Grid Answers

**Game Logic (to be tested without networking)**

*Each Tournament Testing*:

1. one player draws/starts, others draw but do not participate (ie withdraw)

***Test:*** class TestScenarios: testScenario1

1. one player draws/starts, others draw but only one participates by playing a card or several cards

***Test*:** class TestScenarios: TestScenario2

1. one player draws/starts, others draw and some participate by playing a card or several cards

***Test:*** class Test3PlayerManual/Test4PlayerManual

1. one player draws/starts, other draw and all participate

***Test:*** class Test2PlayerManual, Test3PlayerManual, Test4PlayerManual

1. starting with a supporter or several supporters

***Test:*** class TestScenarios: testScenario3

1. a multiplayer tournament has several rounds where each player plays one and then several supports in different rounds

***Test*:** class TestScenarios: testScenario4

1. trying to play cards that do not get the current player to beat the tournament originator (ie not enough to be the leader)

***Test*:** class TestGameEngine: testTotalValueCards

1. restriction to 1 maiden per player per tournament

***Test:*** class TestGameEngine: testMaiden

1. winning and getting a token

***Test:*** class TestGameEngine: testWinnerToken

1. winning and choose token when purple tournament

***Test:*** class TestGameEngine: testWonPurpleTournament

1. losing with a maiden and losing a token

***Test:*** class TestGameEngine: testLoseOnMaiden

*Each Action Card Testing*:

1. playing this card on an unshielded player

***Test:*** class TestGameEngine: testUnshieldPlayer

1. playing this card on an shield player

***Test:*** class TestGameEngine: testShieldPlayer

1. undoing this card using Ivanhoe

***Test***: class TestGameEngine: testIvanhoe

1. checking a used action card is indeed thrown away

***Test:*** class TestGameEngine: testDiscardActionCards

*Scenario Testing*:

1. the player who start cannot start a tournament
2. last tournament was purple, cannot be purple again
3. trying to play an insufficient number of cards to become the leader on my turn

***Test*:** class TestGameEngine, testTotalValueCards

1. trying to play invalid cards
2. coming to end of the deck
3. using 'Charge' in a green tournament with every player with only green 1s: one card must remain
4. other example of overriding rule: at least one card must remain
5. winning the game

***Test:*** class TestGameEngine: testWinnerToken

1. the deck uses 110 cards

***Test:*** class TestGameEngine, testNumCards