Test suite 2

First Move, Time Limits, Touching pieces, Jumps, Kings

Test:

- N 3 First Move

- 3.1 The player with the dark pieces moves first

- 3.2 When playing consecutive games The Players pieces change for each game.

- N 4 Time Limits

- 4.1 5 minutes are allowed for each move

- 4.2 the player has one minute to perform a jump when there is only one jump to do

- 4.3 The player has to be aware that the time limit has been reached

- 4.4 if the time limit in 4.1 has been reached and no move performed the Player loses the game

- N 5 Touching pieces

- 5.1 If a piece that can perform a move is touched, the player must move the piece or forfeit the

Game.

- 5.2 if a playable piece is moved over the angle of its square, the piece must be played in that

direction

- 5.3 When the player’s hand is withdrawn from the board the move is ended

- N 6 Jumps

- 6.1 All jumping moves are forced to be done.

- 6.2 The player can chose which jumping sequence to take

- 6.3 a jump must be performed only when a piece of the adversary is adjacent.

- 6.4 a single piece (non King) can only jump forward

- N 7 Kings

- 7.1 when a players piece lands in one of the squares at the far end of the board, its move ends

there and it becomes a king

- 7.2 a King is allowed to move or jump in any of the four diagonal directions within the limits of the

board

- 7.3 A king cannot jump over one of the players own piece

Risk analysis :

- The player that as have the dark pieces does not start first (requirement 3.1). “ does not influence functionality of the game “

- There is no piece color switch at the end of consecutive games (requirement 3.2).”doesn not influence functionality of the game “

- There is no time limit or the time limit does not follow the requirement 4.1.” It can influence the game “.

- The player does not perform a required jump as in specification 4.2 “ it influence the functionality of the game “

- a proper message does not signal that the time limit has been reached as in requirement 4.3 “ does not influence functionality if the game “

- If the time limit has been reached and the player has not performed the move the player does not loses the game as in requirement 4.4 “it influence the functionality of the game”.

- if the requirement 5.1 are not performed “It influence the functionality of the game”

- if 5.2 requirement are not performed “It influence the functionality of the game”.

- If 5.3 requirement is not performed “It influences the functionality of the game “

- If 6.1, 6.2, 6.3, 6.4 requirements are not performed “It influences the functionality of the game“

- if 7.1, 7,2, 7.3 requirements are not performed “It influences the functionality of the game “