

**Project Name:** Illuminati Board Game Application

# Test Case Report

**Test Case ID:** T1.001

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Start application

**Test Execution date:**

**Description:** Start a new game of illuminati

**Pre-conditions:** Open application

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Run Application	Start menu appears			
2					
3					
4					

**Post-conditions:**

Main menu opens

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# Test Case Report

**Test Case ID:** T1.002

**Test Priority (Low/Medium/High):** High

**Test Title:** Start game

**Description:** Start a new game of illuminati

**Test Designed by:** Team 4 Star

**Test Executed by:** Sopheak Ko

**Test Execution date:**

**Pre-conditions:** Open application

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Run Application	Start menu appears	Pass		
2	Click “Start game”	Player option screen displayed	Pass		
3					
4					

**Post-conditions:**

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# Test Case Report

**Test Case ID:** T1.003

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** Medium

**Test Executed by:** Sopheak Ko

**Test Title:** Start Advance Game

**Test Execution date:**

**Description:** Option for advance game

**Pre-conditions:** Run Application

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Click start advanced game	The advanced game options submenu is displayed	P		
2	Show advanced options	The Advanced game options are displayed	P		
3	Adjusting Game Length Option	The adjusting game length options are displayed	P		
4	Hidden Goals Option	The hidden goals options are displayed	P		

**Post-conditions:**

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# Test Case Report

**Test Case ID:** T1.003.2

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** Medium

**Test Executed by:** Sopheak Ko

**Test Title:** Start Advance Game

**Test Execution date:**

**Description:** Option for advance game

**Pre-conditions:** Run Application

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Hidden Illuminati Option	The hidden illuminati options are displayed	P		
2	Larger Games Option	The larger games options are displayed	P		
3	Save the options	The options are saved	P		

**Post-conditions:**

**Project Name:** Illuminati Board Game Application

# Test Case Report

**Test Case ID:** T1.004

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** Low

**Test Executed by:** Sopheak Ko

**Test Title:** Exit Application

**Test Execution date:**

**Description:** Quit game

**Pre-conditions:** Player click the “Setting” option

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Player end turn	Sequence of play ends	P		
2	Click “Setting”option	Game pause and option menu pops up	P		
3	Click “Quit Game” option	The application terminated	P		

**Post-conditions:**

**Project Name:** Illuminati Board Game Application

# Test Case Report

**Test Case ID:** T1.005

**Test Priority (Low/Medium/High):** High

**Test Title:** Start of game actions

**Description:** The game begins

**Test Designed by:** Team 4 Star

**Test Executed by:** Sopheak Ko

**Test Execution date:**

**Pre-conditions:** Start game

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Click "Start of game actions" option	Each player receives an illuminati and income.	Pass		
2	The bank distributes income	Player recieve their illuminati and income	Pass		

**Post-conditions:**

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## Test Case Report

**Test Case ID:** T1.006

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** Low

**Test Executed by:** Sopheak Ko

**Test Title:** Assign Illuminati

**Test Execution date:**

**Description:** Each player is given an illuminati card

**Pre-conditions:** Start of game actions have been initiated

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Shuffle/randomized order of Illuminati card	The shuffler should randomized the order of the illuminati card	P		
2	Each player is assigned with different illuminati from the shuffled illuminati card	Each player gets a randomized illuminati card plus money from the bank	P		

**Post-conditions:**

**Project Name:** Illuminati Board Game Application

# Test Case Report

**Test Case ID:** T1.007

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Reveal Initial uncontrolled groups

**Test Execution date:**

**Description:** Draw card from Group/Special card deck, until 4 groups are drawn and revealed

**Pre-conditions:** Assign Illuminati completed

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Start a game	Four initial uncontrolled groups drawn automatically			
2					
3					
4					

**Post-conditions:**

4 groups revealed and placed on game grid.



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# Test Case Report

**Test Case ID:** T1.008

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Determine 1st player

**Test Execution date:**

**Description:** Assign 1st player to act in sequence of play progressing counter-clockwise from that player

**Pre-conditions:** Reveal initial uncontrolled groups completed

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Start a game	A player is randomly assigned to go first automatically			
2					
3					
4					

**Post-conditions:**

1st player chosen and put into the start of sequence of play

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## Test Case Report

**Test Case ID:** T1.009

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Sequence of Play

**Test Execution date:**

**Description:** Define turn structure for each player in order of actions

**Pre-conditions:** A game has been started, a player that controls a group that owns money is selected to play a turn.

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Automatic actions taken	Appropriate income is collected and card(s) are drawn			
2	Take two action	Take action phase is triggered and displayed in a panel			
2.1	Take an additional action	This option is unavailable or denied			
3	Take a free action	Free action triggered and displayed in panel			
4	Transfer money	a user indicated amount of money is moved between groups			
5	Auto-special powers and targets added	illuminati-specific power actions are taken and uncontrolled groups added appropriately			
6	Game won check	If the game should be won, the game is ended			

**Post-conditions:**

Player successfully has had the opportunity to receive or perform all actions in the sequence of play, and checks for game win conditions.

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# Test Case Report

**Test Case ID:** T1.010

**Test Priority (Low/Medium/High):** High

**Test Title:** Collect Income

**Description:** Grant active player the appropriate income from bank

**Test Designed by:** Team 4 Star

**Test Executed by:**

**Test Execution date:**

**Pre-conditions:** Sequence of play has begun

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Begin a player’s turn	Appropriate level of income added to player’s illuminati treasury			

**Post-conditions:**  
Player receives appropriate income at the start of their turn

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# Test Case Report

**Test Case ID:** T1.011

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Draw a Card

**Test Execution date:**

**Description:** Draw a card from the remaining pool of Groups and Special cards

**Pre-conditions:** Collect Income complete, uncontrolled area has fewer than two groups, or Recyclers activated

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Begin a player’s turn	A card is drawn from the deck and appropriate action taken			
1.1	special card is drawn	Special drawn test case triggered			
1.2	group card is drawn	Group drawn test case triggered			

**Post-conditions:**  
Card drawn and appropriately placed

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# Test Case Report

**Test Case ID:** T1.012

**Test Priority (Low/Medium/High):** High

**Test Title:** Group Card Drawn

**Description:** Place group card face up in uncontrolled groups

**Test Designed by:** Team 4 Star

**Test Executed by:**

**Test Execution date:**

**Pre-conditions:** Card drawn is a group card

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Group Card Drawn	Group card is placed face up in uncontrolled group			
2					
3					
4					

**Post-conditions:**  
Drawn group card is placed face up in uncontrolled groups

**Project Name:** Illuminati Board Game Application

# Test Case Report

**Test Case ID:** T1.013

**Test Priority (Low/Medium/High):** High

**Test Title:** Special Card Drawn

**Description:** Place special card face down or face up, or discard

**Test Designed by:** Team 4 Star

**Test Executed by:**

**Test Execution date:**

**Pre-conditions:** Special card is placed per users desire or is discarded if appropriate

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Special card drawn	Special card is placed as specified by the current player			

**Post-conditions:**  
Special card is placed per users desire or is discarded if appropriate

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# Test Case Report

**Test Case ID:** T1.014

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Take Actions Phase

**Test Execution date:**

**Description:** Allow Player to take two actions on their turn, or any player to perform free actions

**Pre-conditions:** Draw a Card in sequence of play complete

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Take two regular actions	Take regular action phase is triggered and displayed in a panel			
1.1	Take an additional regular action	This option is unavailable or denied			
2	Take free action	Free action is triggered in another panel			
3	End turn is selected	Post condition triggers			

**Post-conditions:**

Player is able to properly execute the appropriate number of actions of their choice during their turn



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## Test Case Report

**Test Case ID:** T1.015

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Regular Action

**Test Execution date:**

**Description:** Complete a selected regular action

**Pre-conditions:** Player has decided to take a regular action

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Prompted to select a regular action	Prompt appears with options for Attack, Money Transfer, and Move a Group.			
2	Action selected from prompt	User's choice is recorded and appropriate action use case is triggered.			
2.1	Attack was selected	Attack use case is successfully triggered			
2.2	Money Transfer selected	Transfer Money use case is successfully triggered			
2.3	Move a Group selected	Move a Group use case is successfully triggered			

**Post-conditions:**

Appropriate use case based on user selection is triggered.

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## Test Case Report

**Test Case ID:** T1.016

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Transfer Money

**Test Execution date:**

**Description:** Part or all of the contents of a group's treasury may be moved to an adjacent group's treasury

**Pre-conditions:** Player has two adjacent controlled groups with money in at least one treasury. Player has one of their two remaining transfers during the Take Action Phase or uses a regular action to initiate.

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Transfer money	User specified amount is transferred between legal participants			
1.1	Indicate origin group	A player owned group with >1 BC is selected			
1.2	Indicate destination group	A group adjacent to the origin is selected			
1.3	Specify quantity	Quantity of funds transferred			

**Post-conditions:**  
Instance specific

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## Test Case Report

**Test Case ID:** T1.017

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** The Attack

**Test Execution date:**

**Description:** Allows a player to perform an attack

**Pre-conditions:** Attack is selected from take action phase

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1.0	Prepare attack	target and victim are assigned			
1.1	user selects an attacker	a user controlled group is selected			
1.2	user selects a target	a valid non-attacking group is selected			
2.0	Calculate damage changes	Special powers correctly attributed and player bonuses applied appropriately			
2.1	Interference	Other players impact power appropriately			
2.2	Combatants influence attack	cards can be discarded to affect power, cancel attack is offered			
3.0	Auto- attack commences	Correct result is determined and roll reported			

**Post-conditions:**

The player is returned to the action phase menu

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# Test Case Report

**Test Case ID:** T1.018

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Moving a Group

**Test Execution date:**

**Description:** A player moves a group to a vacant outgoing control arrow

**Pre-conditions:** Player has triggered the Moving a Group use case

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Select a group and appropriate outgoing control arrow	Selected group is moved to selected vacant outgoing control arrow			

**Post-conditions:**  
Group is successfully moved to desired vacant outgoing direction

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# Test Case Report

Test Case ID: T1.019

Test Designed by: Team 4 Star

Test Priority (Low/Medium/High): High

Test Executed by:

Test Title: Free Action

Test Execution date:

Description: Complete a free action

**Pre-conditions:** The current player has decided to take a free action

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Prompt to select a free action	Prompt appears with free action options			
2	Action selected	Appropriate free action use case is triggered.			
2.1	Drop Group selected	Drop Group use case is successfully triggered			
2.2	Aid an Attack selected	Aid an Attack use case is successfully triggered			
2.3	Giving away a special card or money selected	Giving away a special card or money use case is successfully triggered			
2.4	Use a Special Card selected	Use a Special Card use case is successfully triggered			

**Post-conditions:**

Appropriate use case based on user selection is triggered

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# Test Case Report

**Test Case ID:** T1.020

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Drop Group

**Test Execution date:**

**Description:** Groups is removed from power structure

**Pre-conditions:** Drop Group use case was triggered

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Player Indicates group they want to drop	Group is removed from power player’s power structure and returned to uncontrolled area			

**Post-conditions:**  
Selected group is removed from power structure and returned to uncontrolled area

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# Test Case Report

**Test Case ID:** T1.021

**Test Priority (Low/Medium/High):** High

**Test Title:** Aiding an Attack

**Description:** Use Transferable Power to assist another group

**Test Designed by:** Team 4 Star

**Test Executed by:**

**Test Execution date:**

**Pre-conditions:** Aiding an Attack use case triggered

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Confirm use of transferable power	Transferable power is transferred to another group			

**Post-conditions:**  
Target group receive transferable power



**Project Name:** Illuminati Board Game Application

# Test Case Report

**Test Case ID:** T1.022

**Test Priority (Low/Medium/High):** High

**Test Title:** Giving away a special card or money

**Description:** Transfer money or special card to another player

**Test Designed by:** Team 4 Star

**Test Executed by:**

**Test Execution date:**

**Pre-conditions:** Giving away a special card or money use case triggered

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	User select to give a special card or money	Selection is recorded and appropriate use case is triggered			
1.1	Transfer Money Selected	Transfer Money use case triggered			
1.2	Give a Special Card Selected	Special card is given to another player			

**Post-conditions:**  
Appropriate use case or action is completed based on selection

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# Test Case Report

**Test Case ID:** T1.023

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Using a Special Card

**Test Execution date:**

**Description:** Use the ability of a special card

**Pre-conditions:** Special card is activated

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Special card is activated	Special card actions are applied appropriately based on card description			

**Post-conditions:**

Special card effects are applied based on description

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# Test Case Report

**Test Case ID:** T1.024

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Passing

**Test Execution date:**

**Description:** Player passes the turn and receives appropriate compensation

**Pre-conditions:** Player selects to pass the turn

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Player selects pass the turn	Player receives 5MB and sequence of play for current player reaches end			

**Post-conditions:**

Player receives 5MB and end of sequence of play actions are intitated

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## Test Case Report

**Test Case ID:** T1.025

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Take Special-Power Actions

**Test Execution date:**

**Description:** Activate and use the abilities of the Gnomes of Zurich or Bermuda Triangle Illuminati

**Pre-conditions:** Active player's Illuminati is the Gnomes of Zurich or Bermuda Triangle

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	User Confirms they will use power	Appropriate Illuminati power is activated			
1.1	Gnomes of Zurich power activated	Player is able to distribute money freely			
1.2	The Bermuda Triangle power activated	Player is able to reorganize groups freely			

**Post-conditions:**

Appropriate Illuminati's power was activated and applied if so desired

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## Test Case Report

**Test Case ID:** T1.026

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Add Targets

**Test Execution date:**

**Description:** Adds uncontrolled groups if there are two or fewer present in play at the end of a player's sequence of play

**Pre-conditions:** After a player's sequence of play is complete, less than two uncontrolled groups are in play

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Draw a Card	Draw a Card use case triggered			
2	Loop to 1 if there are still fewer than two uncontrolled groups	Loops until two uncontrolled groups are in play and then advances to next player's sequence of play			

**Post-conditions:**

At least two uncontrolled groups are in play and the next player's sequence of play commences

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## Test Case Report

**Test Case ID:** T1.027

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Game Win Check

**Test Execution date:**

**Description:** At the end of a player's sequence of play, checks are made to see if a player has won the game

**Pre-conditions:** Card drawn is a group card

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Check if Goal Met	Appropriate goal is checked			
1.1	Basic Goal is met	If playing basic game and condition is met appropriate players win the game and the game is concluded			
1.2	Advanced Goal is met	If playing advanced game and condition is met appropriate players win the game and the game is concluded			
2	Illuminati Goal is met	If Illuminati goal is met appropriate players win the game and the game is concluded			
3	No goal is met	Play advances to next player's sequence of play			

**Post-conditions:**

If a player or players have met the appropriate established goal they win the game and the game ends, otherwise play advances to next player's sequence of events

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## Test Case Report

**Test Case ID:** T1.028

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Adjusting Game Length

**Test Execution date:**

**Description:** Methods to adjust the game rules in order to increase the total game length

**Pre-conditions:** Option is selected through advanced game

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1.0	Game length rule is selected from advanced menu	New rule requirements applied to game			
1.1	Method 1 selected	Number of groups required for basic goal is increased according to the user			
1.2	Method 2 selected	Goals are ignored, game does not end until all cards are drawn, victor determined through highest total power			
2.0	Start a game	Game is started with new rules applied			

**Post-conditions:**

Return to the main menu

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# Test Case Report

**Test Case ID:** T1.029

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Hidden Goals

**Test Execution date:**

**Description:** Add the use of hidden goals in the game

**Pre-conditions:** Option is selected through advanced game

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1.0	Hidden goals is selected from advanced menu	Future games will implement hidden goals			
2.0	Start a game	Game is started			
2.1	Players select a hidden goal	Players are given hidden victory conditions based on their selected goal			

**Post-conditions:**

Return to the main menu



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# Test Case Report

**Test Case ID:** T1.030

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Hidden Illuminati

**Test Execution date:**

**Description:** Players will keep their Illuminati Group card hidden

**Pre-conditions:** Game is started after hidden illuminati is selected from advanced game menu

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1.0	Select ‘Hidden Illuminati’ from advanced menu	hidden illuminati will be implemented in future games			
2.0	Start game	Game is started with all players illuminati hidden			
2.1	Guess Illuminati incorrectly	A player’s action is consumed			
2.2	Guess Illuminati correctly	A player’s action is consumed and the guessed illuminati is revealed			

**Post-conditions:**  
Game is played as specified

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# Test Case Report

<b>Test Case ID:</b> T1.031	<b>Test Designed by:</b> Team 4 Star
<b>Test Priority (Low/Medium/High):</b> High	<b>Test Executed by:</b>
<b>Test Title:</b> Larger Games	<b>Test Execution date:</b>
<b>Description:</b> Allow 7 or 8 players to play the game	

**Pre-conditions:** Option is selected through advanced game

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Larger game is selected from menu	Future games can support the selected number of players (7 or 8)			

**Post-conditions:**  
Return to the main menu

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# Test Case Report

**Test Case ID:** T1.032

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Leave Game

**Test Execution date:**

**Description:** Player leaves the game early before completion leaving their groups uncontrolled, their treasures going back to the bank, and his Illuminati card removed from play

**Pre-conditions:** Player quits

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Disconnect	disconnected player's resources are returned to neutral zones and turn progresses off of the player if appropriate			

**Post-conditions:**

Player successfully leaves the game, their resources are returned to the appropriate fields. If it is this players turn, the turn should advance.

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# Test Case Report

**Test Case ID:** T1.033

**Test Designed by:** Team 4 Star

**Test Priority (Low/Medium/High):** High

**Test Executed by:**

**Test Title:** Switch Player

**Test Execution date:**

**Description:** Begin sequence of play for next player

**Pre-conditions:** Add Targets use case has completed

Step	Test Steps	Expected Result	Status(P/F)	Actual Result	Notes
1	Next Player's sequence of play commences	Previous player no longer has options, next player's sequence of play begins			
2					
3					
4					

**Post-conditions:**

Next player's sequence of play begins