

Illuminati Game Test Plan

Document Version 1.0

April 14, 2020

Document Author(s):

R. Canyon Artuz

Katherine Seng

Michael Zaragoza

Group G:

R. Canyon Artuz [Project Manager]

Katherine Seng [Technical Project Manager]

Michael Zaragoza

I. Introduction

For our Illuminati game, we plan to conduct testing for all software artifacts throughout the programming process step-by-step. This is to minimize complications in debugging as the sooner issues are resolved, the more likely we will have less overall errors at the end. A list of goals will be made for the team each week, with each member being responsible for their parts in the programming process and in the quality assurance of their work, as well as that of their fellow team members. Each team member's test results will be shared with each other at the end of each week and goals will be evaluated to ensure that we are meeting expectations.

II. Test Plan

Test ID	Description	Expected Results	Actual Results
TC1.0	1. User starts the application. 2. Upon startup, the user is shown the Main Menu. 3. User selects the option "START GAME".	User is directed from the Main Menu to the Game Setup menu.	PASS
TC2.0	1. User starts the application. 2. Upon startup, the user is shown the Main Menu. 3. User selects the option "RULES".	A pop-up of the Illuminati game rules PDF file is shown over the previous screen.	PASS
TC2.1	1. User selects the option "RULES".	User closes the pop-up of the	PASS

	2. User presses the button ESC to exit the option “RULES”.	Illuminati game rules PDF file.	
TC3.0	1. User starts the application. 2. Upon startup, the user is shown the Main Menu. 3. User selects the option “QUIT GAME”.	The Illuminati game application closes and exits to the desktop without issues.	PASS
TC4.0A	1. User has selected “START GAME” on the Main Menu. 2. User selects 1 HUMAN Mode. 3. User confirms the choice and selects CONTINUE	Application creates a new game with 1 Human and 3 AI players	PASS
TC4.0B	1. User has selected “START GAME” on the Main Menu. 2. User selects 1 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User confirms the choice and selects CONTINUE	Application creates a new game with 1 Human and 3 AI players, and goals are hidden from other Players.	PASS
TC4.0C	1. User has selected “START GAME” on the Main Menu. 2. User selects 1 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects Hidden Illuminati Modifier 5. User confirms the choice and selects CONTINUE	Application creates a new game with 1 Human and 3 AI players, and goals and other Illuminati names are hidden from other Players	PASS
TC4.0D	1. User has selected	Application creates a	PASS

	<p>“START GAME” on the Main Menu.</p> <ol style="list-style-type: none"> User selects 1 HUMAN Mode. User selects Hidden Goals Modifier User selects CHEATERS! Modifier User confirms the choice and selects CONTINUE 	new game with 1human and 3 AI players, and goals are hidden from other Players, and cheats are enabled.	
TC4.0E	<ol style="list-style-type: none"> User has selected “START GAME” on the Main Menu. User selects 1HUMAN Mode. User selects Hidden Goals Modifier User selects Hidden Illuminati Modifier User selects CHEATERS! Modifier User confirms the choice and selects CONTINUE 	Application creates a new game with 1human and 3 AI players, and goals and Illuminatis are hidden from other Players, and cheats are enabled.	PASS
TC4.0F	<ol style="list-style-type: none"> User has selected “START GAME” on the Main Menu. User selects 1 HUMAN Mode. User selects Hidden Illuminati Modifier User confirms the choice and selects CONTINUE 	Application creates a new game with 1human and 3 AI players, and Illuminati names are hidden from others.	PASS
TC4.0G	<ol style="list-style-type: none"> User has selected “START GAME” on the Main Menu. User selects 1 HUMAN Mode. 	Application creates a new game with 1human and 3 AI players, and Illuminatis are hidden	PASS

	<ol style="list-style-type: none"> 3. User selects the Hidden Illuminati Modifier. 4. User selects CHEATERS! Modifier. 5. User confirms the choice and selects CONTINUE 	from other Players, and cheats are enabled.	
TC4.0H	<ol style="list-style-type: none"> 1. User has selected "START GAME" on the Main Menu. 2. User selects 1 HUMAN Mode. 3. User selects CHEATERS! Modifier 4. User confirms the choice and selects CONTINUE 	Application creates a new game with 1 human and 3 AI players, and cheats are turned on.	PASS
TC4.1A	<ol style="list-style-type: none"> 1. User has selected "START GAME" on the Main Menu. 2. User selects 2 HUMANS Mode. 3. User confirms the choice and selects CONTINUE 	Application creates a new game with 2 human and 2 AI players	PASS
TC4.1B	<ol style="list-style-type: none"> 1. User has selected "START GAME" on the Main Menu. 2. User selects 2 HUMANS Mode. 3. User selects Hidden Goals Modifier 4. User confirms the choice and selects CONTINUE 	Application creates a new game with 2 human and 2 AI players, and goals are hidden from other Players.	PASS
TC4.1C	<ol style="list-style-type: none"> 1. User has selected "START GAME" on the Main Menu. 	Application creates a new game with 2 human and 2 AI	PASS

	<ol style="list-style-type: none"> 2. User selects 2 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects Hidden Illuminati Modifier 5. User confirms the choice and selects CONTINUE 	<p>players, and goals and other Illuminati names are hidden from other Players</p>	
TC4.1D	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 2 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects CHEATERS! Modifier 5. User confirms the choice and selects CONTINUE 	<p>Application creates a new game with 2 human and 2 AI players, and goals are hidden from other Players, and cheats are enabled.</p>	PASS
TC4.1E	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 2 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects Hidden Illuminati Modifier 5. User selects CHEATERS! Modifier 6. User confirms the choice and selects CONTINUE 	<p>Application creates a new game with 1 human and 2 AI players, and goals and Illuminatis are hidden from other Players, and cheats are enabled.</p>	PASS
TC4.1F	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 2 HUMAN Mode. 	<p>Application creates a new game with 1 human and 2 AI players, and Illuminati names are hidden</p>	PASS

	<ol style="list-style-type: none"> 3. User selects Hidden Illuminati Modifier 4. User confirms the choice and selects CONTINUE 	from others.	
TC4.1G	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 2 HUMAN Mode. 3. User selects Hidden Illuminati Modifier. 4. User selects CHEATERS! Modifier. 5. User confirms the choice and selects CONTINUE 	Application creates a new game with 12 man and 2 AI players, and Illuminatis are hidden from other Players, and cheats are enabled.	PASS
TC4.1H	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 2HUMAN Mode. 3. User selects CHEATERS! Modifier 4. User confirms the choice and selects CONTINUE 	Application creates a new game with 2 human and 2 AI players, and cheats are turned on.	PASS
TC4.2A	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 HUMAN Mode. 3. User confirms the choice and selects CONTINUE 	Application creates a new game with 3 human and 1 AI player	PASS
TC4.2B	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 	Application creates a new game with 3 human and 1 AI player, and goals are	PASS

	<p>HUMAN Mode.</p> <ol style="list-style-type: none"> 3. User selects Hidden Goals Modifier 4. User confirms the choice and selects CONTINUE 	hidden from other Players.	
TC4.2C	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects Hidden Illuminati Modifier 5. User confirms the choice and selects CONTINUE 	Application creates a new game with 3 human and 1 AI player, and goals and other Illuminati names are hidden from other Players	PASS
TC4.2D	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects CHEATERS! Modifier 5. User confirms the choice and selects CONTINUE 	Application creates a new game with 3 human and 1 AI player, and goals are hidden from other Players, and cheats are enabled.	PASS
TC4.2E	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects Hidden Illuminati Modifier 5. User selects CHEATERS! 	Application creates a new game with 3 human and 1 AI player, and goals and Illuminatis are hidden from other Players, and cheats are enabled.	PASS

	<p>Modifier</p> <p>6. User confirms the choice and selects CONTINUE</p>		
TC4.2F	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 HUMAN Mode. 3. User selects Hidden Illuminati Modifier 4. User confirms the choice and selects CONTINUE 	Application creates a new game with 3 human and 1 AI player, and Illuminati names are hidden from others.	PASS
TC4.2G	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 HUMAN Mode. 3. User selects Hidden Illuminati Modifier. 4. User selects CHEATERS! Modifier. 5. User confirms the choice and selects CONTINUE 	Application creates a new game with 3 human and 1 AI player, and Illuminatis are hidden from other Players, and cheats are enabled.	PASS
TC4.2H	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 3 HUMAN Mode. 3. User selects CHEATERS! Modifier 4. User confirms the choice and selects CONTINUE 	Application creates a new game with 3 human and 1 AI player, and cheats are turned on.	PASS
TC4.3A	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 	Application creates a new game with 4 human players	PASS

	<ol style="list-style-type: none"> 2. User selects 4 HUMAN Mode. 3. User confirms the choice and selects CONTINUE 		
TC4.3B	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 4 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User confirms the choice and selects CONTINUE 	Application creates a new game with 4 human players, and goals are hidden from other Players.	PASS
TC4.3C	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 4 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects Hidden Illuminati Modifier 5. User confirms the choice and selects CONTINUE 	Application creates a new game with 4 human players, and goals and other Illuminati names are hidden from other Players	PASS
TC4.3D	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 4 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects CHEATERS! Modifier 5. User confirms the choice and selects CONTINUE 	Application creates a new game with 4 human players, and goals are hidden from other Players, and cheats are enabled.	PASS
TC4.3E	<ol style="list-style-type: none"> 1. User has selected 	Application creates a	PASS

	<p>“START GAME” on the Main Menu.</p> <ol style="list-style-type: none"> 2. User selects 4 HUMAN Mode. 3. User selects Hidden Goals Modifier 4. User selects Hidden Illuminati Modifier 5. User selects CHEATERS! Modifier 6. User confirms the choice and selects CONTINUE 	new game with 4 human players, and goals and Illuminatis are hidden from other Players, and cheats are enabled.	
TC4.3F	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 4 HUMAN Mode. 3. User selects Hidden Illuminati Modifier 4. User confirms the choice and selects CONTINUE 	Application creates a new game with 4 human players, and Illuminati names are hidden from others.	PASS
TC4.3G	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 4 HUMAN Mode. 3. User selects the Hidden Illuminati Modifier. 4. User selects CHEATERS! Modifier. 5. User confirms the choice and selects CONTINUE 	Application creates a new game with 4 human players, and Illuminatis are hidden from other Players, and cheats are enabled.	PASS
TC4.3H	<ol style="list-style-type: none"> 1. User has selected “START GAME” on the Main Menu. 2. User selects 4 	Application creates a new game with 4 human players, and cheats are turned on.	PASS

	<p>HUMAN Mode.</p> <p>3. User selects CHEATERS! Modifier</p> <p>4. User confirms the choice and selects CONTINUE</p>		
TC5.0	<p>1. A game is set up and in progress</p> <p>2. A Player draws a Special Card</p> <p>3. Player chooses to display the Special Card to the other Players.</p>	The Special Card is displayed Face-Up within the Player's Hand on the Screen.	PASS
TC5.1	<p>1. A game is set up and in progress</p> <p>2. A Player draws a Special Card</p> <p>3. Player chooses not to display the Special Card to the other Players.</p>	The Special Card is displayed Face-Down within the Player's Hand on the Screen.	PASS
TC6.0	<p>1. A Player's turn has begun and they have chosen the option, TAKE AN ACTION</p> <p>2. The Player has chosen to ATTACK on the ACTIONS Menu.</p>	The ATTACK Menu appears on the Player's Controller.	PASS
TC6.1	<p>1. A Player's turn has begun and they have chosen the option, TAKE AN ACTION</p> <p>2. The Player has chosen to TRANSFER MONEY on the ACTIONS Menu.</p>	The TRANSFER MONEY menu appears on the Player's controller.	PASS
TC6.2	<p>1. A Player's turn has begun and they've</p>	The player chooses a Group in his hand and	PASS

	<p>chosen to TAKE AN ACTION</p> <p>2. The Player has chosen to MOVE GROUP on the ACTIONS Menu.</p>	confirms another location for that Group.	
TC6.3	<p>1. A Player's turn has begun and they've chosen to TAKE AN ACTION</p> <p>2. The Player has chosen to MOVE GROUP on the ACTIONS Menu.</p>	The CARD LAYOUT appears on the Player's Controller and they are able to select a CARD GROUP and MOVE it somewhere else on the Map that it'd fit.	PASS
TC6.31	<p>1. The Player has chosen to MOVE GROUP on the ACTIONS Menu.</p> <p>2. Player selects a CARD GROUP and attempts to MOVE it somewhere that it does not fit.</p>	The Card does not slot into that particular location.	PASS
TC6.32	<p>1. The Player has chosen to MOVE GROUP on the ACTIONS Menu.</p> <p>2. Player selects a CARD GROUP they cannot move and attempts to MOVE it somewhere that it fits.</p>	The Card does not move at all.	PASS
TC6.33	<p>1. The Player has chosen to MOVE GROUP on the ACTIONS Menu.</p> <p>2. Player selects a CARD GROUP that cannot move and attempts to MOVE it</p>	The Card does not move at all.	PASS

	somewhere that it does not fit.		
TC6.4	<ol style="list-style-type: none"> 1. A Player's turn has begun and they've chosen to TAKE AN ACTION 2. The Player has chosen to PERFORM FREE ACTION(S) on the ACTIONS Menu. 	The FREE ACTIONS List of actions appears and the Player may make a selection from the list.	
TC6.41	<ol style="list-style-type: none"> 1. The Player has chosen to PERFORM FREE ACTION(S) on the ACTIONS Menu. 2. The Player selects DROP GROUP from the FREE ACTIONS drop down menu. 	A List of GROUPS the Player owns will drop down, and one GROUP they select from it will be removed from the list.	PASS
TC6.411	<ol style="list-style-type: none"> 1. The Player has selected DROP GROUP from the FREE ACTIONS menu. 2. The Player has chosen a group to DROP and presses CONFIRM once prompted. 	The Group is dropped into the "Discard Pile" and removed from the Player's hand.	PASS
TC6.412	<ol style="list-style-type: none"> 1. The Player has selected DROP GROUP from the FREE ACTIONS menu while they have no GROUPS in their hand. 	A Message stating that "You cannot drop what you do not have" appears and boots the Player back to the ACTIONS menu.	PASS
TC6.413	<ol style="list-style-type: none"> 1. The Player has selected DROP GROUP from the 	The screen will roll back to the ACTIONS menu, and free action	PASS

	<p>FREE ACTIONS menu.</p> <p>2. The Player chooses to CANCEL the DROP GROUP Action.</p>	will be refunded.	
TC6.42	<p>1. The Player has chosen to PERFORM FREE ACTION(S) on the ACTIONS Menu.</p> <p>2. The Player selects SPECIAL CARD from the FREE ACTIONS menu.</p>	A List of SPECIAL CARDS owned by the Player and usable on a FREE ACTION display.	PASS
TC6.421	<p>1. The Player selects SPECIAL CARD from the FREE ACTIONS menu but has no SPECIAL CARDS.</p>	A Message saying “You cannot use what you do not have” appears and boots the Player back to the ACTIONS menu.	PASS
TC6.43	<p>1. The Player has chosen to PERFORM FREE ACTION(S) on the ACTIONS Menu.</p> <p>2. The Player selects GIVE AWAY SPECIAL CARD from the FREE ACTIONS drop down menu.</p>	A List of SPECIAL CARDS owned by the Player will display, as well as a list of Players to give the CARD to.	PASS
TC6.431	<p>1. The Player has selected GIVE AWAY SPECIAL CARD from the FREE ACTIONS drop down menu.</p> <p>2. The Player chooses a SPECIAL CARD and a Player to give it to.</p>	The SPECIAL CARD is removed from the Player’s deck and added to the deck of the targeted Player.	PASS

TC6.432	<ol style="list-style-type: none"> 1. The Player has selected GIVE AWAY SPECIAL CARD from the FREE ACTIONS drop down menu. 2. The Player has no SPECIAL CARDS to give away. 	A Message will appear saying “You cannot give away what you do not have” appears and the Player is booted back to the Actions Menu.	PASS
TC6.433	<ol style="list-style-type: none"> 1. The Player has selected GIVE AWAY SPECIAL CARD from the FREE ACTIONS drop down menu. 2. The Player either selects <i>just</i> a SPECIAL CARD or another Player and attempts to press confirm. 	The option will be grayed out and inaccessible, so no actions can be completed.	PASS
TC6.44	<ol style="list-style-type: none"> 1. The Player has chosen to PERFORM FREE ACTION(S) on the ACTIONS Menu. 2. The Player selects GIVE AWAY MONEY from the FREE ACTIONS drop down menu. 	A Drop Down List of Players will appear, as well as a prompt for numerical input.	PASS
TC6.441	<ol style="list-style-type: none"> 1. The Player selects GIVE AWAY MONEY from the FREE ACTIONS drop down menu. 2. The Player has chosen a Player to donate money to, as well as a valid amount of money to give. 	The chosen Player receives the money, which is deducted from the choosing Player’s account.	PASS

TC6.442	<ol style="list-style-type: none"> 1. The Player selects GIVE AWAY MONEY from the FREE ACTIONS drop down menu. 2. The Player has input a negative integer into the Numerical Input 	A message saying “You cheeky tart, stop trying to rob your peers!” appears, and boots the Player back to the ACTIONS Menu.	PASS
TC6.443	<ol style="list-style-type: none"> 1. The Player selects GIVE AWAY MONEY from the FREE ACTIONS drop down menu. 2. The Player has input more money than they have into the Numerical Input 	A message saying “You can’t give away what you don’t have!” appears, booting the Player back to the ACTioNS Menu.	PASS
TC6.444	<ol style="list-style-type: none"> 1. The Player selects GIVE AWAY MONEY from the FREE ACTIONS drop down menu. 2. The Player has chosen either to choose a Player <i>or</i> input a number, and attempts to confirm. 	The CONFIRM Button will be grayed out, and nothing will happen.	PASS
TC6.5	<ol style="list-style-type: none"> 1. A Game is in Progress with the HIDDEN ILLUMINATIS Modifier on. 2. A Player’s turn has begun and they’ve chosen to TAKE AN ACTION 3. The Player has chosen to ACCUSE ILLUMINATI on the ACTIONS Menu. 	The PLAYER List drops down from the Top and the ILLUMINATI List drops down after, allowing the Player to choose which Player they want to accuse and what Illuminati they think they represent.	PASS

TC6.51	<ol style="list-style-type: none"> 1. The Player has chosen to ACCUSE ILLUMINATI on the ACTIONS Menu. 2. The Player has chosen the correct combination of Player and Illuminati, thus identifying the Player 	All HIDDEN ILLUMINATI options are dropped for the outed Player, and they are forced to play the game normally.	PASS
TC6.52	<ol style="list-style-type: none"> 1. The Player has chosen to ACCUSE ILLUMINATI on the ACTIONS Menu. 2. The Player has chosen an incorrect combination of Player and Illuminati. 	The accusing Player is fined 1 MB	PASS
TC6.6	<ol style="list-style-type: none"> 1. A Game is in Progress with the HIDDEN ILLUMINATI Modifier on. 2. A Player's turn has begun and they've chosen to TAKE AN ACTION 3. The Player has chosen to OVERSTATE POWER on the ACTIONS Menu. 	From this point on, their power is overstated by 1 and the amount of MB they received every turn is upped by 1.	PASS
TC6.7	<ol style="list-style-type: none"> 1. A Game is in Progress with the CHEATERS! Modifier on. 2. A Player's turn has begun and they've chosen to TAKE AN ACTION 3. The Player has chosen the CHEAT 	The CHEAT ACTIONS menu will appear and the player will be able to choose the various options.	PASS

	ACTIONS on the ACTIONS Menu.		
TC6.71	<ol style="list-style-type: none"> 1. The Player has chosen the CHEAT ACTIONS on the ACTIONS Menu. 2. The Player has chosen to ROB THE BANK! on the CHEAT Actions Menu. 	A numerical input appears and the Player chooses how much money to steal from the bank.	PASS
TC6.72	<ol style="list-style-type: none"> 1. The Player has chosen the CHEAT ACTIONS on the ACTIONS Menu. 2. The Player has chosen to CALL ROBBED BANK! on the CHEAT Actions Menu. 	The SELECT CHEATER menu appears and the Player can choose who to accuse of Robbing the Bank.	PASS
TC6.721	<ol style="list-style-type: none"> 1. A Player has chosen to CALL ROBBED BANK! and the SELECT CHEATER Screen appears. 2. The Caller has chosen a Player who has Cheated. 	The Cheating Player has the money they stole removed from their banks and is fined 5 MB.	PASS
TC6.722	<ol style="list-style-type: none"> 1. A Player has chosen to CALL ROBBED BANK! and the SELECT CHEATER Screen appears. 2. The Caller has chosen a Player who has not Cheated. 	The Accusing Player is fined 3 MB.	PASS
TC6.73	<ol style="list-style-type: none"> 1. The Player has chosen the CHEAT ACTIONS on the ACTIONS Menu. 	The DECK VIEW menu is opened and may be perused at the Player's whimsy.	PASS

	<ol style="list-style-type: none"> The Player has chosen to PEEK THE DECK! on the CHEAT Actions Menu. 		
TC6.74	<ol style="list-style-type: none"> The Player has chosen the CHEAT ACTIONS on the ACTIONS Menu. The Player has chosen to CALL PEEKED DECK! on the CHEAT Actions Menu. 	The SELECT CHEATER Screen appears.	PASS
TC6.741	<ol style="list-style-type: none"> The Player has chosen to CALL PEEKED DECK! on the CHEAT Actions Menu, and SELECT CHEATER Screen has appeared. The Player selects a Player who has cheated. 	The Cheating Player is fined 5 MB and the Deck is reshuffled.	PASS
TC6.742	<ol style="list-style-type: none"> The Player has chosen to CALL PEEKED DECK! on the CHEAT Actions Menu, and SELECT CHEATER Screen has appeared. The Player selects a Player who has not cheated. 	The Accusing Player is fined 3 MB.	PASS
TC6.75	<ol style="list-style-type: none"> The Player has chosen the CHEAT ACTIONS on the ACTIONS Menu. The Player has chosen to CALL FUDGED ROLL! 	A Drop Down Menu of Players appears, and Player must choose which Player fudged a roll in the past turn.	PASS

TC6.751	<ol style="list-style-type: none"> 1. The Player has chosen to CALL FUDGED ROLL! 2. The Player chose a Player who fudged a roll in the past turn. 	The Player's action is reversed to what would have happened had the cheat not occurred, and they are fined 5 MB.	PASS
TC6.752	<ol style="list-style-type: none"> 1. The Player has chosen to CALL FUDGED ROLL! 2. The Player chose a Player who is innocent. 	The accusing Player is fined 3 MB.	PASS
TC6.76	<ol style="list-style-type: none"> 1. The Player has chosen the CHEAT ACTIONS on the ACTIONS Menu. 2. The Player has chosen to CALL INFLATED POWER! 	A Drop Down Menu of Players appears, and Player must choose which Player inflated their power in the past turn.	PASS
TC6.761	<ol style="list-style-type: none"> 1. The Player has chosen to CALL INFLATED POWER! 2. The Player chose a Player who fudged a roll in the past turn. 	The Player's action is reversed to what would have happened had the cheat not occurred, and they are fined 5 MB.	PASS
TC6.762	<ol style="list-style-type: none"> 1. The Player has chosen to CALL INFLATED POWER! 2. The Player chose a Player who is innocent. 	The accusing Player is fined 3 MB.	PASS
TC6.77	<ol style="list-style-type: none"> 1. The Player has chosen the CHEAT ACTIONS on the ACTIONS Menu. 2. The Player has chosen to CALL 	A Drop Down Menu of Players appears, and Player must choose which Player inflated their resistance in the past	PASS

	INFLATED RESISTANCE!	turn.	
TC6.771	<ol style="list-style-type: none"> 1. The Player has chosen to CALL INFLATED RESISTANCE! 2. The Player chose a Player who fudged a roll in the past turn. 	The Player's action is reversed to what would have happened had the cheat not occurred, and they are fined 5 MB.	PASS
TC6.772	<ol style="list-style-type: none"> 1. The Player has chosen to CALL INFLATED RESISTANCE! 2. The Player chose a Player who is innocent. 	The accusing Player is fined 3 MB.	PASS
TC6.8	<ol style="list-style-type: none"> 1. It's a Player's turn. 2. Player chooses to PASS. 	All actions given up, 5 MB added to Player's account.	PASS
TC7.0	<ol style="list-style-type: none"> 1. The Player has chosen "ATTACK" on the ACTIONS Menu. 2. The Player chooses to ATTACK TO CONTROL. 	A Drop Down Menu appears. It displays all GROUPS that the Player may attack, allowing the Player to select which GROUP they wish to attack.	PASS
TC7.0.1	<ol style="list-style-type: none"> 1. The Player chose to ATTACK TO CONTROL. 2. The Player selects GROUP(s) to ATTACK from the Drop Down Menu. 	Dice Value to Succeed is automatically calculated, taking into account Alignment, Power, and Resistance. A new Drop Down Menu of ATTACK ACTIONS will appear.	PASS
TC7.0.1A	<ol style="list-style-type: none"> 1. The Player selects GROUP(s) to ATTACK from the 	All Players may choose to DEFEND the attacked GROUP	PASS

	<p>Drop Down Menu.</p> <ol style="list-style-type: none"> The Player chooses to Roll The Dice. The ATTACK succeeds. 	<p>against the Attacking Player with MB (via Numerical Input), or the ATTACK can just go through.</p>	
TC7.0.1A.1	<ol style="list-style-type: none"> The Player chooses to Roll The Dice. The ATTACK succeeds. The Targeted GROUP has been DEFENDED and opposing Illuminatis have selected enough money to successfully ward off the ATTACK 	<p>The Attacking Player may choose to boost their ATTACK (via Numerical Input), or the ATTACK will fail.</p>	PASS
TC7.0.1A.2	<ol style="list-style-type: none"> The Player chose to Roll the Dice and their ATTACK succeeded. The Targeted GROUP has been DEFENDED but Players have not selected enough money to successfully ward off the ATTACK 	<p>The Attack will go through, and GROUP ownership will change hands.</p>	PASS
TC7.0.1A.3	<ol style="list-style-type: none"> CHEATERS! modifier is on. The Player chose to Roll the Dice and their ATTACK succeeded. The Targeted GROUP has been DEFENDED but Players have not selected enough money to successfully ward off the ATTACK 	<p>Players may choose INFLATE RESISTANCE! to automatically boost Resistance to all that is needed to prevent the ATTACK from succeeding, or just let it ride.</p>	PASS

TC7.0.1B	<ol style="list-style-type: none"> 1. The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated. 2. The Player chooses to Roll the Dice and their ATTACK fails. 	The Dice that the Player rolled will appear, and the Player may choose to BOOST ATTACK or let it fail.	PASS
TC7.0.1B.1 A	<ol style="list-style-type: none"> 1. The Player chooses to Roll the Dice and their ATTACK fails. 2. The Player chooses to ATTACK BOOST. 	A numerical input appears, and the Player may choose to boost the attack by the amount of MB they have.	PASS
TC7.0.1B.1 B	<ol style="list-style-type: none"> 1. The Player chooses to ATTACK BOOST. 2. The Player inputs enough to succeed. 	All Players may choose to DEFENSE BOOST from a numerical input	PASS
TC7.0.1B.1 C	<ol style="list-style-type: none"> 1. The Player chooses to ATTACK BOOST. 2. The Player does not input enough to succeed. 	The Attack will fail.	PASS
TC7.0.1B.1 D	<ol style="list-style-type: none"> 1. The Player chooses to ATTACK BOOST. 2. The Player inputs an invalid (negative, sign) number. 	The ATTACK fails, and a message appears saying "Are you trying to fail?"	PASS
TC7.0.1B.1 E	<ol style="list-style-type: none"> 1. The Player chooses to Roll the Dice and their ATTACK fails. 2. The Player chooses to let the ATTACK Fail. 	Groups do not change hands.	PASS
TC7.0.1B.2 A	<ol style="list-style-type: none"> 1. The Player chooses to Roll the Dice and 	The Exchange is paused, and a	PASS

	<p>their ATTACK fails.</p> <p>2. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success.</p>	numerical input for MB from the Aiding Player appears.	
TC7.0.1B.2 B	<p>1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success.</p> <p>2. The Aiding Player inputs enough MB for the ATTACK to succeed.</p>	The Players may choose to DEFEND more (see TCTC7.0111 and TCTC7.0112), or just let the ATTACK succeed.	PASS
TC7.0.1B.2 C	<p>1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success.</p> <p>2. The Aiding Player does not input enough MB for the ATTACK to succeed.</p>	The ATTACK fails, and GROUP does not change hands.	PASS
TC7.0.1B.2 D	<p>1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success.</p> <p>2. The Aiding Player inputs invalid MB for the ATTACK to succeed.</p>	The ATTACK fails, and a message saying “Wow, what a good friend... /s” appears.	PASS
TC7.0.1C	<p>1. CHEATERS! Modifier is on</p> <p>2. The Player chooses to Roll the Dice and</p>	A numerical input is requested from the Player to replace the Dice Roll they	PASS

	their ATTACK fails. 3. The Player chooses to FUDGE DICE!	actually got.	
TC7.0.1C.1	1. The Player chose to FUDGE DICE! 2. The Player input enough to succeed.	The ATTACK succeeds and GROUPS exchange hands.	PASS
TC7.0.1C.2	1. The Player chose to FUDGE DICE! 2. The Player did not input enough to succeed.	The ATTACK fails and GROUPS do not exchange hands.	PASS
TC7.0.1C.3	1. The Player chose to FUDGE DICE! 2. The Player input an invalid integer.	The ATTACK fails and a message appears saying to "CHEAT BETTER!"	PASS
TC7.0.1D	1. CHEATERS! Modifier is on 2. The Player chooses to Roll the Dice and their ATTACK fails. 3. The Player chooses to INFLATE ATTACK!	A numerical input is requested from the Player to boost their ATTACK success by.	PASS
TC7.0.1D.1	1. The Player chose to INFLATE ATTACK! 2. The Player input enough to succeed.	The ATTACK succeeds and GROUPS exchange hands.	PASS
TC7.0.1D.2	1. The Player chose to INFLATE ATTACK! 2. The Player did not input enough to succeed.	The ATTACK fails and GROUPS do not exchange hands.	PASS
TC7.0.1D.3	1. The Player chose to INFLATE ATTACK! 2. The Player input an invalid integer.	The ATTACK fails and a message appears saying to "CHEAT BETTER!"	PASS
TC7.0.1E	1. HIDDEN ILLUMINATI!	ATTACK Power is boosted by 1, and	PASS

	<p>Modifier is on and Player has not been identified yet.</p> <ol style="list-style-type: none"> The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated. The Player chooses to ACT BIG on the ATTACK ACTIONS Menu. 	<p>Player returns to the ATTACK ACTIONS Menu to choose more actions (with ACT BIG! grayed out)</p>	
TC7.0.1F	<ol style="list-style-type: none"> The Player chose to ATTACK TO CONTROL The Player presses CANCEL. 	<p>The Player's screen rolls back to the ACTIONS Menu.</p>	PASS
TC7.0.1G	<ol style="list-style-type: none"> The Player chose to ATTACK TO CONTROL The Player does not choose a GROUP to attack and attempts to press CONFIRM 	<p>Nothing will happen.</p>	PASS
TC7.1	<ol style="list-style-type: none"> The Player has chosen "ATTACK" on the ACTIONS Menu. The Player chooses to ATTACK TO DESTROY. 	<p>A Drop Down List of GROUPS the Player may attack will appear, allowing the Player to select which GROUP they wish to attack.</p>	PASS
TC7.1.1A	<ol style="list-style-type: none"> The Player chose to ATTACK TO DESTROY. The Player selects GROUP(s) to ATTACK from the Drop Down Menu 	<p>Dice Value to Succeed is automatically calculated, taking into account Alignment and Power. A new Drop Down Menu of</p>	PASS

		ATTACK ACTIONS will appear.	
TC7.1.1A.1	<ol style="list-style-type: none"> 1. The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated. 2. The Player chooses to Roll the Dice and their ATTACK succeeds. 	The Targeted Player may choose to DEFEND against the Attacking Player with MB (via Numerical Input), or the ATTACK can just go through.	PASS
TC7.1.1A.2	<ol style="list-style-type: none"> 1. The Player chose to Roll the Dice and their ATTACK succeeded. 2. The Targeted Player has chosen to DEFEND and has selected enough money to successfully ward off the ATTACK 	The Attacking Player may choose to boost their ATTACK (via Numerical Input), or the ATTACK will fail.	PASS
TC7.1.1A.3	<ol style="list-style-type: none"> 1. The Player chose to Roll the Dice and their ATTACK succeeded. 2. The Targeted Player has chosen to DEFEND and has not selected enough money to successfully ward off the ATTACK 	The Attack will go through, and GROUP will be destroyed.	PASS
TC7.1.1B.1	<ol style="list-style-type: none"> 1. CHEATERS! modifier is on. 2. The Player chose to Roll the Dice and their ATTACK 	Players may choose INFLATE RESISTANCE! to automatically boost Resistance to all that	PASS

	<p>succeeded.</p> <p>3. The Targeted GROUP has been DEFENDED but Players have not selected enough money to successfully ward off the ATTACK</p>	<p>is needed to prevent the ATTACK from succeeding, or just let it ride.</p>	
TC7.1.1B.2	<p>1. The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated.</p> <p>2. The Player chooses to Roll the Dice and their ATTACK fails.</p>	<p>The Dice that the Player rolled will appear, and the Player may choose to BOOST ATTACK or let it fail.</p>	PASS
TC7.1.1C.1	<p>1. The Player chooses to Roll the Dice and their ATTACK fails.</p> <p>2. The Player chooses to ATTACK BOOST.</p>	<p>A numerical input appears, and the Player may choose to boost the attack by the amount of MB they have.</p>	PASS
TC7.1.1C.2	<p>1. The Player chooses to ATTACK BOOST.</p> <p>2. The Player inputs enough to succeed.</p>	<p>The Defending Player may choose to DEFENSE BOOST from a numerical input, see TCTC7.0111 and TCTC7.0112</p>	PASS
TC7.1.1C.3	<p>1. The Player chooses to ATTACK BOOST.</p> <p>2. The Player does not input enough to succeed.</p>	<p>The Attack will fail.</p>	PASS
TC7.1.1C.4	<p>1. The Player chooses to ATTACK BOOST.</p>	<p>The ATTACK fails, and a message</p>	PASS

	2. The Player inputs an invalid (negative, sign) number.	appears saying “Are you trying to fail?”	
TC7.1.1D	<ol style="list-style-type: none"> 1. The Player chooses to Roll the Dice and their ATTACK fails. 2. The Player chooses to let the ATTACK Fail. 	The Attack will fail.	PASS
TC7.1.1E	<ol style="list-style-type: none"> 1. The Player chooses to Roll the Dice and their ATTACK fails. 2. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success. 	The Exchange is paused, and a numerical input for MB from the Aiding Player appears.	PASS
TC7.1.1E.1	<ol style="list-style-type: none"> 1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success. 2. The Aiding Player inputs enough MB for the ATTACK to succeed. 	The Defending Player may choose to DEFEND more (see TCTC7.1111 and TCTC7.1112), or just let the ATTACK succeed.	PASS
TC7.1.1E.2	<ol style="list-style-type: none"> 1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success. 2. The Aiding Player does not input enough MB for the ATTACK to succeed. 	The ATTACK fails.	PASS
TC7.1.1E.3	<ol style="list-style-type: none"> 1. Another Player chooses to ATTACK 	The ATTACK fails, and a message saying	PASS

	<p>BOOST the Attacking Player to increase their odds of success.</p> <p>2. The Aiding Player inputs invalid MB for the ATTACK to succeed.</p>	“Wow, what a good friend... /s” appears.	
TC7.1.1F	<p>1. CHEATERS! Modifier is on</p> <p>2. The Player chooses to Roll the Dice and their ATTACK fails.</p> <p>3. The Player chooses to FUDGE DICE!</p>	A numerical input is requested from the Player to replace the Dice Roll they actually got.	PASS
TC7.1.1F.1	<p>1. The Player chose to FUDGE DICE!</p> <p>2. The Player input enough to succeed.</p>	The ATTACK succeeds and GROUPS are destroyed.	PASS
TC7.1.1F.2	<p>1. The Player chose to FUDGE DICE!</p> <p>2. The Player did not input enough to succeed.</p>	The ATTACK fails.	PASS
TC7.1.1F.3	<p>1. The Player chose to FUDGE DICE!</p> <p>2. The Player input an invalid integer.</p>	The ATTACK fails and a message appears saying to “CHEAT BETTER!”	PASS
TC7.1.1G	<p>1. CHEATERS! Modifier is on.</p> <p>2. The Player chooses to Roll the Dice and their ATTACK fails.</p> <p>3. The Player chooses to INFLATE ATTACK!</p>	A numerical input is requested from the Player to boost their attack by.	PASS
TC7.1.1G.1	<p>1. The Player chose to INFLATE ATTACK!</p> <p>2. The Player input enough to succeed.</p>	The ATTACK succeeds and GROUPS are destroyed.	PASS

TC7.1.1G.2	<ol style="list-style-type: none"> 1. The Player chose to INFLATE ATTACK! 2. The Player did not input enough to succeed. 	The ATTACK fails.	PASS
TC7.1.1G.3	<ol style="list-style-type: none"> 1. The Player chose to INFLATE ATTACK! 2. The Player input an invalid integer. 	The ATTACK fails and a message appears saying to "CHEAT BETTER!"	PASS
TC7.1.2	<ol style="list-style-type: none"> 1. HIDDEN ILLUMINATI! Modifier is on and Player has not been identified yet. 2. The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated. 3. The Player chooses to ACT BIG on the ATTACK ACTIONS Menu. 	ATTACK Power is boosted by 1, and Player returns to the ATTACK ACTIONS Menu to choose more actions (with ACT BIG! grayed out)	PASS
TC7.1.3	<ol style="list-style-type: none"> 1. The Player chose to ATTACK TO DESTROY 2. The Player presses CANCEL. 	The Player's screen rolls back to the ACTIONS Menu.	PASS
TC7.1.4	<ol style="list-style-type: none"> 1. The Player chose to ATTACK TO DESTROY 2. The Player does not choose a GROUP to attack and attempts to press CONFIRM 	Nothing will happen.	PASS
TC7.2	<ol style="list-style-type: none"> 1. The Player has chosen "ATTACK" on the 	A Drop Down List of GROUPS the Player	PASS

	<p>ACTIONS Menu.</p> <p>2. The Player chooses to ATTACK TO NEUTRALIZE.</p>	may attack will appear, allowing the Player to select which GROUP they wish to attack.	
TC7.2.1A	<p>1. The Player chose to ATTACK TO NEUTRALIZE.</p> <p>2. The Player selects GROUP(s) to ATTACK from the Drop Down Menu</p>	Dice Value to Succeed is automatically calculated, taking into account Alignment and Power. A new Drop Down Menu of ATTACK ACTIONS will appear.	PASS
TC7.2.1A.1	<p>1. The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated.</p> <p>2. The Player chooses to Roll the Dice and their ATTACK succeeds.</p>	The Targeted Player may choose to DEFEND against the Attacking Player with MB (via Numerical Input), or the ATTACK can just go through.	PASS
TC7.2.1A.2	<p>1. The Player chose to Roll the Dice and their ATTACK succeeded.</p> <p>2. The Targeted Player has chosen to DEFEND and has selected enough money to successfully ward off the ATTACK</p>	The Attacking Player may choose to boost their ATTACK (via Numerical Input), or the ATTACK will fail.	PASS
TC7.2.1A.3	<p>1. The Player chose to Roll the Dice and their ATTACK succeeded.</p>	The Attack will go through, and GROUP will be destroyed.	PASS

	<ol style="list-style-type: none"> The Targeted Player has chosen to DEFEND and has not selected enough money to successfully ward off the ATTACK 		
TC7.2.1B.1	<ol style="list-style-type: none"> CHEATERS! modifier is on The Player chose to Roll the Dice and their ATTACK succeeded. The Targeted GROUP has been DEFENDED but Players have not selected enough money to successfully ward off the ATTACK 	<p>Players may choose INFLATE RESISTANCE! to automatically boost Resistance to all that is needed to prevent the ATTACK from succeeding, or just let it ride.</p>	PASS
TC7.2.1B.2	<ol style="list-style-type: none"> The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated. The Player chooses to Roll the Dice and their ATTACK fails. 	<p>The Dice that the Player rolled will appear, and the Player may choose to BOOST ATTACK or let it fail.</p>	PASS
TC7.2.1C.1	<ol style="list-style-type: none"> The Player chooses to Roll the Dice and their ATTACK fails. The Player chooses to ATTACK BOOST. 	<p>A numerical input appears, and the Player may choose to boost the attack by the amount of MB they have.</p>	PASS
TC7.2.1C.2	<ol style="list-style-type: none"> The Player chooses to ATTACK BOOST. The Player inputs 	<p>The Defending Player may choose to DEFENSE BOOST</p>	PASS

	enough to succeed.	from a numerical input, see TCTC7.0111 and TCTC7.0112	
TC7.2.1C.3	<ol style="list-style-type: none"> 1. The Player chooses to ATTACK BOOST. 2. The Player does not input enough to succeed. 	The Attack will fail.	PASS
TC7.2.1C.4	<ol style="list-style-type: none"> 1. The Player chooses to Roll the Dice and their ATTACK fails. 2. The Player chooses to let the ATTACK Fail. 	The Attack will fail.	PASS
TC7.2.1D	<ol style="list-style-type: none"> 1. The Player chooses to ATTACK BOOST. 2. The Player inputs an invalid (negative, sign) number. 	The ATTACK fails, and a message appears saying “Are you trying to fail?”	PASS
TC7.2.1E	<ol style="list-style-type: none"> 1. The Player chooses to Roll the Dice and their ATTACK fails. 2. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success. 	The Exchange is paused, and a numerical input for MB from the Aiding Player appears.	PASS
TC7.2.1E.1	<ol style="list-style-type: none"> 1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success. 2. The Aiding Player inputs enough MB for the ATTACK to succeed. 	The Defending Player may choose to DEFEND more (see TCTC7.1111 and TCTC7.1112), or just let the ATTACK succeed.	PASS

TC7.2.1E.2	<ol style="list-style-type: none"> 1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success. 2. The Aiding Player does not input enough MB for the ATTACK to succeed. 	The ATTACK fails.	PASS
TC7.2.1E.3	<ol style="list-style-type: none"> 1. Another Player chooses to ATTACK BOOST the Attacking Player to increase their odds of success. 2. The Aiding Player inputs invalid MB for the ATTACK to succeed. 	The ATTACK fails, and a message saying “Wow, what a good friend... /s” appears.	PASS
TC7.2.1F	<ol style="list-style-type: none"> 1. CHEATERS! Modifier is on 2. The Player chooses to Roll the Dice and their ATTACK fails. 3. The Player chooses to FUDGE DICE! 	A numerical input is requested from the Player to replace the Dice Roll they actually got.	PASS
TC7.2.1F.1	<ol style="list-style-type: none"> 1. The Player chose to FUDGE DICE! 2. The Player input enough to succeed. 	The ATTACK succeeds and GROUPS are destroyed.	PASS
TC7.2.1F.2	<ol style="list-style-type: none"> 1. The Player chose to FUDGE DICE! 2. The Player did not input enough to succeed. 	The ATTACK fails.	PASS
TC7.2.1F.3	<ol style="list-style-type: none"> 1. The Player chose to FUDGE DICE! 2. The Player input an invalid integer. 	The ATTACK fails and a message appears saying to “CHEAT BETTER!”	PASS

TC7.2.1G	<ol style="list-style-type: none"> 1. CHEATERS! Modifier is on 2. The Player chooses to Roll the Dice and their ATTACK fails. 3. The Player chooses to INFLATE ATTACK! 	A numerical input is requested from the Player to replace the Dice Roll they actually got.	PASS
TC7.2.1G.1	<ol style="list-style-type: none"> 1. The Player chose to INFLATE ATTACK! 2. The Player input enough to succeed. 	The ATTACK succeeds and GROUPS are destroyed.	PASS
TC7.2.1G.2	<ol style="list-style-type: none"> 1. The Player chose to INFLATE ATTACK! 2. The Player did not input enough to succeed. 	The ATTACK fails.	PASS
TC7.2.1G.3	<ol style="list-style-type: none"> 1. The Player chose to INFLATE ATTACK! 2. The Player input an invalid integer. 	The ATTACK fails and a message appears saying to "CHEAT BETTER!"	PASS
TC7.2.2	<ol style="list-style-type: none"> 1. HIDDEN ILLUMINATI! Modifier is on and Player has not been identified yet. 2. The Player selects GROUP(s) to ATTACK from the ATTACK ACTIONS Menu, and the Dice Value needed to succeed has been calculated. 3. The Player chooses to ACT BIG on the ATTACK ACTIONS Menu. 	ATTACK Power is boosted by 1, and Player returns to the ATTACK ACTIONS Menu to choose more actions (with ACT BIG! grayed out)	PASS
TC7.2.3	<ol style="list-style-type: none"> 1. The Player chose to ATTACK TO NEUTRALIZE 	The Player's screen rolls back to the ACTIONS Menu.	PASS

	2. The Player presses CANCEL.		
TCTC7.2.4	1. The Player chose to ATTACK TO NEUTRALIZE 2. The Player does not choose a GROUP to attack. 3. The Player presses CONFIRM.	Nothing will happen.	PASS
TC8.0	1. At the end of a Turn, if any one Player controls 12 GROUPS, they automatically win.	Game congratulates the Player and the game ends. Player(s) are returned to the Main Menu.	PASS
TC8.1	1. At the end of a Turn, if any one Player completes the “HIDDEN GOAL” specified in the Illuminati card, they automatically win.	Game congratulates the Player and the game ends. Player(s) are returned to the Main Menu.	PASS

III. Testing Deliverables

- Test Design Specification
- Test Case Specification
- Test Log
- Test Incident Report
- Test Summary Report
- Test Input and Output Data

IV. Environmental Requirements

- PC system, running the latest version of Windows 10.
- 1 smartphone per Human Player, capable of using AirConsole.

V. Staffing

Primary Responsibilities:

- R. Canyon Artuz
 - **Project Manager**
 - Quality Assurance
 - Configuration Management
- Katherine Seng
 - **Technical Project Manager**
 - System Test Lead
 - Change Management
- Michael Zaragoza
 - Validation Lead

Shared Responsibilities:

- Product Management
- Marketing
- Sales
- Service
- Training
- Manufacturing
 - Programming
 - Debugging
 - Testing
- Quality
- Technology
- Supply Management

VI. Schedule

- All test cases will be tested throughout the programming phase, officially commencing on April 15, 2020.
- Maintain a weekly schedule to be included in our Test Log.
 - *At the start of each week*, include a list of goals that we intend to accomplish by the end of the week. Our goals must pertain to the programming phase and the related test cases. Each team member is responsible for communicating results throughout the week and providing feedback where necessary.
 - *At the end of each week*, each team member will create a final posting of their results and update our test log to ensure that we are meeting self-imposed deadlines and that we can recover from possible setbacks.

VII. Risks and Contingencies

- The Illuminati game application could potentially crash.
 - **Plan:** Reboot the software application.
- Specified hardware may not be functional before or during testing.
 - **Plan:** Verify that the hardware is fully operational on the day before testing.
- All test cases may not be tested by the deadline.
 - **Plan:** Create a weekly schedule for evaluating test cases, with varying priority levels. Collect and post results at the end of each week before updating the weekly schedule. Prioritize testing the test cases with the highest priority first, preferably before the deadline date.

VIII. Approvals

- Professor Anthony Giacalone
- R. Canyon Artuz
- Katherine Seng
- Michael Zaragoza

IX. Document Revision History:

Version	1.0
Name(s)	R. Canyon Artuz, Katherine Seng, Michael Zaragoza
Date	April 14, 2020
Change Description	Initial Document