CCPROG 3: MP PHASE 2 TEST CASES [GROUP 34]

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Scenario 1: Tiger is on land before the river.

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 1-1: Land after the river is empty, Tiger crosses the river horizontally.	Player input: C2 Button - G2 Button Tiger position: C2	Tiger position: G2	Tiger position: G2	PASS
Case 1-2: Land after the river is empty, Tiger crosses the river vertically.	Player input: D1 Button - D4 Button Tiger position: D1	Tiger Position: D4	Tiger Position: D4	PASS
Case 1-3: Land after the river is occupied by an animal of lower rank, Tiger crosses the river.	Player input: C2 Button - G2 button Animal position: G2 Tiger position: C2	Tiger position : G2 Error message	Tiger position: G2 Error message	PASS
Case 1-4: Land after the river is occupied by an animal of higher rank, Tiger crosses the river.	Player input: C2 Button - G2 Button Animal Position: G2 Tiger position: C2	Tiger Position: C2 Error message	Tiger Position: C2 Error message	PASS

Case 1-5: A mouse is in the river blocking the way of the Tiger, Tiger crosses the river.	Player input: C2 Button - G2 Button Mouse position: D2 Tiger Position: C2	Tiger Position: C2 Error message	Tiger Position: C2 Error message	PASS
Case 1-6: A mouse is in the river but is not blocking the way of the Tiger, Tiger crosses the river.	Player input: C2 Button - G2 Button Mouse position: D3 Tiger position: C2	Tiger Position: G2	Tiger position: G2	PASS
Case 1-7: A mouse is in the river blocking the way of the Tiger, Tiger crosses the river vertically.	Player input: D1 Button - D4 Button Mouse position: D2 Tiger position: D1	Tiger Position: D1 Error message	Tiger position: D1 Error message	PASS
Case 1-8: A mouse is in the river but is not blocking the way of the Tiger, Tiger crosses the river vertically.	Player input: D1 Button - D4 Button Mouse position: E2 Tiger position: D1	Tiger Position: D4	Tiger position: D4	PASS

Scenario 2: Animal excluding lion and tiger is on land before the river.

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 2-1: Land after the river is empty, Animal crosses the river horizontally.	Player input: C5 Button - G5 Button Animal Position: C5	Animal Position: C5 Error message	Animal Position: C5 Error message	PASS
Case 2-2: Land after the river is empty, Animal crosses the river vertically.	Player input: D7 Button - D4 Button Animal Position: D7	Animal Position: D4 Error message	Animal Position: D4 Error message	PASS

Scenario 3: Animal is on land beside an animal den

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 3-1: Animal moves to its own animal den	Player input: A5 Button - A4 Button Animal Position: A5	Animal Position: A5 Error message	Animal Position: A5 Error message	PASS
Case 3-1: Animal moves to the opponent's animal den	Player input: I5 Button - I4 Button Animal Position: I5	Animal Position: I4 Player wins message	Animal Position: I4 Player wins message	PASS

Scenario 4: Capturing animals excluding mouse and elephant

Case	Input / Current *situation*	Expected Output	Actual Output	Pass/Fail
Case 4-1: Lower rank animal captures Higher rank opponent animal	Player input: C5 Button - C4 Button High animal position: C4 Low Animal Position: C5	Low Animal Position: C5 High animal position: C4 Error message	Low Animal Position: C5 High animal position: C4 Error message	PASS
Case 4-2: Higher rank animal captures Lower	Player input:C4 Button - C5 Button High animal position: C4 Low Animal Position: C5	High animal position: C5 Low animal captured	High animal position: C5 Low animal captured	PASS

Case	Input / Current situation	Expected Output	Actual Output	Pass/Fail
rank opponent animal				
Case 4-3: Capture own animal	Player input: B1 Button - C1 Button Current Animal position: B1 Animal position: C1	Current Animal position: B1 Animal position: C1 Error message	Current Animal position: B1 Animal position: C1 Error message	PASS

Scenario 5: Elephant and mouse interactions

Case	Input / Current situation	Expected Output	Actual Output	Pass/Fail
Case 5-1: Elephant captures mouse on land	Player input: C3 button - C4 Button Elephant position: C3 Mouse position: C4	Elephant position: C3 Mouse position: C4 Error message	Elephant position: C3 Mouse position: C4 Error message	PASS
Case 5-2: Mouse captures Elephant on land	Player input: C4 button - C3 Button Elephant position: C3 Mouse position: C4	Mouse position: C3 Elephant Captured	Mouse position: C3 Elephant Captured	PASS
Case 5-3: Mouse in river captures Elephant on land	Player input: D2 button - C2 Button Elephant position: C2 Mouse position: D2	Elephant position: C2 Mouse position: D2 Error message	Elephant position: C2 Mouse position: D2 Error message	PASS

Scenario 6: Wrong inputs

Case	Input / Current situation	Expected Output	Actual Output	Pass/Fail

Case 6-1: Player chooses opponents animal	Player input: A1 Button Opponent animal Position: A1	Opponent Animal Position: A1 Error message	Opponent Animal Position: A1 Error message	PASS