game	e via game ID	user is in the gar	me room						
2	l la an aliata an Ian		uses becomes s	pectator of the						
	User click on 'sp	ectater option	game when the	game start						
	1									

Test Case ID		TC_09	Test Case Description	on	Login					
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Prerequisites:				S#	Test Data Requiren	ment			
1	Application has f	inished starting u	р		1	Username = "pla	ayer1"			
2					2	Game ID = "123	45"			
3					3					
4					4					
Test Conditions										
Step #	Step [Details	Expected	l Results		Actual Results		Pass / Fa	ail / Not executed / Su	ıspended
1	User clicks host	or join game	User is prompted	to enter a						
			username							
2	Username is alre	eady in use	Prompt to enter a	different name						
3	user connec Display gan		Assign a color an user connects to Display game ele rules	the game.						
	Coomano is ava		1000							

Test Case ID		TC_10	Test Case Descrip	tion	Start Game					
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass	s/Fail/Not Executed)		
S#	Prerequisites:				S#	Test Data Rec	quirement			
1	A game is being	hosted			1					
2	No one is yet pla	aying			2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	ed Results		Actual Res	ults	Pass / F	ail / Not executed / Su	spended
	Host clicks start	game	The host and co are assigned co first spring begin	nnected players untries and the ns						

Test Case ID		TC_11	Test Case Descripti	on	User Interface	e / User Display				
Created By		Vishant	Reviewed By				Version			
A Tester's Log										
1 100tol 0 20g										
ester's Name			Date Tested				Test Case (Pass/Fail/	Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1		ated a player nam	e		1	Username = "pl				
2		sfully joined a gan			2	Game ID = "123				
3					3					
4					4					
st Conditions										
Step #	Step	Details	Expected	d Results		Actual Results		Pass / Fa	nil / Not executed / Si	uspended
1	Confirm choice t	to join a game	User should have displaying the ma	ap, legend, and						

Test Case ID		TC_12	Test Case Descript	ion	Test assign pow	vers				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log	Į.									
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
					- 11					
S #	Prerequisites:				S#	Test Data Requirer	nent			
1	Game is started				1					
2	All players are i	n the game			2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecto	ed Results		Actual Results		Pass / Fa	ail / Not executed / So	uspended
1	Game start		Players are in th	e game						
2	System random player a power	nly assign each		ned to each player						

Test Case ID		TC_013	Test Case Descripti	ion	Change to Sp	ring season				
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Prerequisites:	1			S#	Test Data Require	ement			
1	Winter Season is	s ended.			1					
2	Gain Troops pha	ase 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 / F	ail / Not executed / S	Guspended
1	Choose unit to b	uild	New units are bu	ıilt						
2	Retreat or disbar	nd unit	units are retreate	ed or disbanded						
3	At least one play end turn	ver doesn't select	The turn continue							
4	All players selec	t end turn	Changes to Sprin	ng						

Test Case ID		TC_014	Test Case Descript	ion	Change to Fa	II season				
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 Requir	rement			
1	Spring Season i	s ended.			1					
2	All orders in spri	ing are resolved			2					
3	All players selec	ted end turn			3					
					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results	•	Pass / F	ail / Not executed / S	uspended
1	Resolves orders	3	All orders are re	solved						
2	At least one play	yer doesn't select	The turn continu doesn't change							
3	All players selec	ct end turn	Changes to Fall							

Test Case ID		TC_015	Test Case Descript	ion	Change to Wi	nter season				
Created By		Ellen	Reviewed By				Version			,
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S#	Test Data Requir	rement			
1	Fall season is e	nded.			1					
2	All orders in Fal	l are resolved			2					
3	All players selec	cted end turn			3					
					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results	:	Pass / Fa	nil / Not executed / Su	spended
1	Resolves orders	<u> </u>	All orders are re	solved						
2	At least one play	yer doesn't select	The turn continu doesn't change i							
3	All players selec	ct end turn	Changes to Win	ter						

Test Case ID		TC_16	Test Case Descript	ion	Testing advanc	e year				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	Players finished building or disbanding u		units	iits						
2	The Winter seas	on has ended			2					
3					3					
4					4					
<u>Test Conditions</u>										
Step #	Si	tep Details	Expect	ed Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Players disband	/build units	units are disband	ded/built						
2	Players submit t	heir orders	Winter is ended							
3	Game moved to	new season	A year is advance	ed						

Test Case ID		TC_17	Test Case Descripti	ion	Testing start of	chat with a single pla	ayer function			
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
ester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Require	ment			
1	Game is in sess	ion			1					
2	More than one users are in the game		ame		2					
3					3					
4					4					
est Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	player click on c	hat button	list of players is	shown						
2	click on a player	in the list	chat window to the							

Test Case ID		TC_18	Test Case Descript	ion	View Chat wit	h a Single Other Pl	ayer			
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
							- 12 (7 (7	WALL - 4 B		
Tester's Name			Date Tested	T. T			Test Case (Pass/Fa	all/Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1		ed a private messa	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						
2	User clicks on a	user	Shows individua the two players	I chat between						

	0			. 5001119 00110	chat with a single p	ayer function			
	Sovathana	Reviewed By				Version			
		Date Tested				Test Case (Pass/F	ail/Not Executed)		_
					Test Data Require	ment			
Game is in sessi	on								
User have already opened the window of		ndow chat		2					
				3					
	I			4					
Step [Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
player click on ch	nat button	player can type i	n message						
click on send cha	at								
	Step I	Game is in session	Prerequisites: Game is in session User have already opened the window chat Step Details Expected player click on chat button player can type in	Prerequisites: Game is in session User have already opened the window chat Step Details Expected Results player click on chat button player can type in message	Prerequisites: Game is in session User have already opened the window chat 2 3 4 Step Details Expected Results player click on chat button player can type in message	Prerequisites: Game is in session User have already opened the window chat 3 4 Step Details Expected Results Actual Results Player click on chat button Player can type in message	Prerequisites: Game is in session User have already opened the window chat 3 4 Step Details Expected Results Actual Results Player click on chat button Prerequisites: S# Test Data Requirement 1 Actual Requirement Actual Results	Prerequisites: Game is in session User have already opened the window chat 3 4 Step Details Expected Results Actual Results Pass / Formula Pass / Fo	Prerequisites: Game is in session User have already opened the window chat 3 4 Step Details Expected Results Actual Results Pass / Fail / Not executed / Step Details player click on chat button player can type in message

Test Case ID		TC_20	Test Case Descripti	ion	Spectator View	s Chat				
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Requiren	nent			
1	User is a specta	User is a spectator in a game			1					
2					2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Spectator clicks	the chat option	Public chat is dis	played						

Test Case ID		TC_21	Test Case Descripti	ion	Testing view of	chat with all players	function			
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested	ate Tested			Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Require	ment			
1	Game is in sess	ion			1					
2	User is in the game				2					
3	Jan 1 a g				3					
4					4					
Test Conditions										
Step#	Step	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	player click on c	hat button	different options	are shown						
2	+	eneral chat pane	general chatroon							

Test Case ID		TC_22	Test Case Descripti	ion	Testing send	chat to all players fu	nction			
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
ester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Requirer	nent			
1	Game is in sess	ion			1					
2	User is in the ga	me			2					
3	User is in the general chatroom				3					
4					4					
est Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	player clicks on	chat button	player can type i	n message						
2	click on send ch	at	chat is sent to th	e all players		<u> </u>	<u> </u>			
_		<u> </u>				<u> </u>	·			·

Test Case ID		TC_23	Test Case Descript	on	Test reorder th	ne move				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Cester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S #	Prerequisites:				S#	Test Data Requirer	nent			
1	Player order a u	nit to move or hold	d .		1					
2	Not all players h	ave submitted the	orders		2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Player clicks on order	a province to	the unit is order	o move or hold						
2	Player clicks on	another province	the previous ord	er is cancelled						
3	Player makes ne	ew order	the order is give	n to the unit						
					+					

Test Case ID		TC_24	Test Case Descript	ion	Move unit					
Created By		Ellen	Reviewed By		Jason Nguyen		Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	III/Not Executed)		I
S#	Prerequisites:				S#	Test Data Requirer	nent			
1	-	my or fleet availat	ole		1					
2	r layer rias arrai	Thy or neet availab	, io		2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended
1	User selects are and then clicks r		The unit is selec	ted						
2	User selects an move to	adjacent area to	The area is sele	cted						
3	The movement is	s valid	The unit moves	at the turn end						
4	The area is alrea	ady occupied	The unit holds							
5	Army is ordered	into water	The army holds							
6	Fleet is ordered inland									

Test Case ID		TC_25	Test Case Descripti	on	Multiple Units O	ccupy Same Prov	ince			
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	ail/Not Executed)		
S#	Prerequisites:				S#	Test Data Requirer	nent			
1	Three or more u	nits ordered into the	ne same province		1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	nil / Not executed / Su	spended
1	All units and defe	ender(if any) igth	No unit moves							
2	One unit has gre than all others	eater strength	The unit enters the	ne province						
3	Some units have than orders but t	e greater strength ie other(s)	No unit moves							

Test Case ID		TC_26	Test Case Descripti	ion	Exchange Pla	ices via Convoy				
Created By		Ellen	Reviewed By				Version			
A Tester's Log										
ester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Requirer	ment			
1	Armies are orde	red into each othe	rs' provinces		1					
2	Both movements	s are via convoy			2					
3					3					
4					4					
est Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Prereqs are met		The units swap p	olaces						
2		opposing countries	1							

	TC_27	Test Case Descrip	tion	Testing dislod	ged unit causes sta	ndoff			
	Sovathana	Reviewed By				Version			
		Date Tested				Test Case (Pass/Fa	il/Not Executed)		
Prerequisites:				S#	Test Data Require	ment			
A unit is dislodg	ed			1					
				2					
				3					
				4					
s	tep Details	Expect	ed Results		Actual Results		Pass / F	ail / Not executed / S	uspended
a unit dislodges	another unit	attacked unit is	dislodged						
turn ended		move to next se	ason						
two or more unit	s with equal strength rovince as disloded unit	None of the unit	s can move						
	A unit is dislodg	Prerequisites: A unit is dislodged Step Details a unit dislodges another unit turn ended	Prerequisites: A unit is dislodged Step Details Expect a unit dislodges another unit turn ended The Tested A unit is dislodged a unit dislodges another unit turn ended The Tested The Test	Sovathana Reviewed By 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 Date Tested Prerequisites: A unit is dislodged 1 2 3 4 Step Details Expected Results a unit dislodges another unit attacked unit is dislodged turn ended move to next season	Sovathana Reviewed By Date Tested Prerequisites: A unit is dislodged 1 2 3 4 Step Details Expected Results Actual Results a unit dislodges another unit attacked unit is dislodged turn ended move to next season	Sovathana Reviewed By Date Tested Test Case (Pass/Fa Prerequisites: A unit is dislodged 1 2 3 4 Step Details Expected Results Actual Results a unit dislodges another unit attacked unit is dislodged turn ended move to next season	Sovathana Reviewed By Version Date Tested Test Case (Pass/Fail/Not Executed) Prerequisites: A unit is dislodged 1 2 3 3 4 Step Details Expected Results Actual Results Pass / F a unit dislodges another unit attacked unit is dislodged turn ended move to next season	Sovathana Reviewed By Version Date Tested Test Case (Pass/Fail/Not Executed) Prerequisites: S# Test Data Requirement 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 turn ended move to next Season

Test Case ID		TC_28	Test Case Descripti	on	Unit Rotation					
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S#	Test Data Requirer	nent			
1		ita ta maya inta a	ach other's areas		1	Test Bata Requirer	none -			
2		its to move into ea	ach other's areas		2					
3	There are no dire				3					
	No attacks occur	r								
4			I		4					1
Test Conditions										
Step#	Step	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	There is a swap	or attack	None of the invol	ved units move						
2			The logic still wo	rks						

Test Case ID		TC_29	Test Case Descript	ion	Testing attack	ing own unit				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
Toolor o Hamo			Date Tested				1001 0000 (1 000/10	In rot Excoutou)		
S#	Prerequisites:				S#	Test Data Require	ment			
1	Player is in-gam	e			1					
2	+	to make attack or	der		2					
3					3					
4					4					
Test Conditions										
Step#	Step I	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						
2	Player submit a attacks its own u	move order that init	Player is notified after orders are	of illegal move resolved						
3	Unit attacks it's	own convoy	Convoy continue	es						
4	Unit attacks it's	own support	Support isn't cut							

	Ellen	Reviewed By				M			
						Version			1
		Date Tested				Test Case (Pass/Fa	il/Not Executed)		
					Test Data Requir	ement			
ayer owns a un	nit to order			1					
				2					
				3					
				4					
Step D	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended
nit moved to no	n-adjacent	Unit holds instea	ıd						
nit is convoyed ovince	to non-adjacent	If valid, unit atter convoy	mpts to move via						
r	Step E nit moved to no ovince nit is convoyed	Step Details Dit moved to non-adjacent ovince nit is convoyed to non-adjacent	Step Details Expecte Dit moved to non-adjacent ovince Unit holds instead it is convoyed to non-adjacent If valid, unit atter	Step Details Expected Results Dit moved to non-adjacent ovince Unit holds instead If valid, unit attempts to move via	Step Details Step Details Expected Results Unit holds instead If valid, unit attempts to move via	Step Details Expected Results Actual Results Diff moved to non-adjacent ovince Unit holds instead If valid, unit attempts to move via	Prequisites: S # Test Data Requirement 1 2 3 4 Step Details Expected Results Actual Results Durit moved to non-adjacent ovince If valid, unit attempts to move via	serequisites: ayer owns a unit to order 1 2 3 4 Step Details Expected Results Actual Results Pass / Fair moved to non-adjacent ovince Unit holds instead on the son of the	S# Test Data Requirement ayer owns a unit to order 1 2 3 4 Step Details Expected Results Actual Results Pass / Fail / Not executed / Step Details Unit holds instead on non-adjacent ovince Unit holds instead on the sconvoyed to non-adjacent of the sconvoyed to n

Test Case ID		TC_31	Test Case Descrip	tion	User makes a	move order for	army into water pro	ovince		
Created By		Ellen	Reviewed By				Version			•
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass	s/Fail/Not Executed)		
S#	Prerequisites:				S#	Test Data Rec	quirement			
1	Player owns an	army unit			1					
2					2					
3					3					
4			1		4					
Test Conditions										
Step #	Step	Details	Expect	ed Results		Actual Resu	ults	Pass / Fa	ail / Not executed / Su	ıspended
1	Army unit is order	ered into water	Unit holds inste	ad						
2	Army unit is con province	voyed into water	Unit holds inste	ad						

Test Case ID		TC_32	Test Case Descript	ion	User makes a	move order for	fleet into an inland p	rovince	
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 Req	uirement		
1	Player owns a fl	eet to order			1				
2					2				
3					3				
4					4				
Test Conditions									
Step#	Step	Details	Expecte	d Results		Actual Resu	lts	Pass / Fai	I / Not executed / Suspended
1	Fleet moves into	o inland province	Unit holds instea	ad					
2	Fleet moves into province		Fleet is allowed	to move to it					

Test Case ID		TC_33	Test Case Descrip	tion	Testing move	to occupied pr	ovince			
Created By		Sovathana	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pas	s/Fail/Not Executed)		
rester s Name			Date Tested				Test Case (Fas	s/Faii/Not Executed)		
S#	Prerequisites:				S #	Test Data Re	quirement			
1	User has an arm	ny or fleet			1					
2	It is Spring or Fa	ıll season			2					
3					3					
4					4					
Test Conditions										
Step#	Step	Details	Expect	ed Results		Actual Res	ults	Pass / F	fail / Not executed / Su	ıspended
1	User click on a u	ınit	a unit is ready t	o take order						
2	User order the uprovince	nit to occupied	The order is sul	omitted						
3	Unit in occupied bigger support	province has	The order failed							
4	Unit in occupied weaker support	province has	The order succ	eeded						

Test Case ID		TC_34	Test Case Descript	on	Support an Attac	ck				
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	ail/Not Executed)		1
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	Supporting unit a	adjacent to attack	ed province		1					
2					2					
3					3					
4					4					1
Test Conditions										
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended
1	Unit supports an	other unit	Supported unit g	ains strength for						
2	Supporting unit i unit other than the	s attacked by a ne attacked unit	Support is cut, staken away	rength bonus						
3	Supporting unit a original attacked	attacked by the l one	Support is not cu	it						
								1		

Test Case ID		TC_35	Test Case Descript	on	Test compare	strength				
reated By		Sovathana	Reviewed By				Version			
A Tester's Log										
ester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1	A unit attack and support	other unit of equal	strength and		1					
2	the order is a le	gal move			2					
3					3					
4			I		4					
est Conditions										
Step#	Step	Details	Expecte	ed Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	A unit is order to unit of equal stre	o attack another ength and support	the order is mad	е						
2	Player submitte		the order is subn	nitted						
3	Both sides have	e equal strength	the attack failed							
4	One side has gr	reater strength	the greater stren	gth win						

Test Case ID		TC_36	Test Case Descript	ion	Seize Supply	Center			
Created By		Ellen	Reviewed By				Version		
A Tester's Log									
ester's Name			Date Tested				Test Case (Pas	s/Fail/Not Executed)	
S#	Prerequisites:				S#	Test Data Req	uirement		
1	Unit holds on an	unowned or for	reign-owned SC		1				
2	Fall season is en				2				
3					3				
4					4				
est Conditions									
Step #	Step D	Details	Expecte	d Results		Actual Resu	ılts	Pass / Fa	ail / Not executed / Suspended
1	Season changed	I to Winter	The country seiz	es the SC, numb	ре				
2	Unit already own	s the SC	No change						
3	SC s unoccupied	I but owned	SC remains in o	wnership of					

Test Case ID		TC_37	Test Case Descripti	ion	Gain Troops					
Created By		Ellen B.	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S#	Prerequisites:				S#	Test Data Requiren	nent			
1	The season is wi	inter			1					
2	The country own	s more supply ce	nters than units		2					
3	Country's origina at least one	al supply centers a	re unoccupied,		3					
4	Fleets must be b	uilt on coasts			4					
Test Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended
	Player selects ar	n army unit	Army is created							
	Player selects a	fleet unit	Fleet is created							
	Player creates m they own supply	nore units than centers	Only units up to supply centers a skipping some of	re created,						
	Player selects fle	eet on inland SC	No unit is created	d						

Test Case ID		TC_38	Test Case Descript	on	Resolve Orders					
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	ail/Not Executed)		
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	Expecte	d Results		Actual Results		Pass / Fa	nil / Not executed / Su	spended
1	An order is invali	id	The affected unit order is highlight reason displayed	ed and its failure						
2	An order is valid		The order is carr updated	ied out, map						
3	An attack order i	s successful	Attacked unit is t disband	old to retreat or						

Test Case ID		TC_39	Test Case Descripti	on	Retreat					
Created By		Ellen	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S #	Prerequisites:				S#	Test Data Requiren	nent			
1	A unit is attacked	d by an enemy wit	h greater power		1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended
1	The unit moves i	n a valid manner	The retreat takes the next turn star	s place before ts						
2	Fleet is ordered	to an inland area	The player must retreat	select a different						
3	Army is ordered	into water	The player must	select again						
4	Unit is convoyed		The player must	select again						
5	There are no ava	ailable areas to	The unit is destro	oyed						

Test Case ID		TC_40	Test Case Descript	ion	Units retreat to	the same province)			
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Require	ment			
1	Two units are di	slodged			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	Units ordered to province	retreat to same	Both units disba ownership or str	nd regardless of ength						

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			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Require	ment			
1	Unit is attacked	by an enemy wit	n greater power		1					
2	There are no ad	jacent areas to re	etreat to		2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Unit is attacked retreat	and cannot	The unit is remo	ved from the ally						

Test Case ID		TC_42	Test Case Descripti	on	Civil Disorder					
reated By		Ellen	Reviewed By				Version			
A Tester's Log										
ester's Name			Date Tested				Test Case (Pass/	Fail/Not Executed)		
S#	Prerequisites:				S#	Test Data Require	ment			
1	Player leaves the	e game early			1					
2	OR player doesn	n't submit orders b	y end of turn	_	2					
3		<u> </u>	·		3				<u> </u>	
4					4					
est Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
1	Country enters of	civil disorder	Session marks c	ountry as such						
2	All units hold in p		No supports or n							
3	Unit is attacked		Disbands instead	d of dislodges						

Test Case ID		TC_43	Test Case Descript	ion	Civil Disorder I	Disbandment				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/F	Fail/Not Executed)		
S#	Prerequisites:				S#	Test Data Requi	rement			
1	Country is in sta	te of CD			1					
2	Country loses su units > number of	upply center, bring of SC's owned	ing number of		2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results	S	Pass / F	Fail / Not executed / So	uspended
1	Prereqs met		Unit furthest from disbands	n home country						
2	Two or more uni	ts are equidistant	Fleet is disbande	ed first						
3	Two or more equ	uidistant units are	Disbanded base order of province	d on alphabetical e names						
4	All equidistant unit type	nits are of one	Disbanded base order of province	d on alphabetical e names						

Test Case ID		TC_44	Test Case Descript	ion	Hold					
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)		
S#	Prerequisites:				S #	Test Data Requir	ement			
1	Unit is not order	ed or told to take	alternate action		1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	uspended
	The unit is not o	rdered	The unit holds in	place						
	The unit is order	red to hold	The unit holds in	place						
	Unit is attacked greater power	by enemy of	The unit is dislocated retreat	lged and must						
	Unit is attacked lesser or equal p	by an enemy of bower	The unit holds in	place						

	TC_45	Test Case Descript	tion	Support an A	ttack				
	Ellen	Reviewed By				Version			,
		Date Tested				Test Case (Pa	ss/Fail/Not Executed)		
Prerequisites:				S #	Test Data Re	equirement			
Supporting unit	adjacent to attack	ed province		1					
				2					
				3					
				4					
Step	Details	Expecte	ed Results		Actual Res	sults	Pass / Fa	ail / Not executed / Sus	pended
Unit supports ar	other unit	Supported unit gits attack	gains strength for						
Supporting unit unit other than the	s attacked by a ne attacked unit	Support is cut, s taken away	trength bonus						
Supporting unit	attacked by the or	Support is not c	ut						
	Supporting unit a Step Unit supports an Supporting unit i unit other than the	Prerequisites: Supporting unit adjacent to attacked Step Details Unit supports another unit Supporting unit is attacked by a unit other than the attacked unit	Prerequisites: Supporting unit adjacent to attacked province Step Details Expecte Unit supports another unit Supporting unit is attacked by a unit other than the attacked unit taken away	Ellen Date Tested	Prerequisites: Supporting unit adjacent to attacked province Step Details Supported unit gains strength for its attack Supporting unit is attacked by a unit other than the attacked unit Ellen Reviewed By Date Tested S# S# Supporting unit adjacent to attacked province 1 2 3 4	Prerequisites: S# Test Data Re Supporting unit adjacent to attacked province 1 2 3 4 Step Details Expected Results Actual Res Supporting unit is attacked by a unit other than the attacked unit Support is cut, strength bonus taken away	Ellen Reviewed By Version Date Tested Test Case (Pair Prerequisites: S# Test Data Requirement Supporting unit adjacent to attacked province 1 Supporting unit adjacent to attacked province 2 3 4 Step Details Expected Results Actual Results Unit supports another unit Supported unit gains strength for its attack Supporting unit is attacked by a unit other than the attacked unit taken away	Ellen Reviewed By Version Date Tested Test Case (Pass/Fall/Not Executed) Prerequisites: S# Test Data Requirement Supporting unit adjacent to attacked province 1 2 3 4 Unit supports another unit Supported unit gains strength for its attack Supporting unit is attacked by a unit other than the attacked unit Support Is cut, strength bonus taken away	Ellen Reviewed By Version Date Tested Test Case (Pass/Fail/Not Executed) Prerequisites: S# Test Data Requirement Supporting unit adjacent to attacked province 1 2 3 4 Step Details Expected Results Actual Results Pass / Fail / Not executed / Sus Unit supports another unit Supporting unit is attacked by a unit other than the attacked unit Supporting unit is attacked by a unit other than the attacked unit

Test Case ID		TC_46	Test Case Descript	on	Cut Support					
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	nil/Not Executed)		
S#	Prerequisites:				S#	Test Data Requi	rement			
1	Unit attacks opp	oosing player			1	-				
2	Attacked unit is				2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	ed Results		Actual Results	3	Pass / F	ail / Not executed / Su	uspended
1	Attack fulfills pre	erequisites	Attacked unit's s	upport is cut						
2		supporting an atta								
3	Attacker's strengupporter's stre	gth is >= ngth	Supporting unit is support cut	s dislodged and						

Test Case ID		TC_47	Test Case Descript	tion	Convoy an ar	my unit using a	a fleet unit			
Created By		Ellen B.	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pas	ss/Fail/Not Executed)		
S#	Prerequisites:	1	'		S#	Test Data Re	equirement	'	1	'
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	The body of wat	er is adjacent to t	he target land		3					
4					4					
Test Conditions										
Step#	Step	Details	Expecte	ed Results		Actual Res	sults	Pass / F	fail / Not executed / S	uspended
1	Convoy orders a	are valid	Army is moved a	at turn end						
2	Fleet isn't adjace	ent to the army	Fleet holds inste	ad						
3	Army doesn't se target land as th	lect the same e fleet	Both units hold							
4	Fleet isn't adjace	ent to the target	Fleet holds inste	ead						
5	Fleet isn't in the crossed	water being	Fleet holds inste	ead						
6	Fleet is convoye	d	Convoy fails							

Test Case ID		TC_48	Test Case Descripti	on	Testing multip	ole convoys on sa	ame unit		
Created By		Sovathana	Reviewed By				Version		
QA Tester's Log	'								
ester's Name			Date Tested				Test Case (Pass	/Fail/Not Executed)	
S#	Prerequisites:				S#	Test Data Requ	irement		
1	different fleets a	re ordered to supp	ort one same unit		1				
2					2				
3					3				
4					4				
Test Conditions									
Step#	Step	Details	Expecte	d Results		Actual Resul	ts	Pass / Fa	il / Not executed / Suspended
1	Fleets ordered to	o convoy a unit	the unit is being	convoyed					
2	no convoy is cut	ted off	convoyed is succ	ceeded					
3	some convoys cone convoy rout	eutted off, at least e is not attacked	convoyed is succ	ceeded					
4	all convoys are		convoyed failed						

Test Case ID		TC_49	Test Case Descripti	ion	Illegal move: l	Jnit attempts positio	n trade without	convoy		
Created By		Ellen	Reviewed By				Version			
A Tester's Log										
ster's Name			Date Tested				Test Case (Pass/	Fail/Not Executed)	/Not Executed)	
S #	Prerequisites:				S #	Test Data Requiren	nent			
1	Two players give move orders into each other				1					
2	Convoy is not us	sed			2					
3					3					
4					4					
st Conditions										
Step#	Step	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / S	uspended
1	Each unit has ed	qual strength	Neither unit mov	es						
2	One unit has greater strength, of d Weaker unit is		Weaker unit is di	slodged						

Test Case ID		TC_50	Test Case Descripti	ion	Attacking Conv	/oy				
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name	Ster's Name Date Te		Date Tested				Test Case (Pass/Fa	il/Not Executed)		
0.4	B				S#	Total Data Damida				
S#	Prerequisites:					Test Data Requirer	nent			
1	An army is being convoyed by a fleet		eet		1					
2	A foreign unit attacks the fleet				2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	Suspended
1	Each unit has ec	qual strength	The convoy cont	inues						
2		s greater strength	The convoy is ca	ancelled and fleet						

Test Case ID		TC_51	Test Case Descript	ion	Testing disrup	ting a Convoy				
Created By		Sophanna	Reviewed By				Version			1
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
S #	Prerequisites:				S#	Test Data Require	ement			
1	A fleet is dislodg	jed			1					
2					2					
3					3					
4					4					
Test Conditions										
Step #	Step	Details	Expecte	d Results		Actual Results		Pass / F	Fail / Not executed /	Suspended
1	A fleet is ordered	d to convoy	the unit is being	convoyed						
2	The fleet is dislo	dged during the	The fleet is dislo	dged						
3	The convoy orde	er is failed	convoy order is i	not successful						

Test Case ID		TC_52	Test Case Descript	ion	Supported Att	tack Cuts a Conv	oyed Attack		
Created By		Ellen	Reviewed By				Version		
QA Tester's Log									
Tester's Name			Date Tested				Test Case (Pass/F	ail/Not Executed)	
S#	Prerequisites:				S#	Test Data Requ	irement		
1	Convoyed unit A	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		ne country		3				
4					4				
Test Conditions									
Step #	Step	Details	Expecte	d Results		Actual Resul	ts	Pass / Fail	/ Not executed / Suspended
1	Prereqs are met	t	Support not cut, fleet dislodges	unit A holds, A's					
2	Prereqs aren't n	net	All involved units	hold					

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			Date Tested				Test Case (Pass/Fa	ail/Not Executed)			
S#	Prerequisites:				S#	Test Data Requiren	nent				
1	Player selects er	nd turn			1	Tool Data Hoquiton		ıt			
2	All orders are res				2						
3	7 014010 410 100	56.764			3						
4					4						
Test Conditions											
Step #	Step I	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	spended	
1	All players end the resolves needed	heir turn with no	The turn ends								
2	Orders about ret resolved	reat need to be	The players must disband before to completely ende	he turn is							
3	Orders are invali	id	The units involve hold as the turn								
ц											

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			Date Tested				Test Case (Pass/Fail/Not Executed)				
S#	Prerequisites:				S#	Test Data Requirer	Requirement				
1		son is either Sprin	ig or Fall		1						
2	players did not s	submit orders			2						
3					3						
4					4						
Test Conditions											
Step#	Step	Details	Expecte	ed Results		Actual Results		Pass / Fa	ail / Not executed / So	ıspended	
1	Move to new se	ason	season is Spring	or Fall							
2	Player made ord submit	der but did not	all orders are no	t submitted							
3	Time limit is up		Unsubmitted ord executed. All unit position	ers are not ts remain in same							

Test Case ID		TC_55	Test Case Descripti	ion	Request Draw							
Created By		Ellen	Reviewed By				Version			1		
QA Tester's Log												
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)				
S#	Prerequisites:				S#	Test Data Requiren	-ant					
1					1	rest Data Requiren	ient					
2	Game is active				2							
3	The turn's action	s haven't yet beer	n sent		3							
4					4							
4					4							
Test Conditions												
Step#	Step I	Details	Expecte	d Results		Actual Results		Pass / Fa	ail / Not executed / Su	uspended		
	Player sets their draw	win condition to	The new condition	on is recorded								
	All players' win c to draw	onditions are set	The game ends									
	At least one play condition isn't se	er's win t to draw	The game contin	iues								

	TC_56	Test Case Descripti	ion	Win Game					
	Sovathana	Reviewed By				Version			
		Data Tastad				Toot Cook (Book)Fo	:I/Not Evecuted)		
		Date Tested				Test Case (Pass/Pa	III/Not Executed)		
Prerequisites:				S#	Test Data Require	ement			
	trols eighteen sup	ply centers		1					
Or All remaining country agreed to end game				2					
				3					
				4					
Step I	Details	Expecte	d Results		Actual Results		Pass / F	ail / Not executed / S	Guspended
A country seize s	supply centers	supply center inc	creased						
Check supply ce	nter of each coun	supply center is	counted						
A country has me supply centers	ore than eighteen	The country win	the game						
	One country con Or All remaining Step I A country seize s Check supply ce A country has m	Prerequisites: One country controls eighteen sup Or All remaining country agreed to Step Details A country seize supply centers Check supply center of each coun A country has more than eighteen	Prerequisites: One country controls eighteen supply centers Or All remaining country agreed to end game Step Details Expecte A country seize supply centers Check supply center of each count supply center is A country has more than eighteen	Prerequisites: One country controls eighteen supply centers Or All remaining country agreed to end game Step Details Expected Results A country seize supply centers Check supply center of each country has more than eighteen The country win the game	Prerequisites: One country controls eighteen supply centers Or All remaining country agreed to end game Step Details Expected Results A country seize supply centers Check supply center of each country supply center is counted A country has more than eighteen The country win the game	Prerequisites: One country controls eighteen supply centers Or All remaining country agreed to end game Step Details Expected Results A country seize supply centers Check supply center of each count A country has more than eighteen The country win the game	Sovathana Reviewed By Date Tested Test Case (Pass/Fa Prerequisites: One country controls eighteen supply centers Or All remaining country agreed to end game 2 3 4 Step Details Expected Results A country seize supply centers Check supply center of each count supply center is counted A country has more than eighteen The country win the game	Sovathana Reviewed By Date Tested Test Case (Pass/Fail/Not Executed) Prerequisites: S# Test Data Requirement One country controls eighteen supply centers Or All remaining country agreed to end game 2 3 4 Step Details Expected Results Actual Results Pass / F Check supply center of each country supply center increased A country has more than eighteen The country win the came	Sovathana Reviewed By Date Tested Test Case (Pass/Fail/Not Executed) Prerequisites: S# Test Data Requirement One country controls eighteen supply centers Or All remaining country agreed to end game 3 4 Step Details Expected Results A country seize supply centers Supply center increased Check supply center of each count supply center is counted A country has more than eighteen The country win the compo

Test Case ID		TC_57	Test Case Descript	ion	Exit Game					
Created By		Ellen	Reviewed By				Version			
QA Tester's Log										
Tester's Name			Date Tested				Test Case (Pass/Fa	il/Not Executed)		
Tester's Name			Date Tested				Test Case (Fassifia	III/Not Executed)		
S#	Prerequisites:				S #	Test Data Require	ment			
1	Player is in an active 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	Player click on '2	X' button	Player exit out o	f the game						
2	Host click on 'X'	button	Host exit out of t players are kick	he game. All othe out of the game.	r					

Test Case ID		TC_58	Test Case Descripti	on	Testing Stalen	nate				
Created By		Sovathana	Reviewed By				Version			
QA Tester's Log										
Tester's Name	ster's Name		Date Tested	1		Test Case (Pass/Fail/Not Executed)				
S#	Prerequisites:				S#	Test Data Require	mont			
1					1	Test Data Requirer	illetit.			
	All players are in the game				·					
2	One player has pressed the 'Request Draw' but				2					
3					3					
4					4					
Test Conditions										
Step #	Step I	Details	Expected	d Results		Actual Results		Pass / F	ail / Not executed / S	Suspended
1	One player requ	ested to draw	request is sent to	all other player						
2	All other players requests	accept the	the game end in	a stalemate						