Illuminati Board Game Application Test Plan

I. Introduction

This is the test plan documentation for Team 4 Star's digital implementation of the Illuminati board game. Encompassed within is a log of test cases serving as a metric for project features progress and successful implementation. Additional requirements on deliverables, environment, frequency of testing, and the responsibilities and expectations of the product test lead to analyze and interpret test case results for proper metrics.

II. Test Plan

Test ID	Description	Expected Results	Actual Results
T01	Run Application	Display Main Menu	
T02	Start Game	Game UI loads with basic ruleset	
T03	Start Advanced Game	Game UI loads with advanced ruleset	
T04	Exit Application	Application is terminated	
T05	Start of Game Actions	Each player receives a random Illuminati and appropriate income	
T06	Assign Illuminati	Randomly assign each player an Illuminati	
T07	Reveal Initial Groups	4 uncontrolled groups are placed on game ui face up	
T08	Determine 1st player	A player is assigned the first turn and initiates their Sequence of Play	
T09	Sequence of Play	All Actions that encompass a turn can be completed properly and the properly checks if a player has won the game before advancing to the next player's sequence of play	
T10	Collect Income	Bank distributes the correct income to active player's Illuminati and controlled groups	
T11	Draw a Card	Player draws a card and is presented appropriate options based on type of card drawn	
T12	Group Card Drawn	Places the group card face up	
T13	Special Card Drawn	Gives option to place card face up or face down, if this occurs during Add Targets it is discarded	
T14	Take Action Phase	Player is prompted to and able to make regular or free actions, as well as pass the turn	
T15	Regular Action	Player is able to choose a regular action option and successfully complete and apply any of those actions to the board. Reduces remaining regular actions available this sequence of play by one.	
T16	Transfer Money	Player is able to choose a group and one adjacent to transfer money to	
T17	The Attack	All players are given the appropriate actions and able to initiate them in an attacking scenario	
T18	Moving a Group	A player is able to successfully move a group to an appropriate location.	
T19	Free Action	Player is able to choose from all free actions options and successfully complete and apply any of those actions to the board.	
T20	Drop Group	A player is successfully able to remove a group from the power structure	

T21	Aiding an Attack	A player is successfully able to use a transferable power to assist another group.	
T22	Giving away a special card or money	A player is able to transfer money or a special card to another player.	
T23	Using a Special Card	A player is able to use the ability of a special card and successfully receive or apply its effects.	
T24	Passing	A player is able to pass the turn ending their sequence of play and receiving 5MB.	
T25	Take Special-Power Actions	Players with the Illuminati The Bermuda Triangle or The Gnomes of Zurich are able to active their special power	
T26	Add Targets	At the end of a player's sequence of play if there are fewer than two uncontrolled groups in play, cards are drawn until there are two uncontrolled groups in play.	
T27	Game Win Check	Upon completing a player's sequence of play if a player(s) has met the basic goal, advanced setting goal if playing an advanced game, or Illuminati goal, they win the game and the game ends.	
T28	Adjusting Game Length	User is able to adjust groups required for basic goal or set win condition to play by power instead.This is then correctly applied to start an advanced game	
T29	Hidden Goals	User is able to allow each player to have a special goal and adjust the UFo's power by +1. This is then correctly applied to start an advanced game	
T30	Hidden Illuminati	User is set player's Illuminate as hidden and allow players the option to guess another's Illuminati and if correct appropriately reveal it. This is then correctly applied to start an advanced game	
T31	Larger Game	User is able to start a game with 7 or 8 players and appropriately increase income by 3 for 7 players and 5 for 8 players. This is then correctly applied to start an advanced game.	
T32	Leave Game	Player is able to successfully leave the game, their turn is no longer in rotation, their groups are left uncontrolled, their treasuries are returned to the bank, and their Illuminati card is removed from play	
T33	Switch Player	Upon completion of Add Target's use case the next player's sequence of play commences.	

III. Testing Deliverables
Testing Deliverables
Specific test case specification forms will be filled out for each test case. These will require the result of all test steps/substeps and any bugs that discovered that affects functionality of any type. There will an additional filled out summary of execution on these test case forms for administrative review by the Product Test Lead. Product Test Lead will interpret results of test case specification forms and translate the result into the Test Plan/Test Log and its scored results in regards to acceptance for completion.

IV. Environmental Requirements
Tests will require computer systems with JDK 12.01 installed and an appropriate IDE to assist in debugging and executing test case implementations. Security and confidentiality of test results is not a high priority and therefore no additional encryption is necessary. Channels of communication will be necessary in the form of a shared test log and test cases.

V.Staffing
The developer that pushes the commit for a feature that a test case encompasses or involves will ultimately be responsible for filling out a test case documentation to be provided to Product Test Lead for review, analysis, and scoring in the Test Plan History.

VI.Schedule
Exhaustive batch testing of all test cases following each commit. Commits will occur twice per week with a possibility of additional commits per week should it be necessary.

VII. Risks and Contingencies
Specify any potential risks and plans for mitigating addressing and/or resolving those risks.

VIII.Approvals
Product Test Lead will review test case results and sign off on results before committing to Section II test plan history.

IX. Document Revision History:

Version	1.0
Name(s)	Team 4 Star
Date	6/13/19
Change Description	Initial Test Plan

Version	1.1
Name(s)	Team 4 Star
Date	6/18/19
Change Description	Introduction and Test Plan updated

Version	1.2
Name(s)	Team 4 Star
Date	6/28/19
Change Description	Test plan updated to explicitly test use case Switch Player