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| **System Testing for Sprint Cycle 1** | | | | | | | | |
| Ref | Req | Description | Input(s) | Expected Output | Actual Output | Pass/Fail | Action? |
| 1 | F1 | There shall be a digital game board with the proportions of the supplied game board. | Start game and check if board has been created | Digital game board with the proportions of the supplied game board |  | Pass | - |
| 2 | F2 | There shall be accessible and inaccessible tile types. Compare to file | Start game and compare board to text file | Board has accessible and inaccessible tiles | xxxxxxxaxxxxxxxxpxxxxxxx xxxxxxxaaxxxxxxaaxxxxxxx xxxxxxxaaxxxxxxaaxxxxxxx xxxxxxsaaxxxxxxaaxxxxxxx xaaaaayayhxxxxxaaxxxxxxx paaaaaaaaxxxxxxaafxxxxxx xxxxxxaaaxxhhxxaayaaaaax xxxxxxxaaaayyaaaaaaaaaap xxxxxxlyammmmmaaayaaaaax xxxxxxxaammmmmaaxdxxxxxx xxxlxxaaammmmmaaxxxxxxxx ayayaaaaammmmmaaxxxxxxxx xbxxxxaaammmmmaydxxxxxxx xxxxxxaaammmmmaaxxxxxxxx xxxxxxaaammmmmaaxxxxxxxx xxxxxbyaaaaaaaaaaaaxxxxx xxxxxxaaayaaaayaaaaaaaax xaaaaaaaxexxxxexaaayaaaa paaaaaaaxxxxxxxxaaxkxxxx xxxxcyayexxxxxxeyaxxxxxx xxxxxxaaxxxxxxxxaaxxxxxx xxxxxxaaxxxxxxxxaaxxxxxx xxxxxxaaxxxxxxxxaaxxxxxx xxxxxxxaaaxxxxaaaxxxxxxx xxxxxxxxxpxxxxpxxxxxxxxx | Pass | - |
| 3 | F3 | Tiles shall only be able to hold one person. Checked when a player tries to enter another player’s tile | Start game and try to make players stand on another player’s tile | Players cannot enter a tile another player is occupying | Players cannot occupy another player’s tile | Pass | - |
| 4 | F4 | Room Tiles shall be able to contain multiple people. | Start game and put multiple players into the same room | Multiple players can occupy the same room |  | Pass | - |
| 5 | F5 | There shall be door tiles and room entry tiles. | Start game and check if there are door tiles and room entry tiles | There are door tiles and room entry tiles | Shaded brown-pink tiles are room entrance tiles and bold colours (dark green – ballroom, reddish-brown – conservatory, dark blue – billiard room, bright red – library, pale green – study, medium blue – hall, bright pink – lounge, bright green – lounge, dark red – kitchen) are door tiles | Pass | - |
| 6 | F6 | Door tiles shall only be accessed from room entry tiles. | Start game and see if player can only access door tile if room entry tile is chosen | Player can only access door tile if room entry tile is chosen | White player has enough moves for the room entrance, but not enough to get to the door entrance, so it needs enough moves to go to the room entrance and then the door entrance, | Pass | - |
| 7 | F7 | It shall be impossible to travel between tiles diagonally | Start game and see if players can move diagonally | Players can’t move diagonally | Players are not able to move diagonally | Pass | - |
| 8 | F8 | There shall be starting tiles. There shall be six of these for a standard game. | Start game and see if there are 6 starting tiles | There are 6 starting tiles |  | Pass | - |
| 9 | F9 | There shall be player pieces. There shall be six of these for a standard game. | Start game and see if there are six player pieces in a 6-player game | There are 6 player pieces |  | Pass | - |
| 10 | F10 | Players shall start the game on starting tiles. | Start game and see if the players are on their starting tiles | All players are on starting tiles |  | Pass | - |
| 11 | F11 | There shall be a random number generator between 2-12. This shall be referred to as the dice. Two number generators so as to simulate die | Start game and see if dice is working correctly as a number generator between 2 and 12 | Dice generates number between 2 and 12 |  | Pass | Dice panel will need to show number on GUI rather than in console |
| 12 | F12 | The dice will be able to be rolled. | Start game and see if player can roll dice | Dice can be rolled by player |  | Pass | - |
| 13 | F13 | The dice will simulate randomness. | Dice will roll random numbers | Dice rolls randomly generated numbers | You rolled a: 5  You rolled a: 9  You rolled a: 3 | Pass | - |
| 14 | F14 | The players will take turns. On this turn the player will be able to roll the dice and travel the corresponding amount of spaces. The player piece will now be in this space. | Start game and see if players can take turns | The players will be able to take turns. On this turn the player will be able to roll the dice and travel the corresponding amount of spaces. The player piece will now be in this space. |  | Pass | - |
| 15 | F15 | Once the player has moved, they can end their turn and it will be the next players turn. | Start game and see if player can end turn after they’ve moved | Once the player has moved, they can end their turn and it will be the next players turn. |  | Pass | - |
| 16 | F16 | Player pieces shall return to their starting positions when the game is restarted. | Restart game and see if players return to starting tiles | Players will return to starting tiles once game is restarted | There is no ability to restart game | Fail | We will add a restart button or something like that in the next sprint cycle |
| 17 | F17 | The board should tell the players whose turn it is. | See if game tells the player whose turn it is | Players will know whose turn it is | Players can see whose turn it is in the window heading | Pass | - |
| 18 | F18 | There will be a way to travel between certain rooms in one move by using “secret passageways”. This is done instead of rolling dice. | See if game allows player to use secret passageway | Players can use secret passageways | The player is not able to use secret passageways as there aren’t any | Fail | We will add secret passageways in the next sprint |
| 19 | F19 | When a player is on a tile that tile is inaccessible. This should affect possible movement. Doors can be blocked and the player cannot be stepped over by other players. | Start game and see if players can block doors and other players won’t be able to enter the room | Players can block doors and make the tile they’re on inaccesible | Player 2 (Peacock) is not able to enter the Dining Room as White and Scarlett are on the room entrance tiles and so Peacock cannot enter that room using the door tiles | Pass | - |
| 20 | F20 | A room tile is a final space for movement in a turn. | Start game and see if player’s final space for move in a turn is the room tile | A room tile is a final space for movement in a turn. |  | Pass | - |
| 21 | FO1 | There should be a visual representation of the dice that shows the number generated. (This will require two different number to be entered into a pseudo-random number generator for the two different dice.) | Start game and see if player can see the dice number on the GUI-representation of the game | Player can see dice number in window | Player cannot see dice number in window, and can only see it in the console | Fail | We will add the ability for the Dice panel to show number on GUI on the next sprint cycle |
| 22 | FO2 | There should be highlighted spaces to show which tiles are accessible by the player. | Start game, roll dice and see if player can see the highlighted tiles that are accessible by the player | Highlighted spaces to show which tiles are accessible by the player. |  | Pass | - |
| 23 | FO3 | Players should be able to save their positions to return to later. | Start game and see if player can save position to return to later after their turn has ended | Player can essentially skip turn and their position is saved | Player 1 is Mustard (Mustard), player 2 is Peacock (Black) and player 1 has skipped their turn and didn’t move and their position is saved | Pass | - |
| 24 | FO4 | The player should be able to move their pieces by clicking the board. | Start game and see if player can click accessible tile | Player can move their pieces by clicking the board | Player can click highlighted tiles to move to that tile | Pass | - |
| 25 | NF1 | The board will be written in java. | See if game is written in Java | Game is written in Java | Game is written in Java | Pass | - |
| 26 | NF2 | The board and player pieces visual aspects should be able to be changed before starting the game by the user. | See if user can change visual aspects before game starts | User can change visiual as |  |  |  |
| 27 | D1 | The board and movement must be simple enough to understand for an 8-year-old to understand. | See if game is simple enough r | Game is understandable by 8-year-old | Team: “Can you understand it?”  8-year-old: “Yeah, sort of” | Pass | - |
| 28 | D2 | The board should be aesthetically pleasing. | Look at game board | The board looks aesthetically pleasing |  | Pass | - |