|  |  |
| --- | --- |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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

|  |  |
| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.002 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** Sopheak Ko |
| **Test Title:** Start game | **Test Execution date:** |
| **Description:** Start a new game of illuminati |  |
|  |  |
|  |  |
| **Pre-conditions:** Open application | |
|  | |

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| **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:**



|  |  |
| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
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| **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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| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| **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:**



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| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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:**



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| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.005 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** Sopheak Ko |
| **Test Title:** Start of game actions | **Test Execution date:** |
| **Description:** The game begins |  |
|  |  |
|  |  |
| **Pre-conditions:** Start game | |
|  | |

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| **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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| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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.

|  |  |
| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| **Project Name:** Illuminati Board Game Application | |
| **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. | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.010 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** |
| **Test Title: Collect Income** | **Test Execution date:** |
| **Description:** Grant active player the appropriate income from bank |  |
|  |  |
|  |  |
| **Pre-conditions:** Sequence of play has begun | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.012 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** |
| **Test Title:** Group Card Drawn | **Test Execution date:** |
| **Description:** Place group card face up in uncontrolled groups |  |
|  |  |
|  |  |
| **Pre-conditions:** Card drawn is a group card | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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

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| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.013 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** |
| **Test Title: Special Card Drawn** | **Test Execution date:** |
| **Description:** Place special card face down or face up, or discard |  |
|  |  |
|  |  |
| **Pre-conditions:** Special card is placed per users desire or is discarded if appropriate | |
|  | |

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| **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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| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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

|  |  |
| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| **Project Name:** Illuminati Board Game Application | |
| **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. | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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

|  |  |
| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| **Project Name:** Illuminati Board Game Application | |
| **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 | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.021 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** |
| **Test Title:** Aiding an Attack | **Test Execution date:** |
| **Description:** Use Transferable Power to assist another group |  |
|  |  |
|  |  |
| **Pre-conditions:** Aiding an Attack use case triggered | |
|  | |

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

Target group receive transferable power

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| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.022 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** |
| **Test Title:** Giving away a special card or money | **Test Execution date:** |
| **Description:** Transfer money or special card to another player |  |
|  |  |
|  |  |
| **Pre-conditions:** Giving away a special card or money use case triggered | |
|  | |

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| --- | --- | --- | --- | --- | --- |
| **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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| --- | --- |
| **Project Name:** Illuminati Board Game Application | |
| **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 | |
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| --- | --- | --- | --- | --- | --- |
| **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 |  |  |  |
|  |  |  |  |  |  |
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**Post-conditions:**

Special card effects are applied based on description

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| **Project Name:** Illuminati Board Game Application | |
| **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 |  |
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| **Pre-conditions:** Player selects to pass the turn | |
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| **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 |  |  |  |
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**Post-conditions:**

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

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| **Project Name:** Illuminati Board Game Application | |
| **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 |  |
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| **Pre-conditions:** Active player’s Illuminati is the Gnomes of Zurich or Bermuda Triangle | |
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| **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 |  |  |  |
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**Post-conditions:**

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

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| **Project Name:** Illuminati Board Game Application | |
| **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 |  |
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| **Pre-conditions:** After a player’s sequence of play is complete, less than two uncontrolled groups are in play | |
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| **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 |  |  |  |
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**Post-conditions:**

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

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| **Project Name:** Illuminati Board Game Application | |
| **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 |  |
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| **Pre-conditions:** Card drawn is a group card | |
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| **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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| **Project Name:** Illuminati Board Game Application | |
| **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 |  |
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| **Pre-conditions:** Option is selected through advanced game | |
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| **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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| **Project Name:** Illuminati Board Game Application | |
| **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 |  |
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| **Pre-conditions:** Option is selected through advanced game | |
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| **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 |  |  |  |
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**Post-conditions:**

Return to the main menu

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| **Project Name:** Illuminati Board Game Application | |
| **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 |  |
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|  |  |
| **Pre-conditions:** Game is started after hidden illuminati is selected from advanced game menu | |
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| **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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| **Project Name:** Illuminati Board Game Application | |
| **Test Case Report** | |
| **Test Case ID:** T1.031 | **Test Designed by:** Team 4 Star |
| **Test Priority (Low/Medium/High):** High | **Test Executed by:** |
| **Test Title: Larger Games** | **Test Execution date:** |
| **Description:** Allow 7 or 8 players to play the game |  |
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| **Pre-conditions:** Option is selected through advanced game | |
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| **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) |  |  |  |
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**Post-conditions:**

Return to the main menu

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| **Project Name:** Illuminati Board Game Application | |
| **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 treasuries going back to the bank, and his Illuminati card removed from play |  |
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| **Pre-conditions:** Player quits | |
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| **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 |  |  |  |
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**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.