## IBG Test Plan Tables

**Version 1.1**

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# Pre Game

|  |  |  |  |  |  |  |  |  |  |  |
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| **Test Case ID** | | P1 | **Name** | | | Program Start | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The code must be free of syntax or logical errors and is able to compile. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
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| **Test Scenario** |  | | | | | | | | | |
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| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Run the program | | The program starts | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| **Test Case ID** | | P2 | **Name** | | | Play | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
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| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The program executes and runs without crashing. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
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| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Click play | | Screen is changed into player input fields | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| **Test Case ID** | | P3 | **Name** | | | User populates lobby | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | |  | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | “Play” was selected on the previous screen | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
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| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Start game to Add Players | | Add Players form appears | | |  | |  | | |
| 2 | Enter a string in the Player’s Name Textbox | | String is typed into text box | | |  | |  | | |
| 3 | Enter an Empty string in the bottom textbox | | No text appears | | |  | |  | | |
| 4 | Start game | | Game starts with correct number of players and correct number | | |  | |  | | |

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| **Test Case ID** | | P4 | **Name** | | | Game Start | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | |  | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The user has populated the lobby with two or more players/AIs | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Game status is logged | | Initial conditions of game are logged | | |  | |  | | |
| 2 | Illuminati cards are assigned | | Each player gets randomly assigned illuminati cards | | |  | |  | | |
| 3 | Player turn order is determined | | The turn order of the game is randomly determined | | |  | |  | | |

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| **Test Case ID** | | P5 | **Name** | | | Shuffle | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | |  | |
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| **QA Tester’s Log** | |  | | | | | | | | |
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| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The user has populated the lobby with two or more players/AIs. The game was started. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Start Program | | Program opens | | |  | |  | | |
| 2 | Click Start | | Program starts game in new window | | |  | |  | | |

# Game Logic

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| **Test Case ID** | | GL1 | **Name** | | | Turn order decided | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | All players/AIs have been accounted for. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Turn order decided | | Logger displays the turn order that was determined | | |  | |  | | |

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| **Test Case ID** | | GL2 | **Name** | | | Players assigned Illuminati cards | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | |  | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Game was started. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Start a game and populate with 2-6 players | | Game is started with the imputed players. Players are each randomly assigned an Illuminati card | | |  | |  | | |
| 2 | Check that no player has the same Illuminati card | | No player has the same Illuminati card | | |  | |  | | |
| 3 | Cancel game and repeat Steps 1-2. Ensure that results do not repeat the same as previous tests (may happen but extremely unlikely | | Random shuffle is random each time | | |  | |  | | |

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| **Test Case ID** | | GL3 | **Name** | | | Income Distributed Collected | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | |  | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | After assigned illuminati and at the start of the players turn. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Start game with 2-6 players | | Each player starts with income from their Illuminati group | | |  | |  | | |
| 2 | Have Players start turns. | | Income should show up on each user’s group cards | | |  | |  | | |

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| **Test Case ID** | | GL4 | **Name** | | | Draw Card | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Deck still has cards and it’s the player’s turn. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Beginning of player | | Card is removed from deck and placed into uncontrolled groups if it’s a group card. If its ability, player keeps it. | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| **Test Case ID** | | GL5 | **Name** | | | Attack a Group to control | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Other player has at least one group that can be controlled or unoccupied group. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Selected card is displayed on drop-down list | | |  | |  | | |
| 2 | Click “Attack to Control” button | |  | | |  | |  | | |
| 3 |  | |  | | |  | |  | | |

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| **Test Case ID** | | GL6 | **Name** | | | Neutralize a Group | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Player must have at least 1 group that can be attacked. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Selected card is displayed on drop-down list | | |  | |  | | |
| 2 | Click “Attack to Neutralize” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL7 | **Name** | | | Destroy a Group | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Attacker must have an available action and defender must have a group card that is attackable. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Selected card is displayed on drop-down list | | |  | |  | | |
| 2 | Click “Attack to Destroy” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL8 | **Name** | | | Transfer Money | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
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| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | It is the player who wishes to transfer money’s turn.  The player has a regular action left. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Selected card is displayed on drop-down list | | |  | |  | | |
| 2 | Click “Transfer Money” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL9 | **Name** | | | Move Group | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | It is the player who wishes to move a group’s turn. The player has a regular action left **OR** the player uses an Illuminati ability or Special Card to move a group. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Selected card is displayed on drop-down list | | |  | |  | | |
| 2 | Click “Move Group” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL10 | **Name** | | | Give Group Away | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | It is the player who wishes to give away a group’s turn **OR** it is the turn of the player who is receiving the group. The player has a regular action left. Player who receives the group has an empty slot with an arrow point to it. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Card is displayed in the drop-down list | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| **Test Case ID** | | GL11 | **Name** | | | Drop a Group | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | It is the player who wishes to drop a group’s turn. The player has a regular action left. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Selected card is displayed on drop-down list | | |  | |  | | |
| 2 | Click “Drop Group” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL12 | **Name** | | | Give away Money | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The player who wishes to give away money clicks on the “Give Money” Button. Player giving money must have at least 1 MB to give. Neither the giver nor the receiver are in a combat where “No Interference” is in effect. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 |  | |  | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| **Test Case ID** | | GL13 | **Name** | | | Give Away Special Card | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
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| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The player who wishes to give away a card clicks on the “Give Special Card” Button. Player giving Special Card must have at least 1 Special Card to give. Neither the giver nor the receiver are in a combat where privileged attack is in effect. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | During a game, attempt to give away a card while:   1. It is the player’s turn and they are not in combat 2. It is not the player’s turn and they are not involved in combat | | The player gives away a group | | |  | |  | | |
|  |  | |  | | |  | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | | GL14 | **Name** | | | Use a Special | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | A player must possess a special card. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from drop-down list | | Selected card is displayed on drop-down list | | |  | |  | | |
| 2 | Click “Use Ability” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL15 | **Name** | | | Pass on Turn | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | A player must not have taken any previous action during their turn. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Click the “End Turn” button | | Player’s turn will end. Next player in sequence is next. | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | | GL16 | **Name** | | | Interfere | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | An attack has been initiated. The attack has not been declared “privileged”. The player wishing to interfere must have 1 or more MB on their master Illuminati group | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Have one player click the Interfere button when an attack is | |  | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | | GL17 | **Name** | | | Make Attack Privileged | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Attacker needs to have a special card that can be discarded for effect. If attacker has the Bavarian illuminati card, they can pay 5 MB for effect. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select special card and discard it | | Special card removes from player | | |  | |  | | |
| 2 | Attack | | No other players can intefere | | |  | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | | GL18 | **Name** | | | Use Illuminati Ability | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Stated condition on the illuminati card. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select illuminati card from “Card select” drop-down list | | Illuminati card displays on the drop-down list | | |  | |  | | |
| 2 | Click “Use Ability” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL19 | **Name** | | | Resign | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Player decides they don’t want to play the game anymore. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Click “Resign” button | | Player loses and is removed from the game | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | | GL20 | **Name** | | | Group(s) Added to Center | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Game Start or uncontrolled groups are less than 4. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | After a game is started cards are drawn | | Cards should be drawn at the start of the game before the first player starts | | |  | |  | | |
| 2 | Cards will be drawn and groups added to the uncontrolled pile till there are 4. Any specials are placed at the bottom of the deck | | Cards are drawn and placed in the uncontrolled pile until there are 4. Any specials are placed at the bottom of the deck. | | |  | |  | | |
| 3 | Needs to be done again if there are 3 or less uncontrolled groups | | Every time someone ends their turn with the uncontrolled group having 3 or less groups. Cards are drawn and place there until there are 4. Any specials are placed at the bottom of the deck. | | |  | |  | | |

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| **Test Case ID** | | GL21 | **Name** | | | Player eliminated | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Player loses their last group after their third turn and all they control is their Illuminati. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Player is eliminated | | Player is removed from the game | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| **Test Case ID** | | GL22 | **Name** | | | Use Global chat | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The players illuminati must be active. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Click in the message text field | | A text cursor should appear in the message field | | |  | |  | | |
| 2 | Type message | | The text field should populate with the typed letters | | |  | |  | | |
| 3 | Click send | | All players should receive the message | | |  | |  | | |

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| **Test Case ID** | | GL23 | **Name** | | | Use private chat | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The players illuminati must be active (still in the game). | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Click in the message text field | | A text cursor should appear in the message field | | |  | |  | | |
| 2 | Type “/msg <player\_name> <message” | | The text field should populate with the typed letters | | |  | |  | | |
| 3 | Click send | | The player should get that message directly without anyone reading it. Doesn’t work if game is being played in one computer | | |  | |  | | |

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| **Test Case ID** | | GL24 | **Name** | | | Group Ability | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Stated condition on the group card. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Select card from “Select card” drop down | | A list should drop after clicking the drop-down list | | |  | |  | | |
| 2 | Click “Use Ability” button | |  | | |  | |  | | |

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| **Test Case ID** | | GL25 | **Name** | | | Roll dice | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | A player must be attacking a group. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Roll Dice | | A number between 2 and 12 is returned | | |  | |  | | |
| 2 |  | |  | | |  | |  | | |

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| **Test Case ID** | | GL26 | **Name** | | | View Other Players Boards | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Clicking the drop down menu from the ui. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Click the view drop-down list | | A drop-down list should drop | | |  | |  | | |
| 2 | Select player | | After clicking the player, their power structure should be viewable in the game | | |  | |  | | |

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| **Test Case ID** | | GL27 | **Name** | | | View your special cards | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Player must own at least 1 special card. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Keep drawing cards till a player pulls a secret card | | A player should eventually draw a special card instead of a group card | | |  | |  | | |
| 2 | Player that drew it should be the only one that can see that card | | That player should be able to view that card but other players cannot | | |  | |  | | |

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| **Test Case ID** | | GL28 | **Name** | | | End Turn | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The player must have taken at least one previous action during their turn. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Player that goes first ends their turn | | Player should be able to pass their turn | | |  | |  | | |
| 2 | Next player in line should go next | | Next player in line should now go next | | |  | |  | | |
| 3 | Keep ending turns to make sure every player goes and in the same order every time | | The turn order should rotate after each player ends their turn. | | |  | |  | | |

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| **Test Case ID** | | GL29 | **Name** | | | Increase Power | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | An attack must be declared. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Attack an uncontrolled group or one that is controlled via any type of attack | | Player should be able to attack any group that is not an Illuminati | | |  | |  | | |
| 2 | Attacker should be able to pay MB from their attacking group to increase their attack | | Player attacking should be able to increase the power of their attacking group by paying MB; if the attacking group has any left. Each 1 MB spent should increase power by 1. | | |  | |  | | |

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| **Test Case ID** | | GL30 | **Name** | | | Increase Resistance | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
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|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | An attack must be declared. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Make sure a player controls a group that isn’t their illuminati | | Only a controlled group can increase it’s resistance | | |  | |  | | |
| 2 | Attack that players group via an attack to control or neutralize | | A player should be able to attack any group on the board even if controlled by a player | | |  | |  | | |
| 3 | Defending player should be able to play MB from the attacked group to increase that groups resistance when attacked | | Defending player should be able to pay MB from the defending group to increase that groups resistance. Each 1 MB spent should increase resistance by 1. | | |  | |  | | |

# End Game

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | | E1 | **Name** | | | Complete Basic Objective | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | A player must control a certain amount of groups. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Attack groups to control | | Player should be able to attack groups to control them and add them to his structure. | | |  | |  | | |
| 2 | After one player obtains 12 groups under control the game should end and winner is decided. | | If a player gets 12 groups under their control they should win the game. | | |  | |  | | |

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| **Test Case ID** | | E2 | **Name** | | | Complete Special Objective | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | A player must complete their special objective. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Play the game going for things that advance towards the special goal of the Illuminati obtained | | There should be a progress bar that increase that shows the advancement of a players special goal. | | |  | |  | | |
| 2 | Game should end and winner declared after goal is achieved | | When a player completes their special goal the game should automatically end. | | |  | |  | | |

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| **Test Case ID** | | E3 | **Name** | | | Player Eliminates All Other Players | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | Exactly 1 illuminati is operational. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Make sure every player gets a group | | This is to make sure each player can be knocked out after their 3rd turn. | | |  | |  | | |
| 2 | Start attacking/removing peoples groups | | Each player that loses their last controlled group that isn’t their illuminati they will lose. | | |  | |  | | |
| 3 | Make sure only one last player is standing and that he/she is declared the winner | | If there is one last player standing after a player loses their groups that player wins the game. | | |  | |  | | |

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| **Test Case ID** | | E4 | **Name** | | | A Player is Named the Winner | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
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| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | A player must complete a basic objective, a special objective, or be the last illuminati standing. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Play the game till a winner is decided | | Game should run pretty smooth with no crashes. | | |  | |  | | |
| 2 | Correct winner is displayed and user sent back to the main menu | | Winner is displayed and user is sent to the main menu | | |  | |  | | |

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| **Test Case ID** | | E5 | **Name** | | | Game Program Exits | | | | |
| **Created by** | | Lucky7 | | | | | **Version** | | 1.0 | |
|  | | | | | | | | | | |
| **QA Tester’s Log** | |  | | | | | | | | |
|  | | | | | | | | | | |
| **Tester’s Name** | |  | **Date Tested** | | |  | **(pass/Fail/Not executable)** | |  | |
|  | | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Test Data** | **Step #** | **Prerequisites** | The user must be at the title screen. | | | | | | |
| 1 |  |  |  | | | | | | | |
| 2 |  |  |  | | | | | | | |
|  | | | | | | | | | | |
| **Test Scenario** |  | | | | | | | | | |
|  | | | | | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | | **Actual Results** | | **Pass/ Fail/ Not executed** | | |
| 1 | Start the program | | Program opens up | | |  | |  | | |
| 2 | Run the program and play the game till the end | | Game runs without problems | | |  | |  | | |
| 3 | Close the program | | Program closes without problems | | |  | |  | | |