

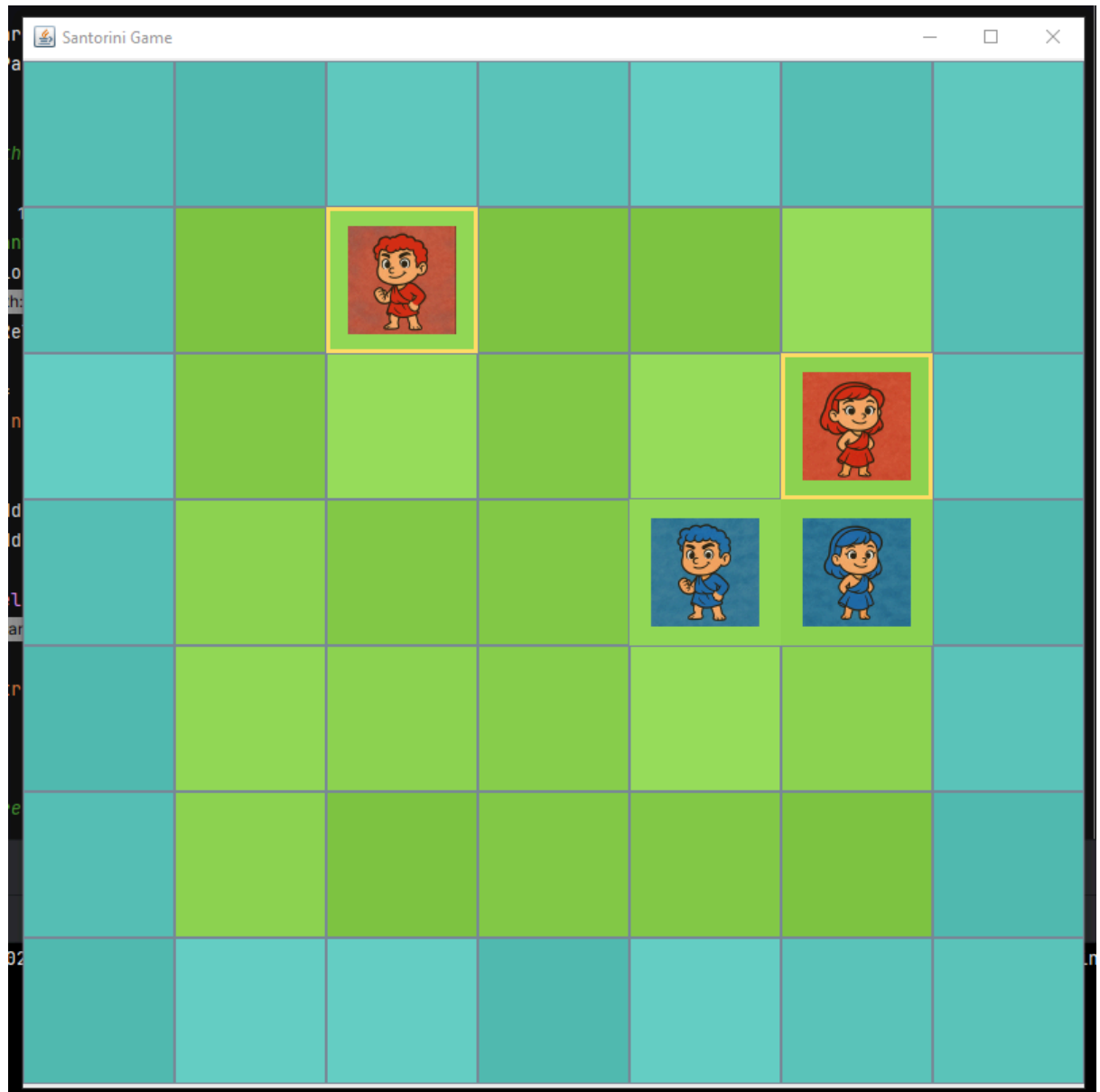
Documented Game Testing:

Initial board init:

Expected outcome:

5x5 green tiles, surrounded by a ring of ocean tiles, with workers at random positions.

Actual Outcome:



Notes:

Working as expected.

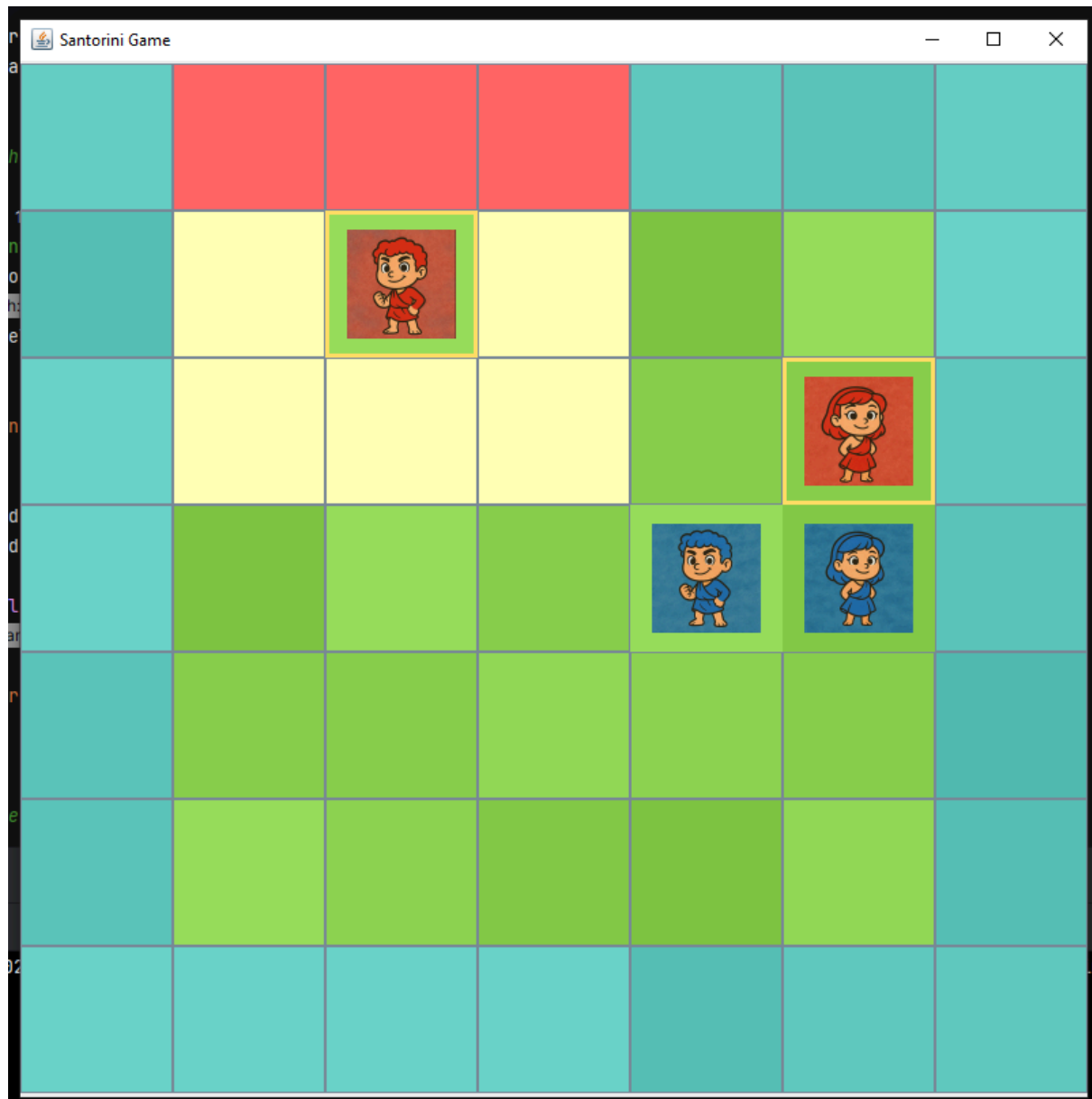
Worker Selection:

Expected outcome:

Ring of possible selections around the clicked on worker, with yellow representing valid

moves and red representing invalid moves.

Actual Outcome:



Notes:

Working as expected

Valid Selections:

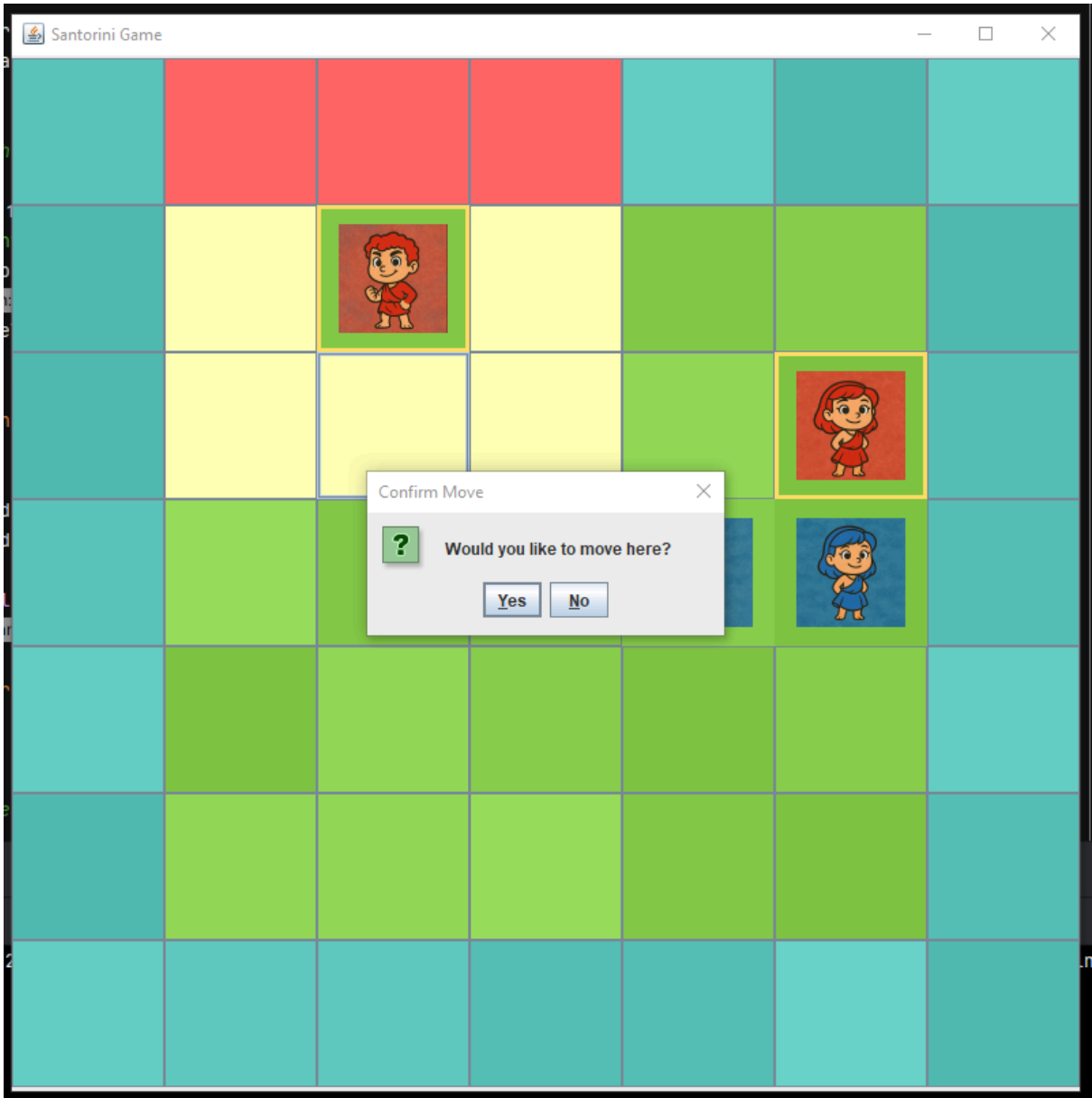
Valid Move Selection:

Expected outcome:

Valid moves are highlighted in yellow. Clicking on them brings up the confirm move popup.

Clicking yes moves the worker to that position.

Actual Outcome:





Notes:

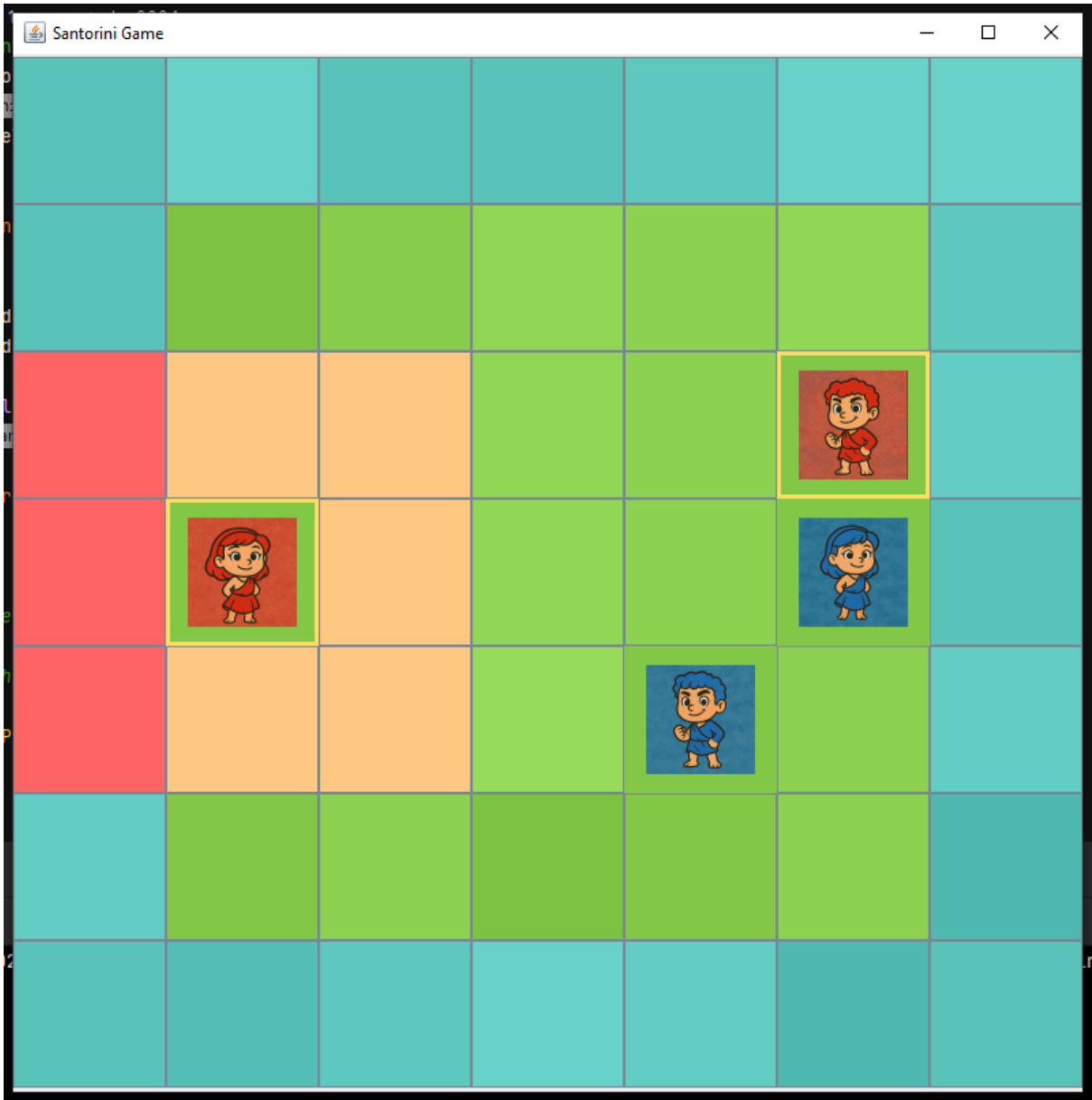
Working as expected

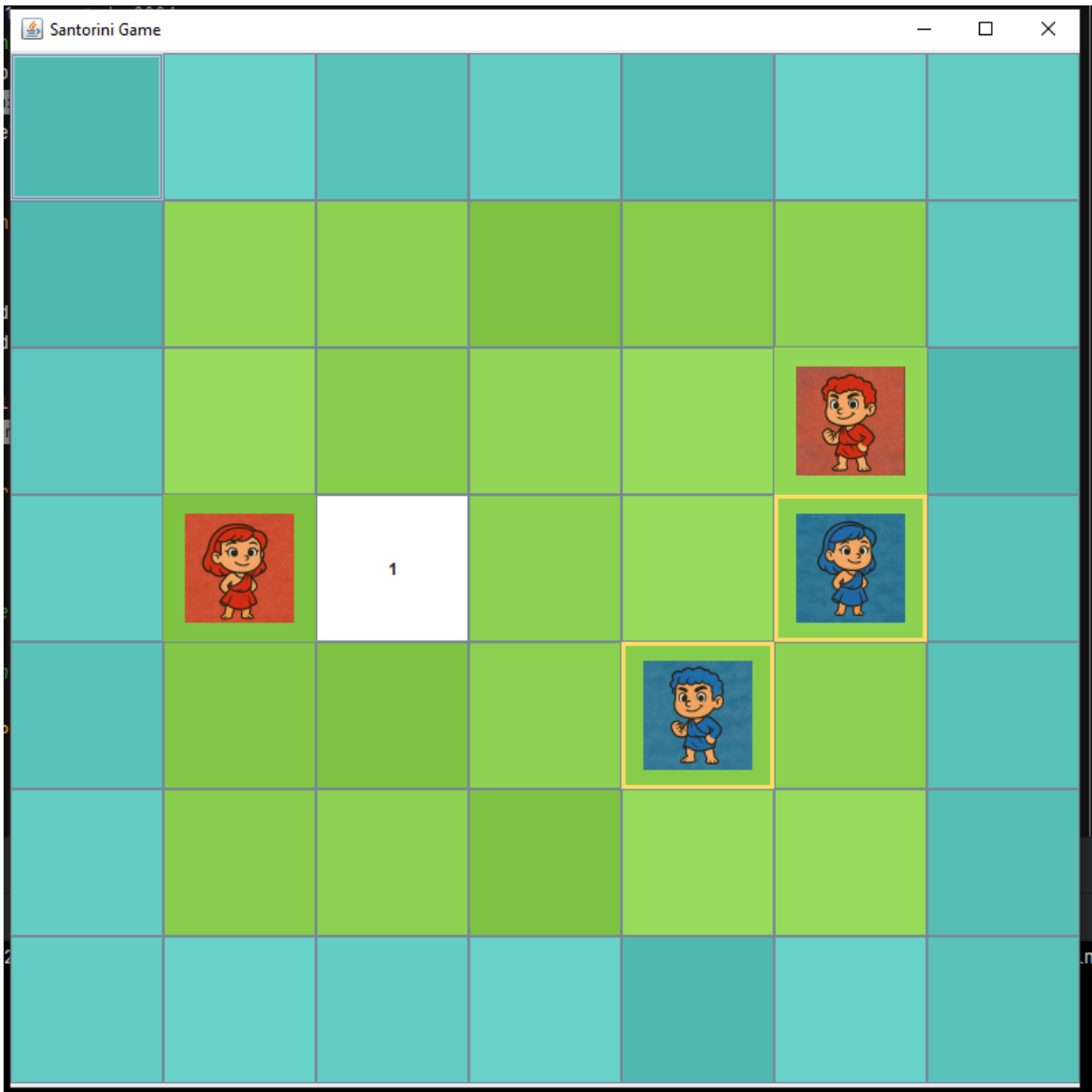
Valid Build Selection:

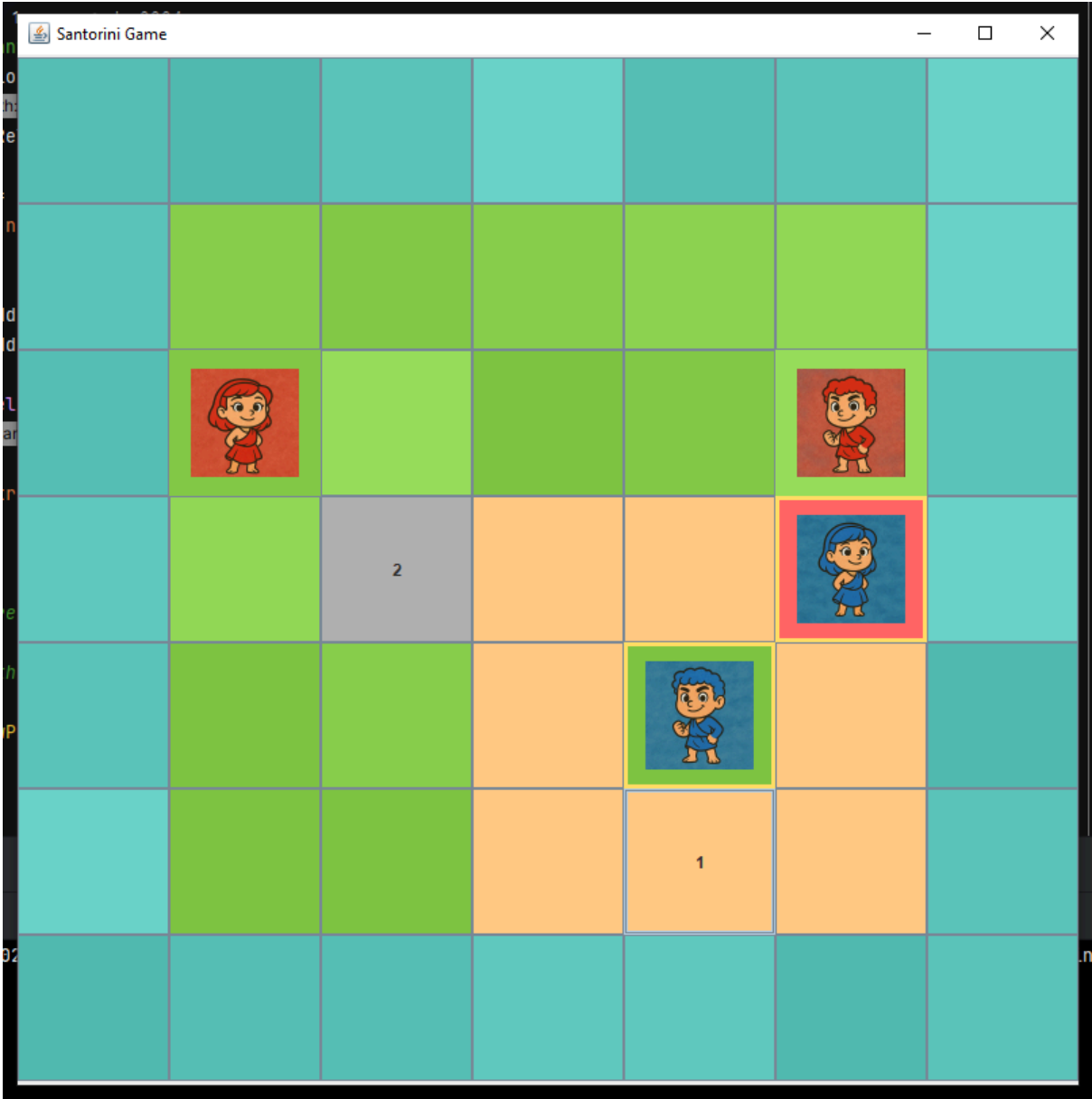
Expected outcome:

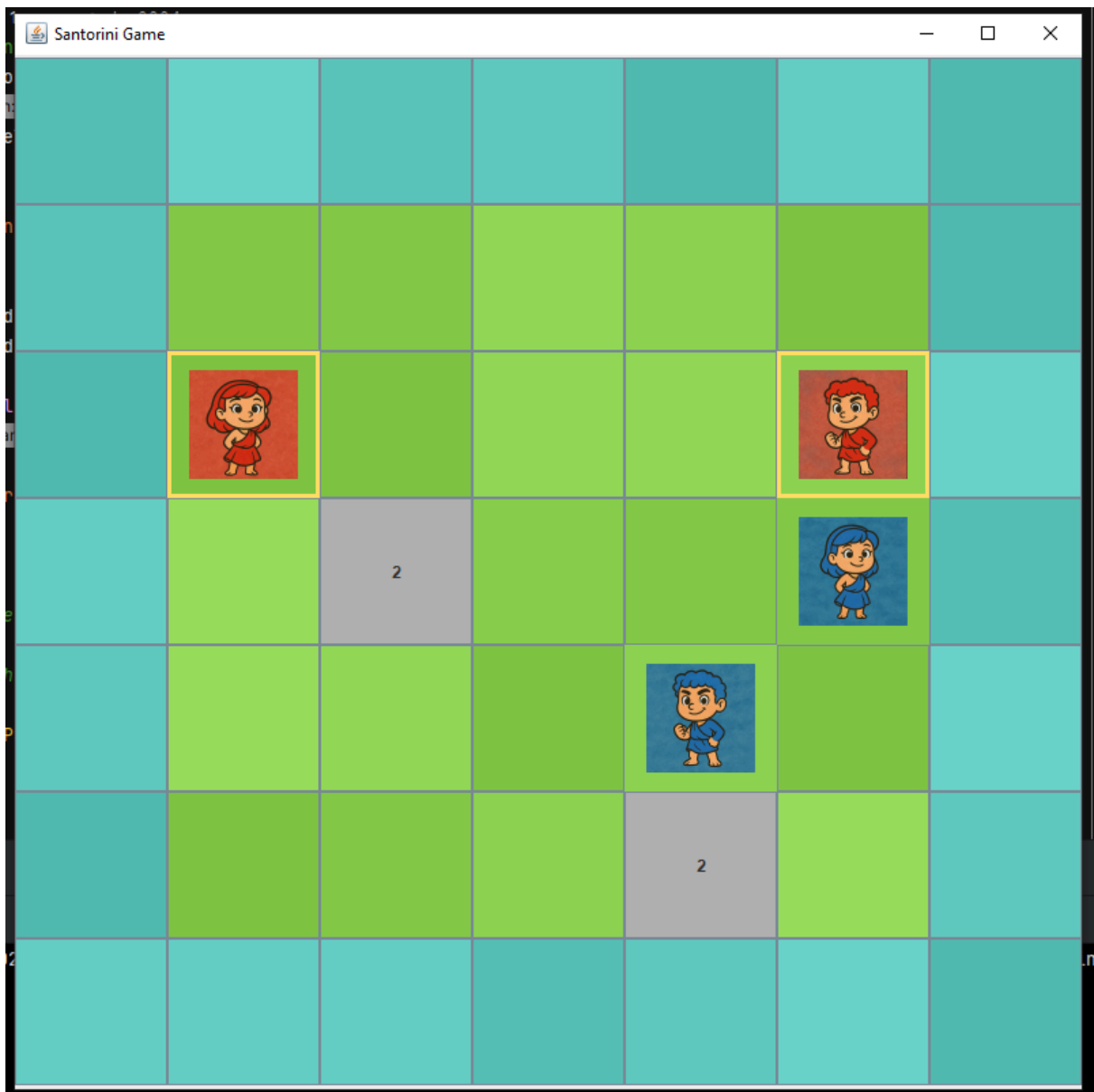
Building on an empty ground places a 1 block. Building on 1 makes it 2. Building on 2 makes it 3. Building on 3 makes a dome.

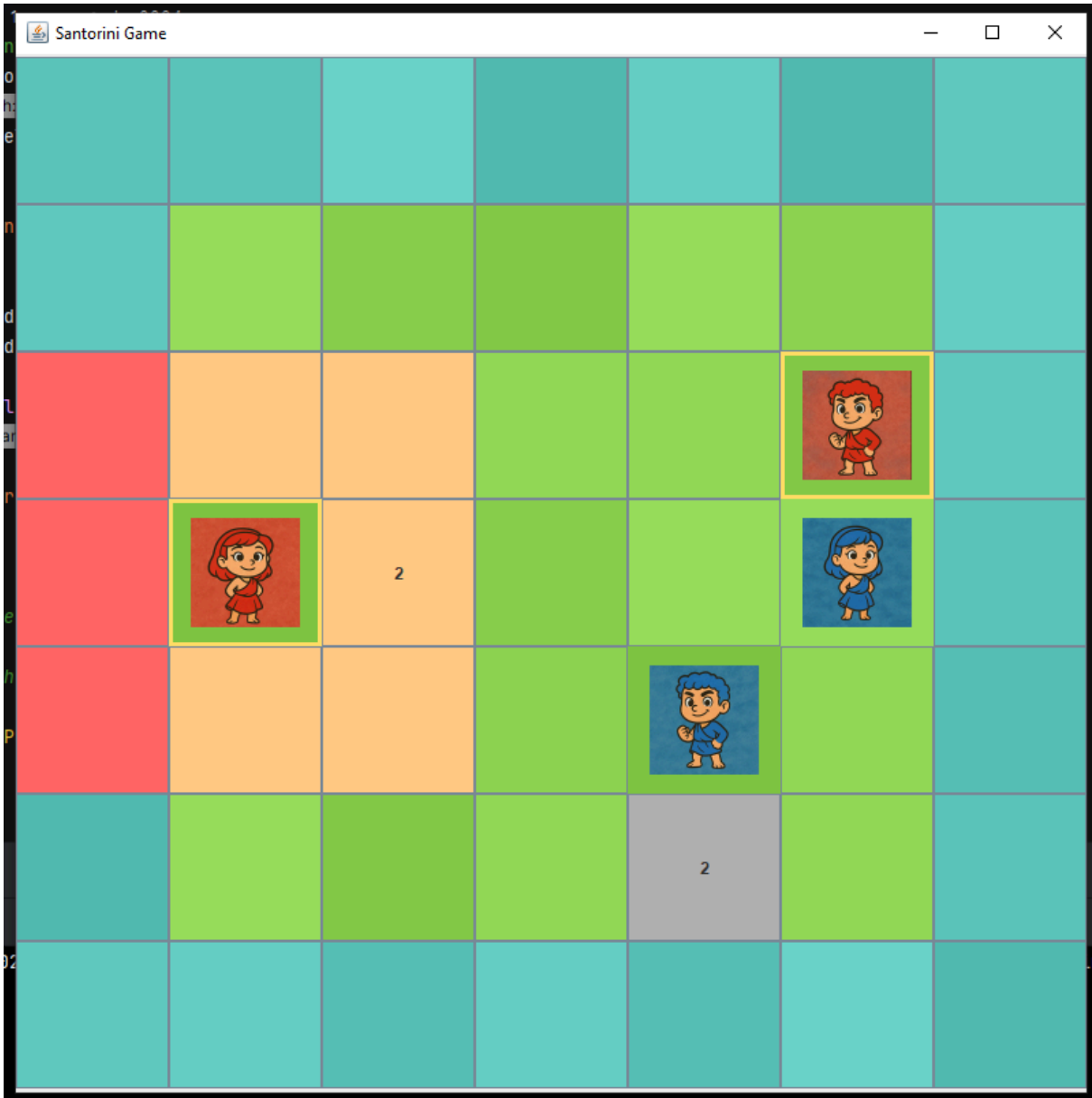
Actual Outcome:

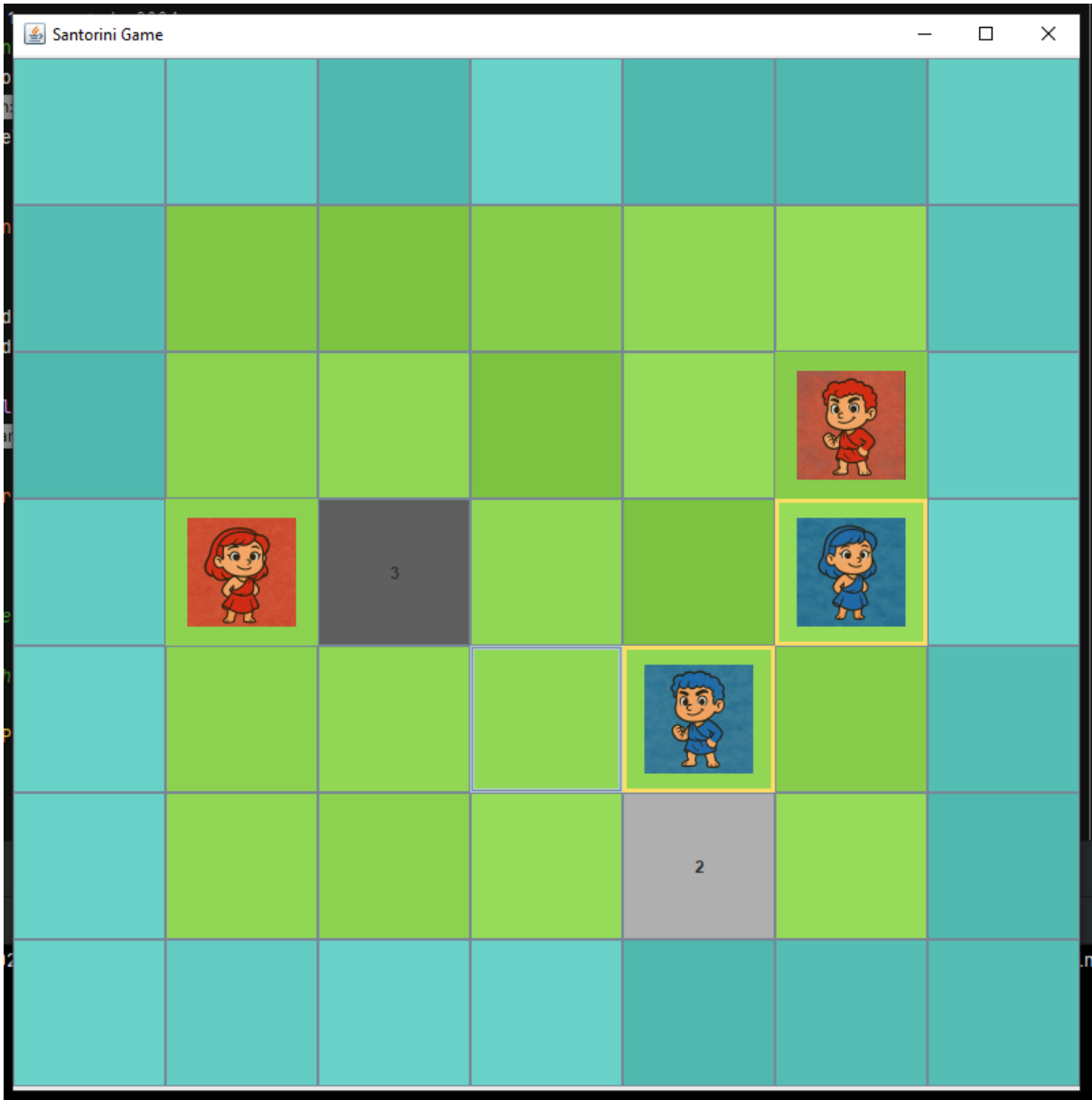


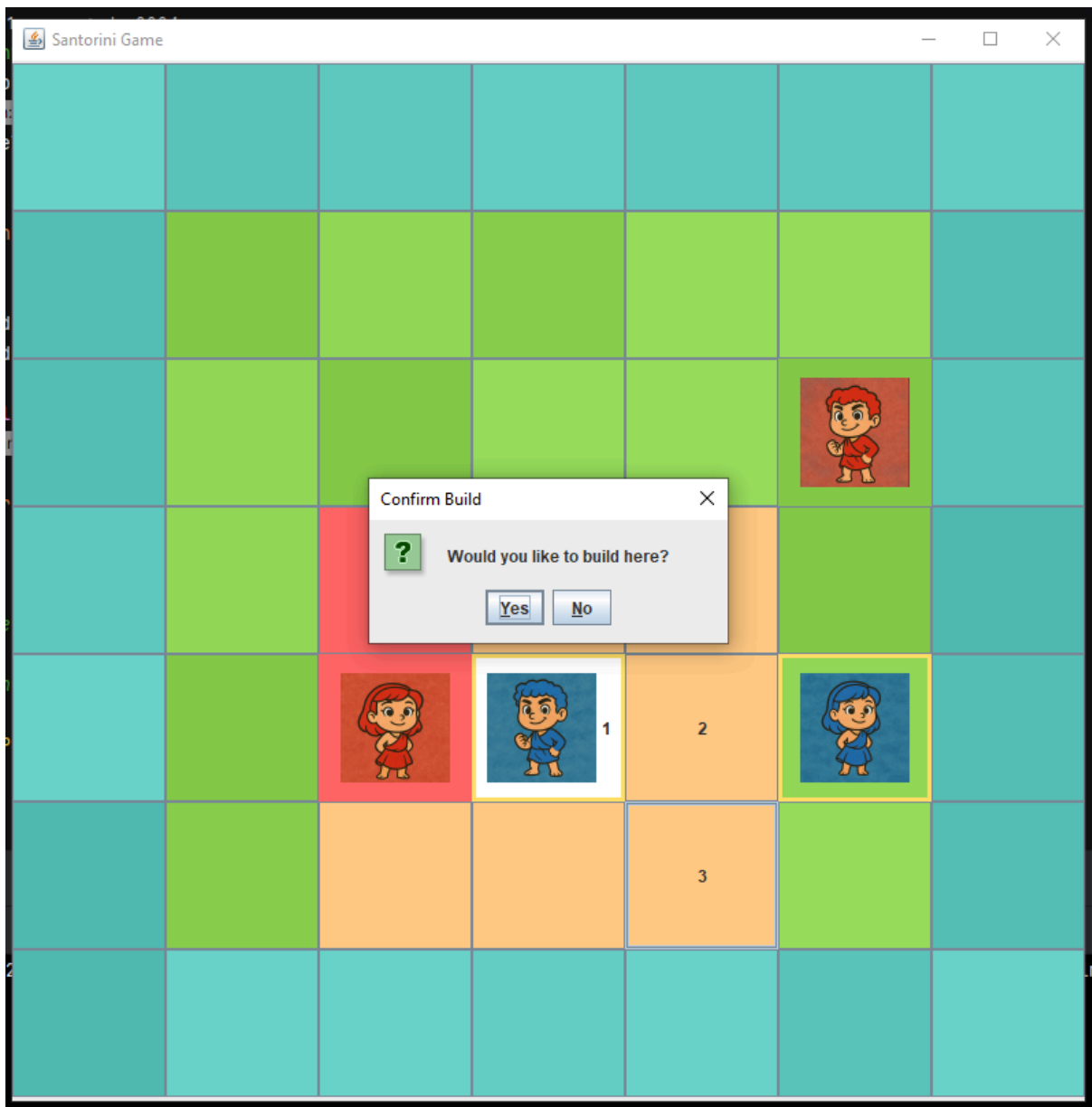


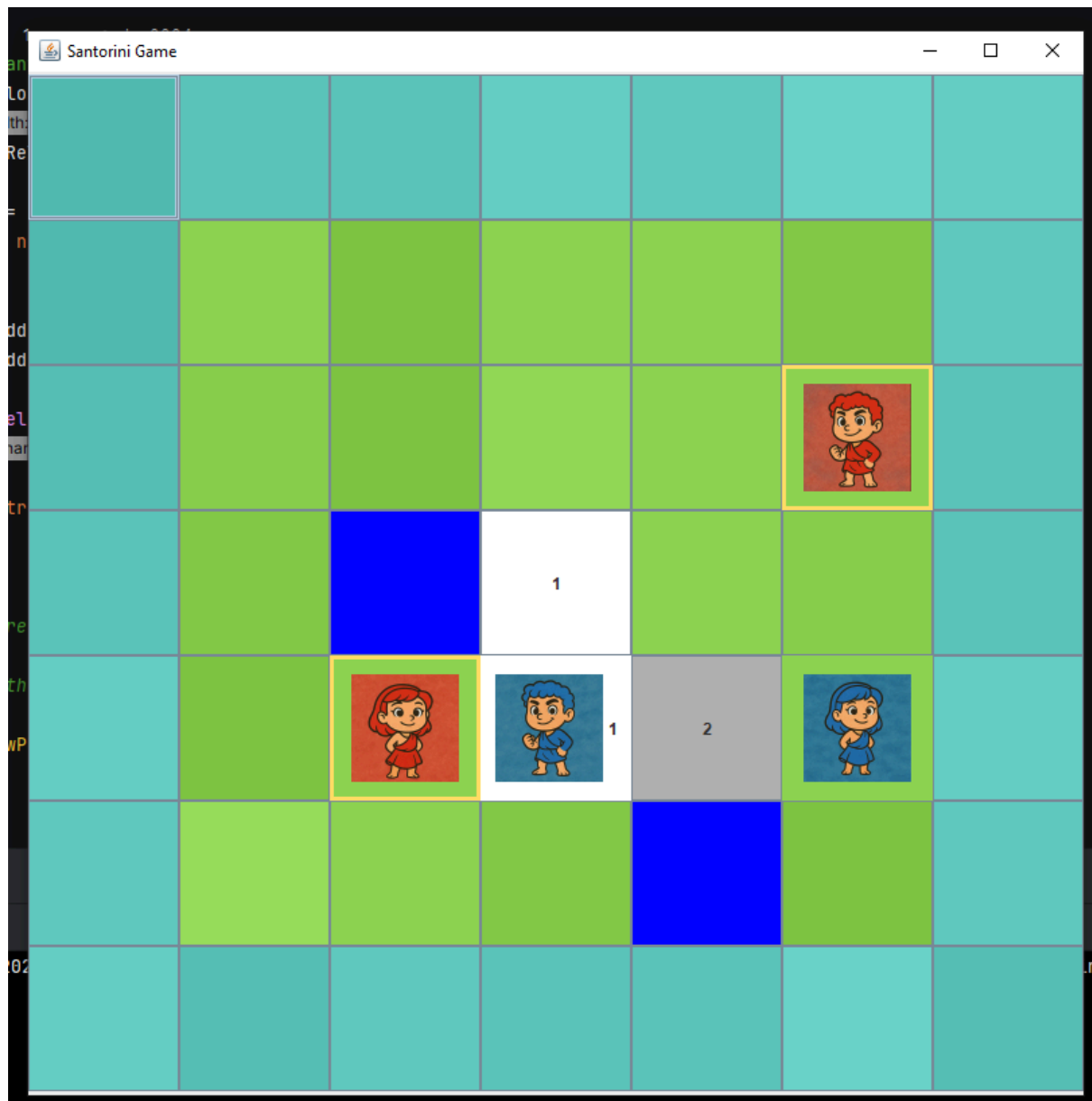












Notes:

All working as expected

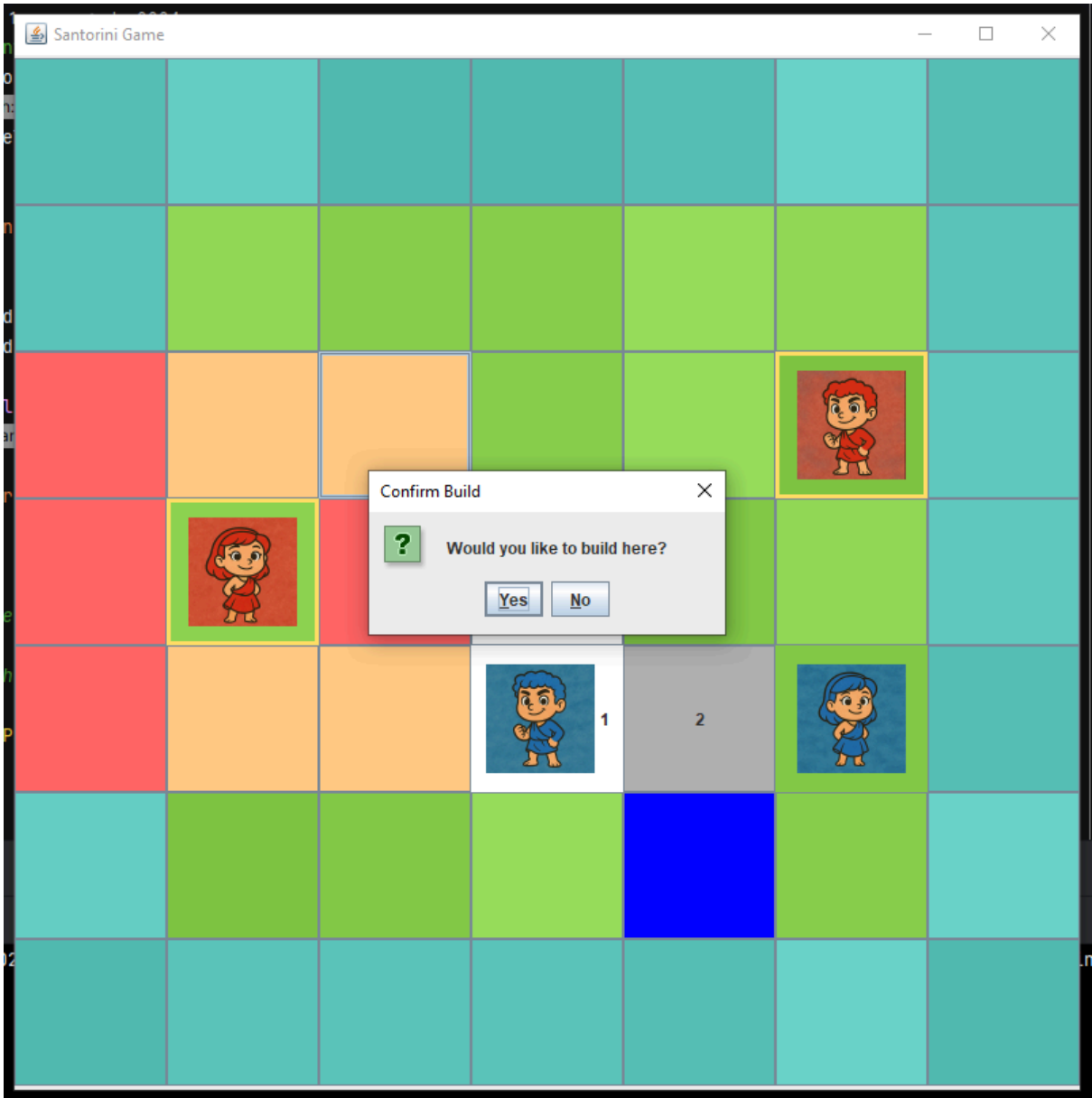
Change of Turn:

Expected outcome:

When a player places their final building, the game turns over to the next player.

Actual Outcome:









Player change working as expected.

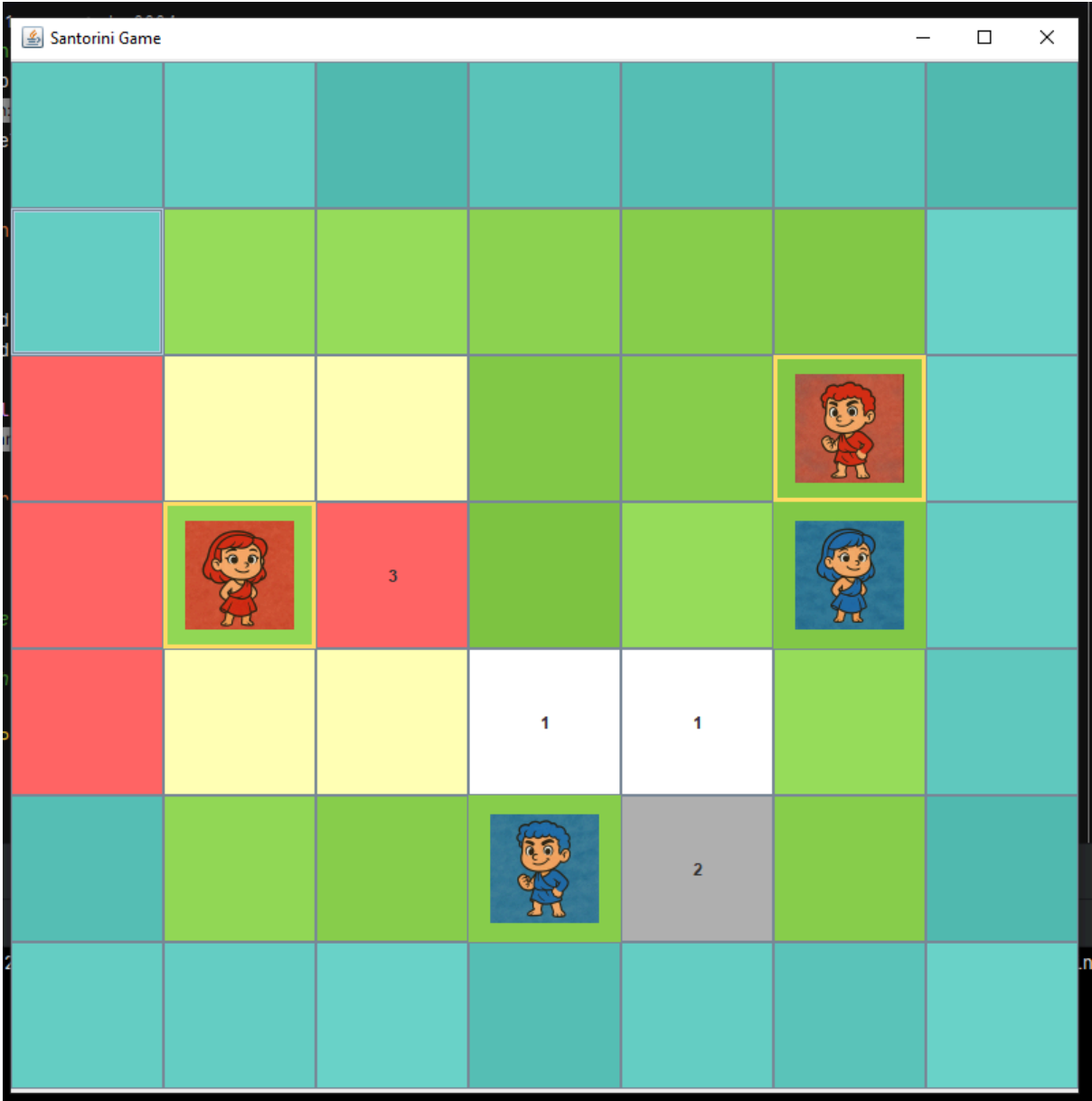
Moving onto worker:

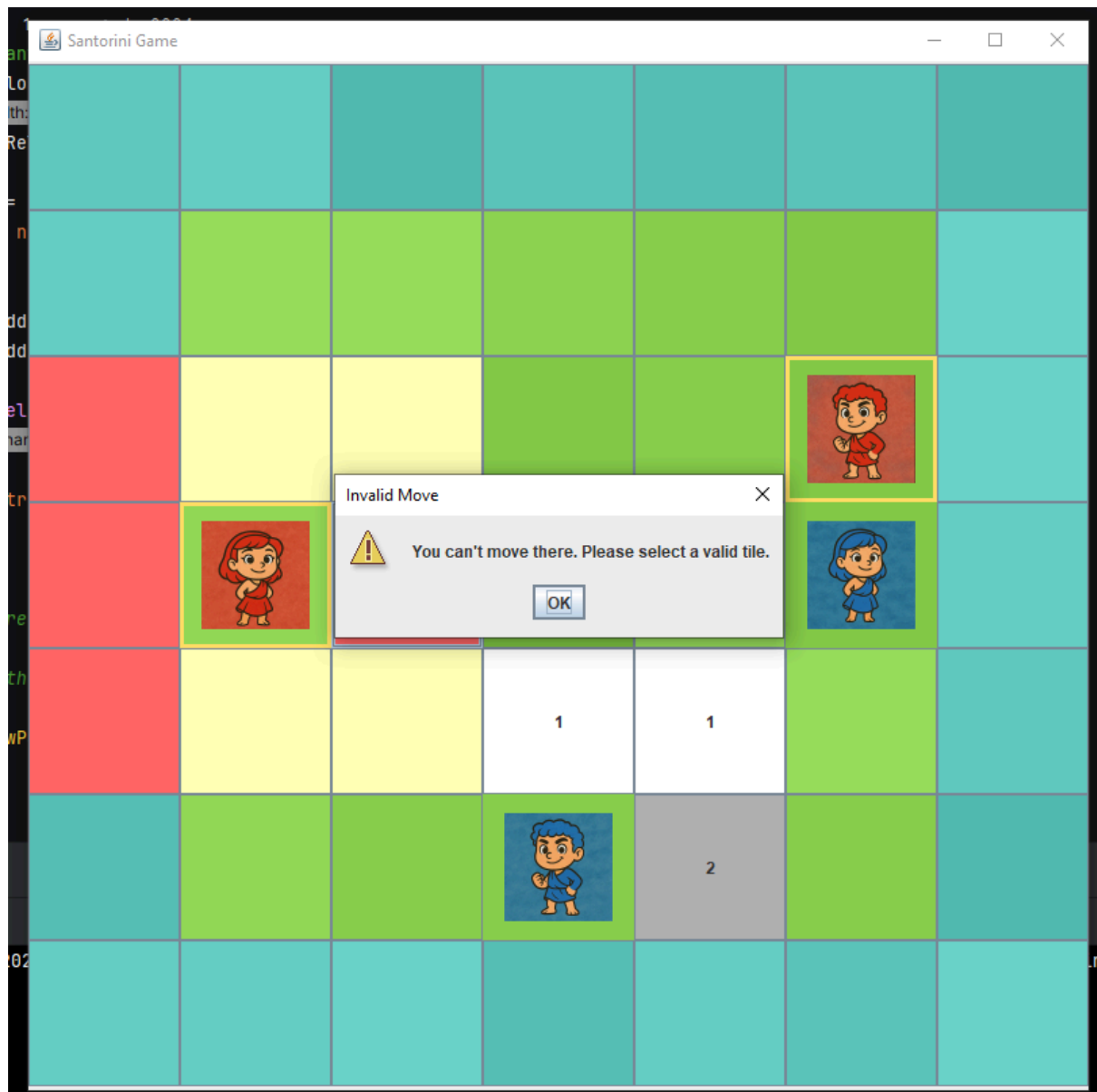
Actual Outcome:

Notes:

Expected outcome:

Actual Outcome:





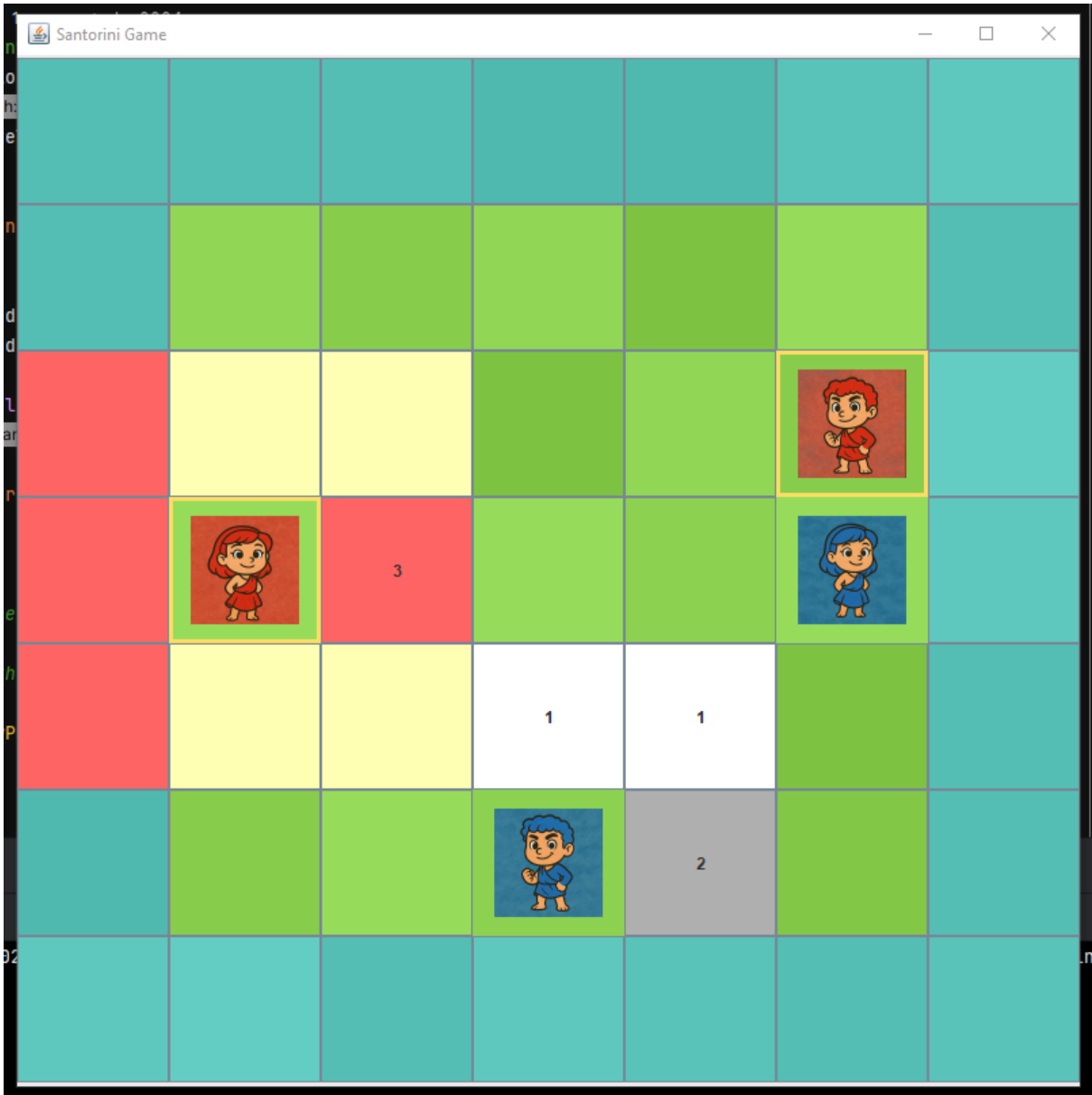
Notes:

Working as expected

Moving onto ocean:

Expected outcome:

Actual Outcome:





Notes:

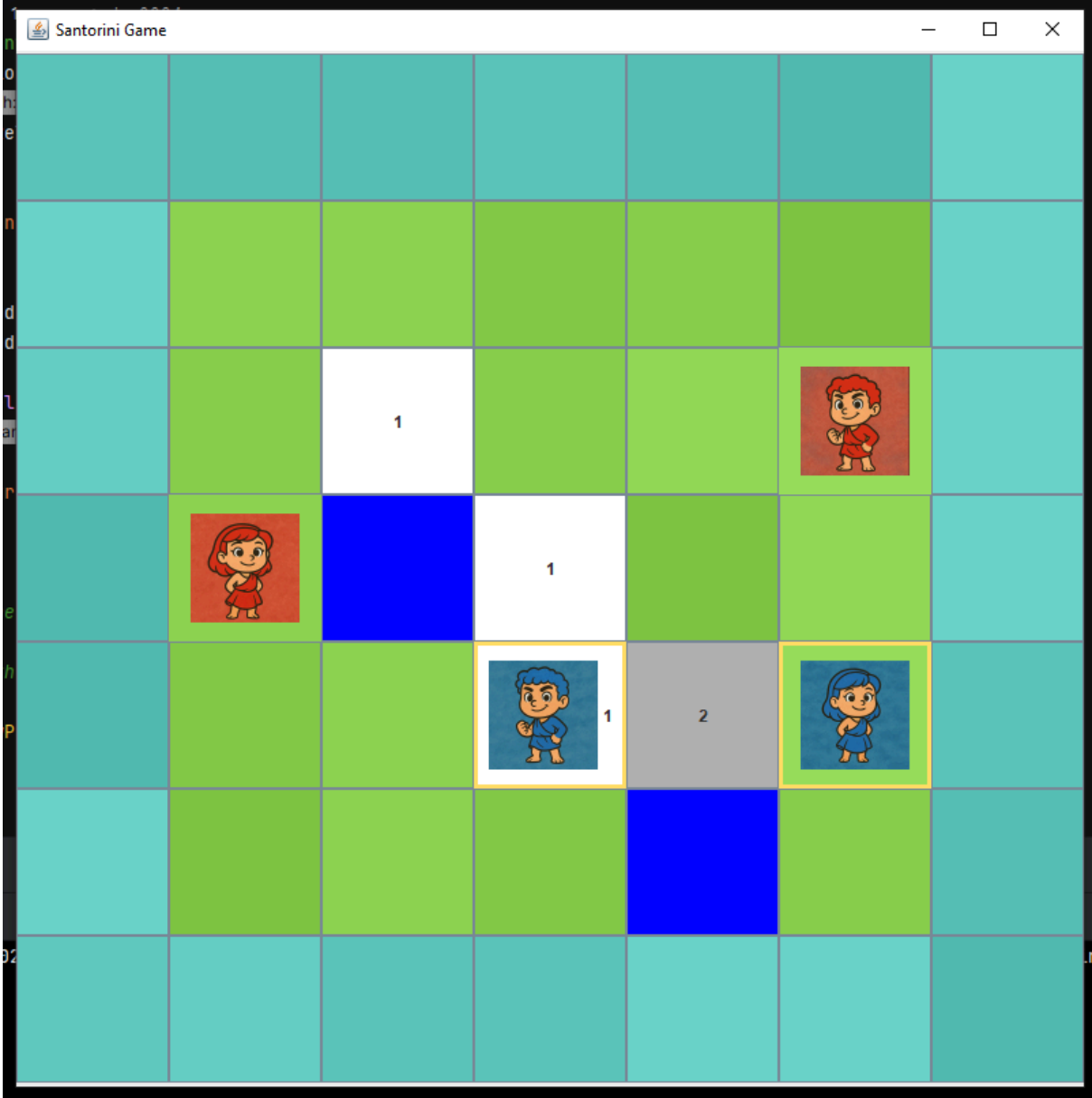
Working as expected

Moving onto dome:

Expected outcome:

Player is not allowed to move worker onto a dome

Actual Outcome:





Notes:

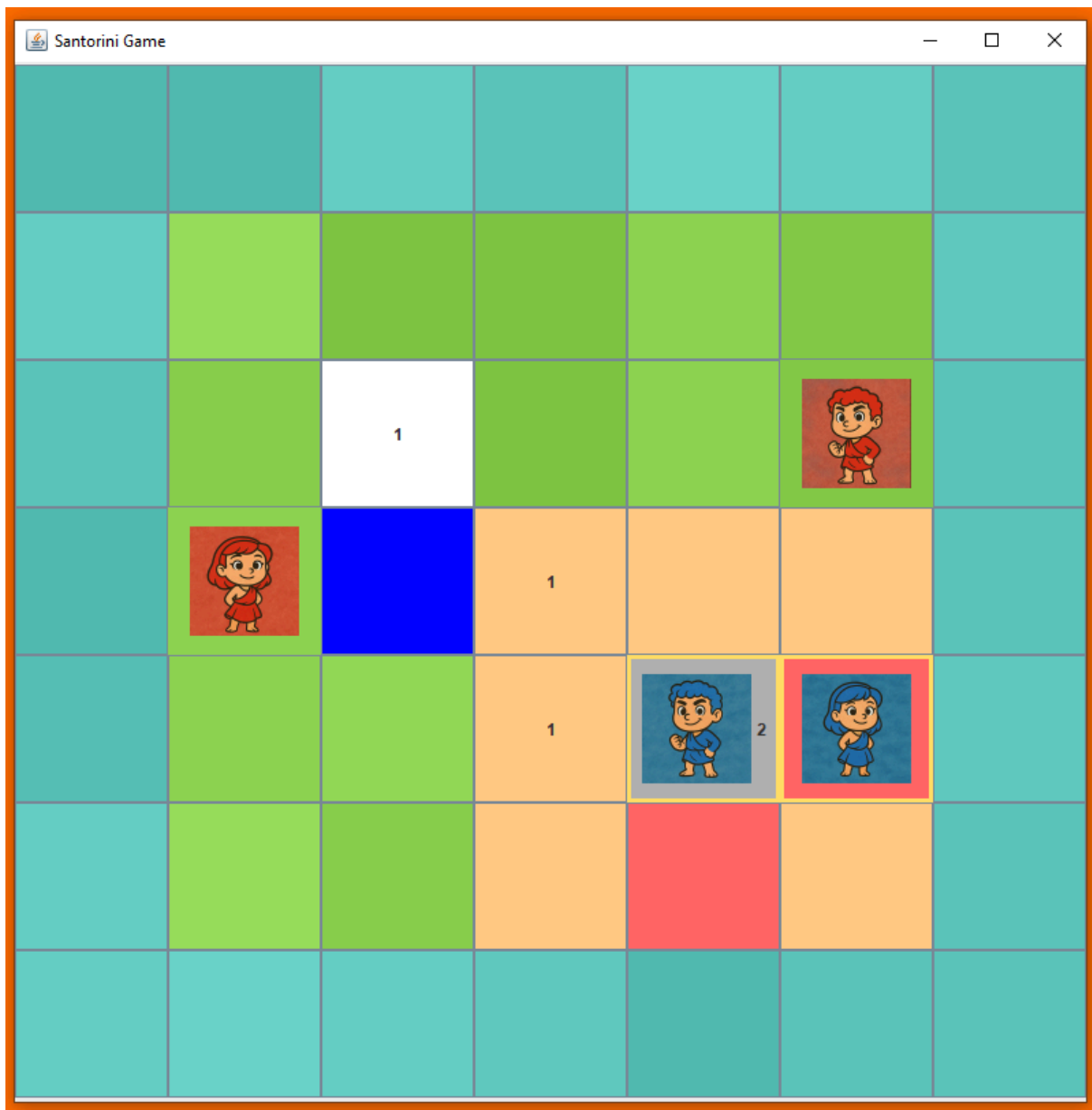
Working as expected

Building onto dome:

Expected outcome:

Player is not allowed to build ontop of dome

Actual Outcome:





Notes:

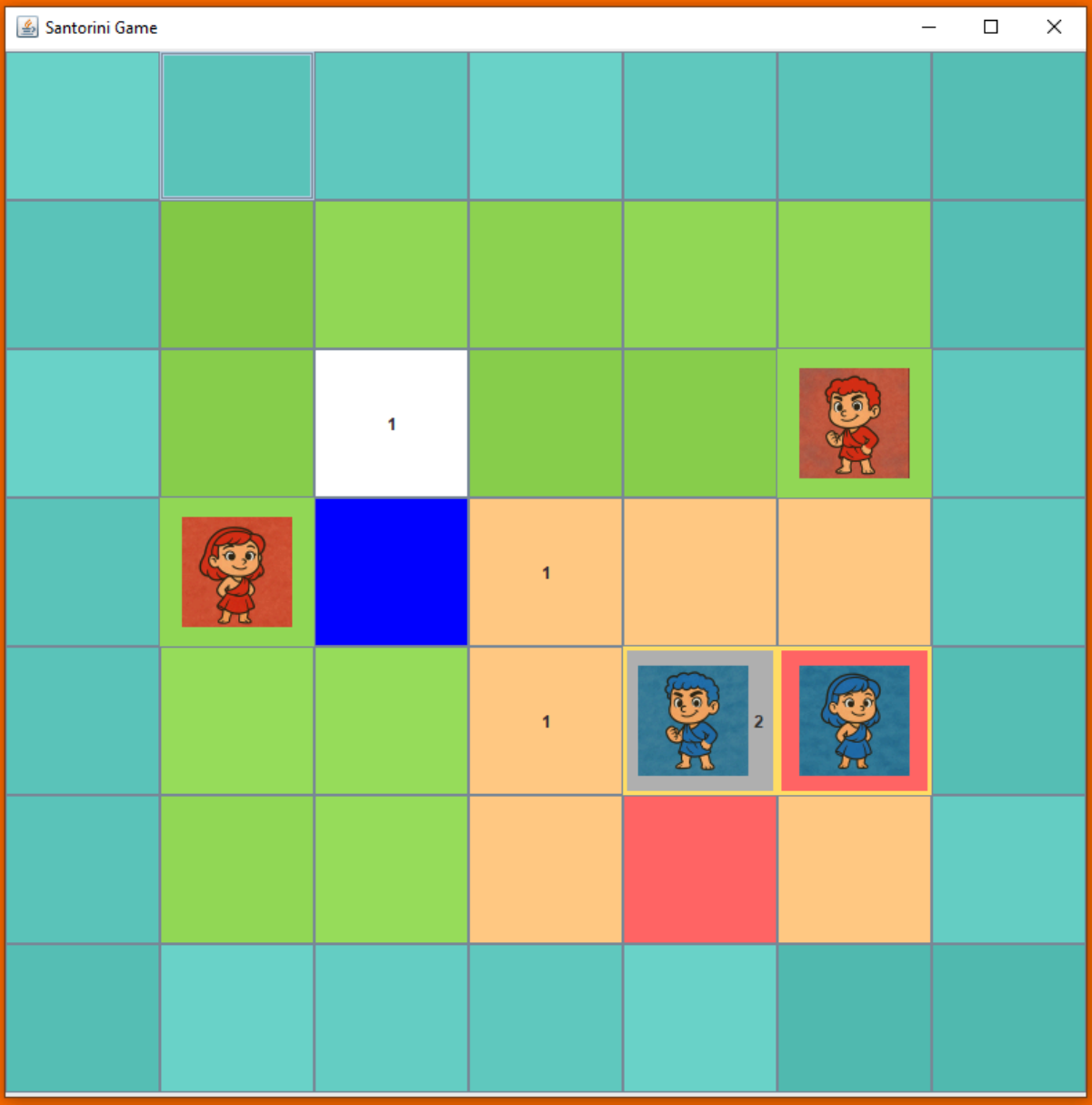
Working as expected

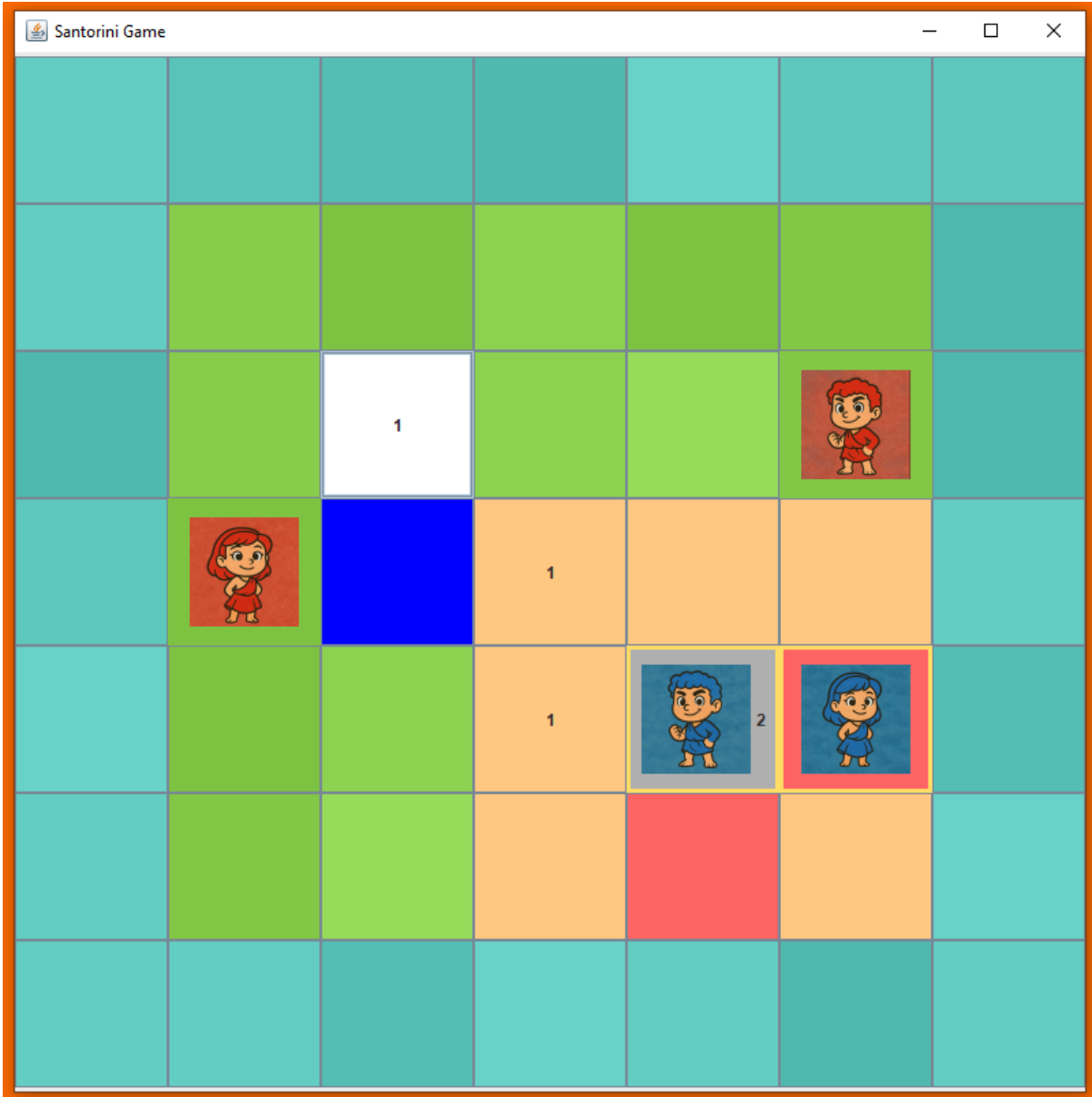
Building onto worker:

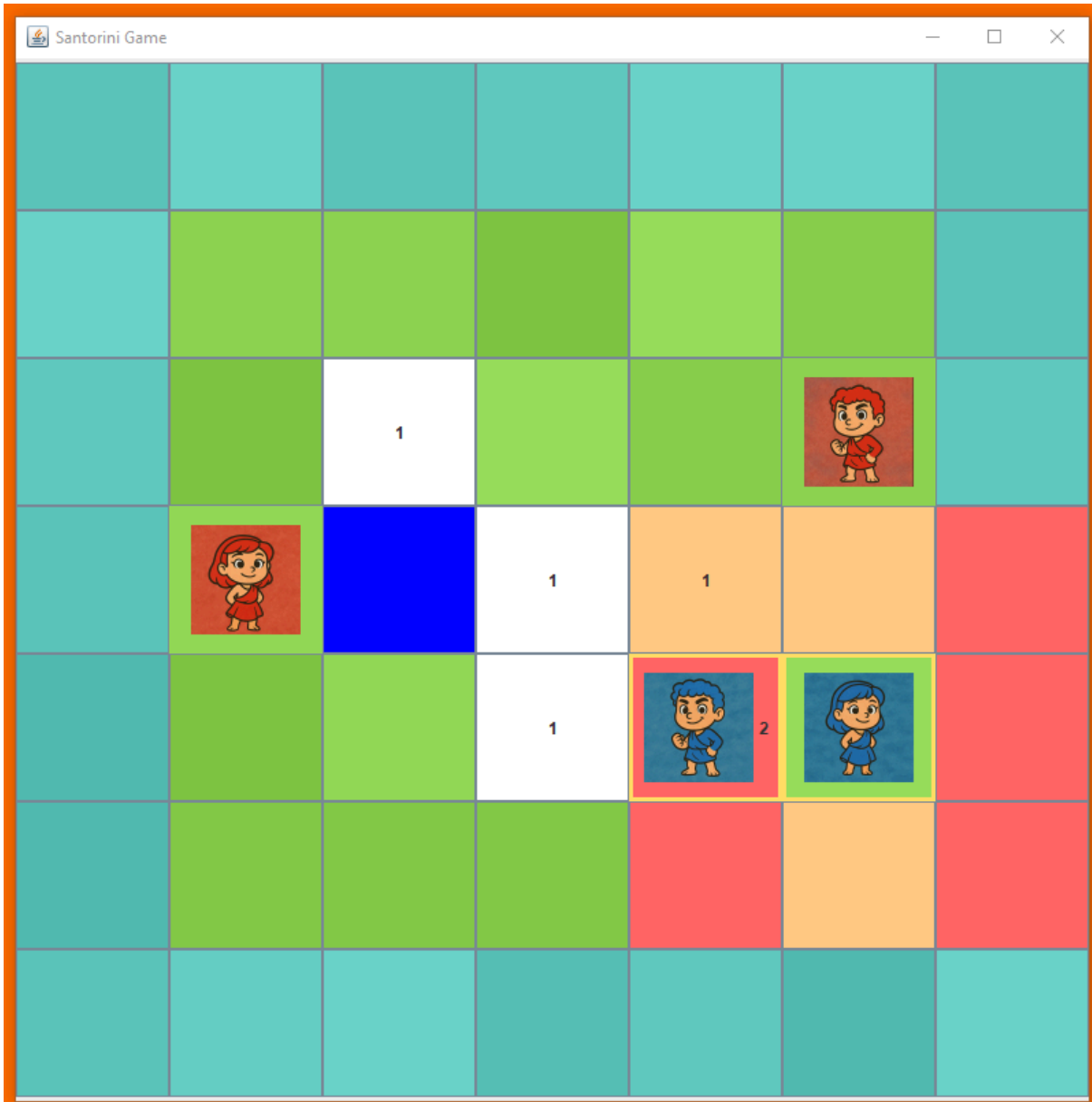
Expected outcome:

Player cannot build on top of the worker.

Actual Outcome:



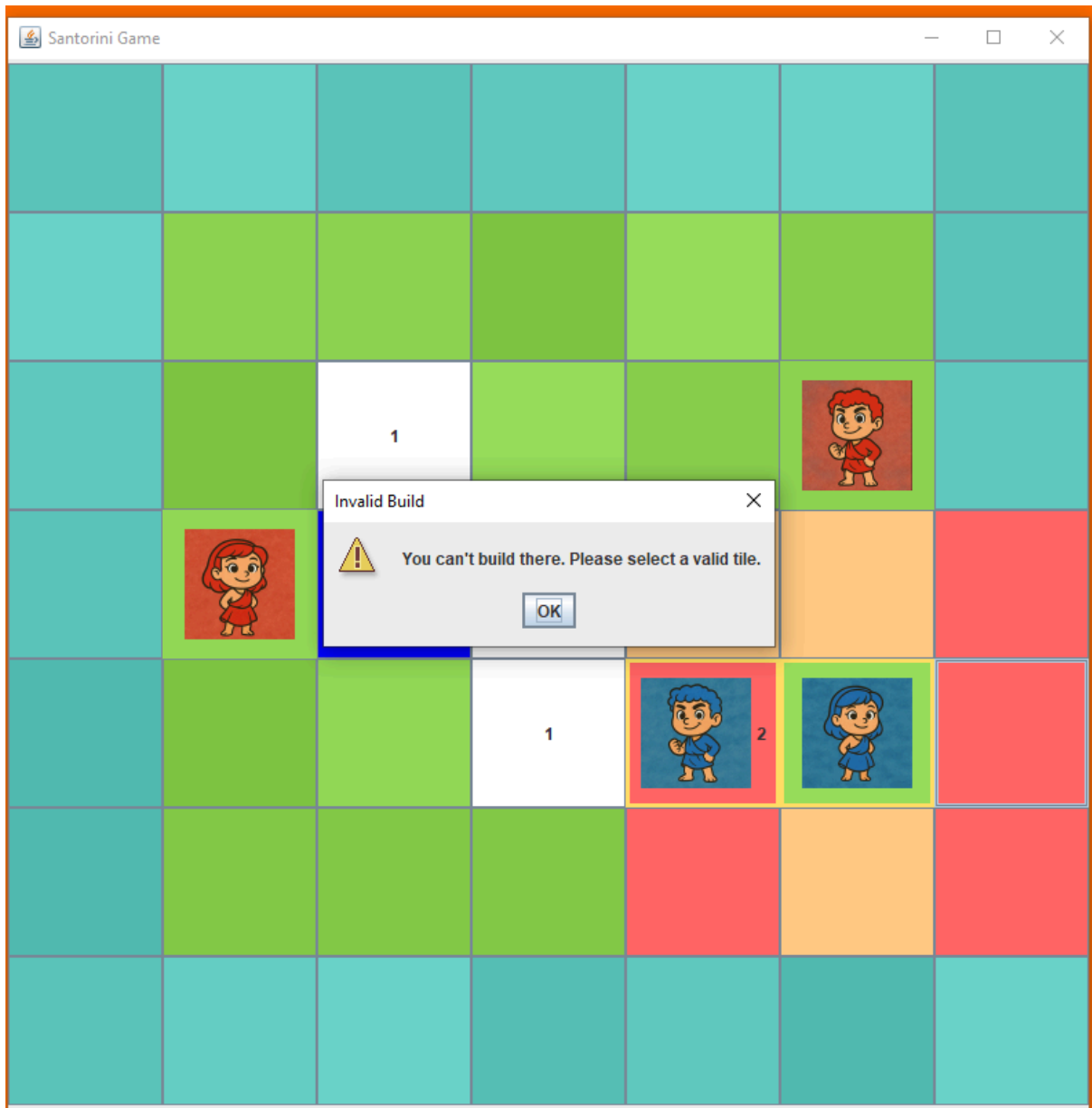




Player is able to click on other workers that are adjacent, even if they haven't built. If the player then makes attempts to make a build action with an adjacent worker, it gets stored in that worker's history, meaning if you have demeter, you then build with that worker instead of the original.

Expected outcome:

Actual Outcome:



Notes:

Working as expected.

Winning:

Moving onto 3 tall tower:

Expected outcome:

This triggers the active players win condition, ending the game.

Actual Outcome:



Notes:

Working as expected.

God Power:

Artemis God Power:

Expected outcome:

Can move a second time, but gets blocked from returning where the worker came from.

Actual Outcome:





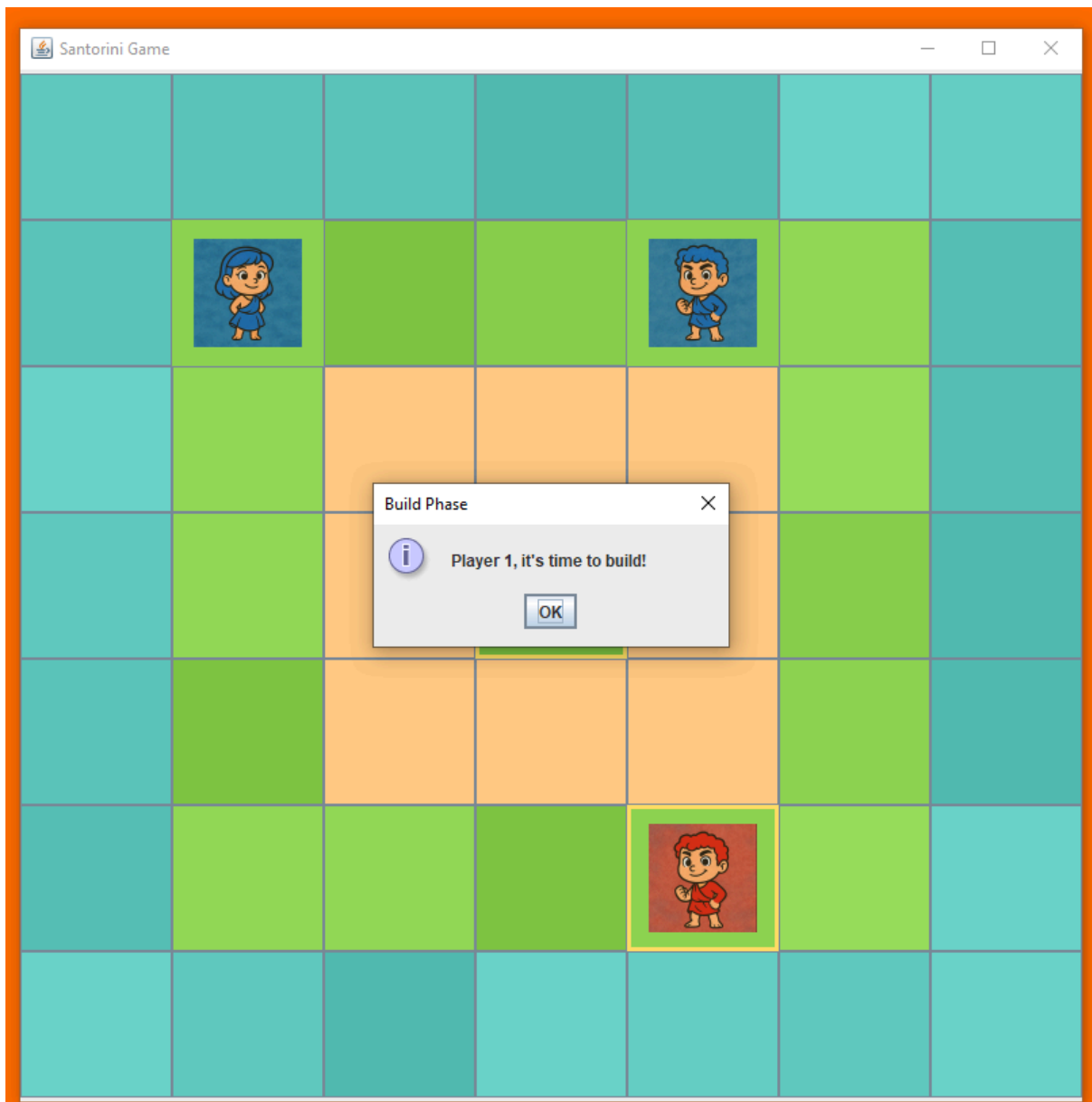




(On trying to go back to prior position)



(On clicking other worker)



Notes:

Working as expected.

God Power:

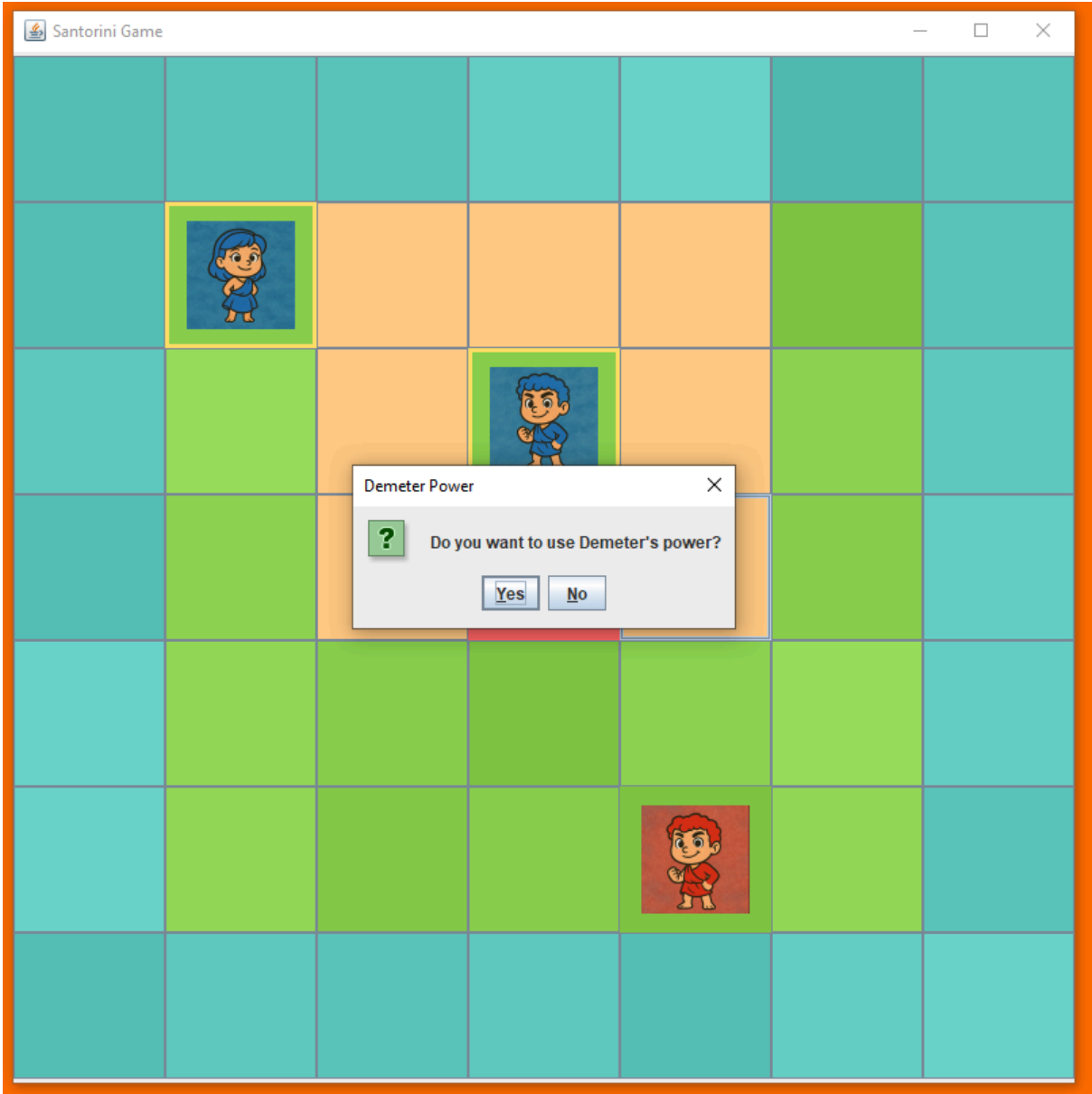
Demeter God Power:

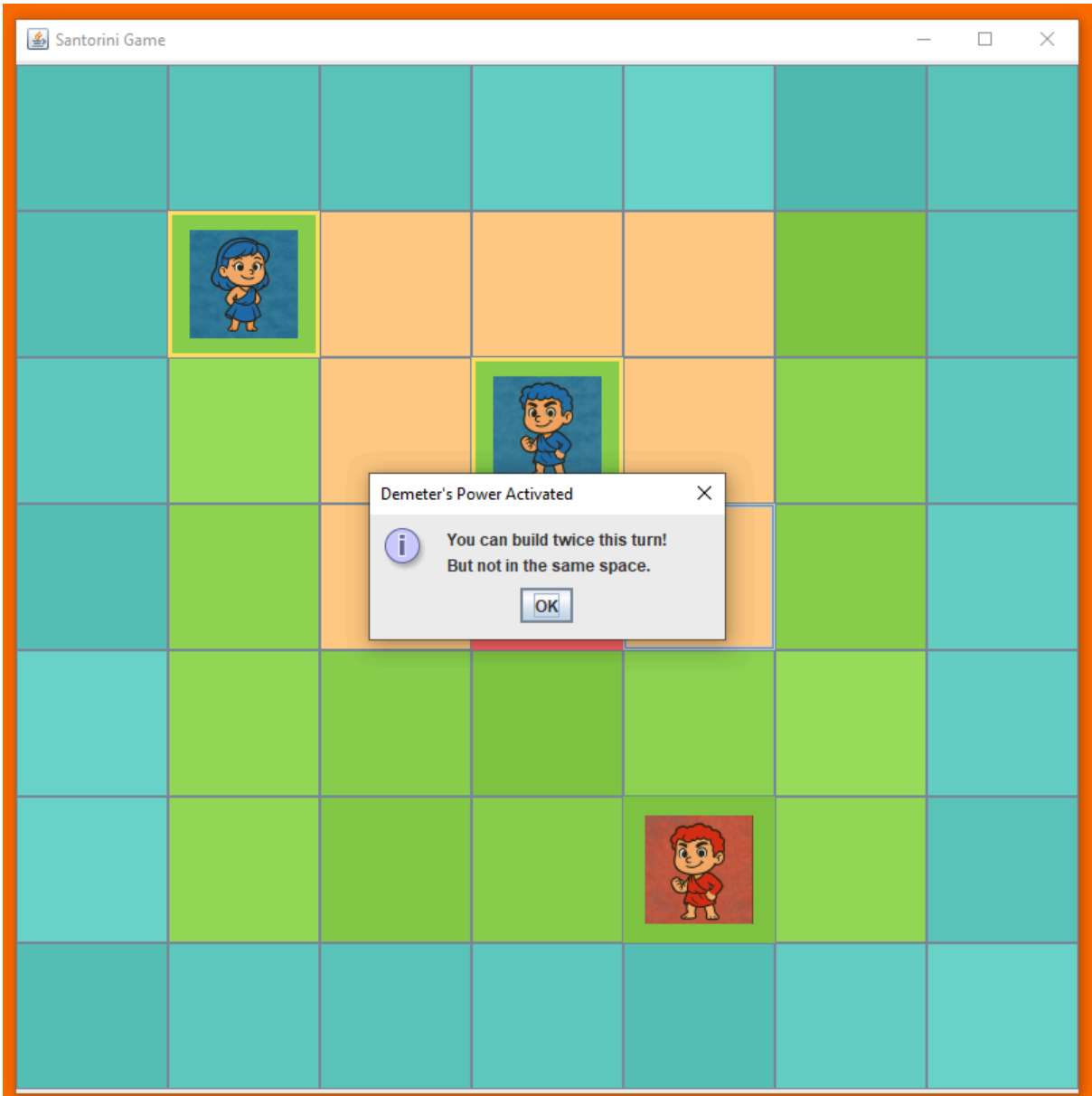
Expected outcome:

Can have the option of building a second time with the same worker at a different position.

Actual Outcome:

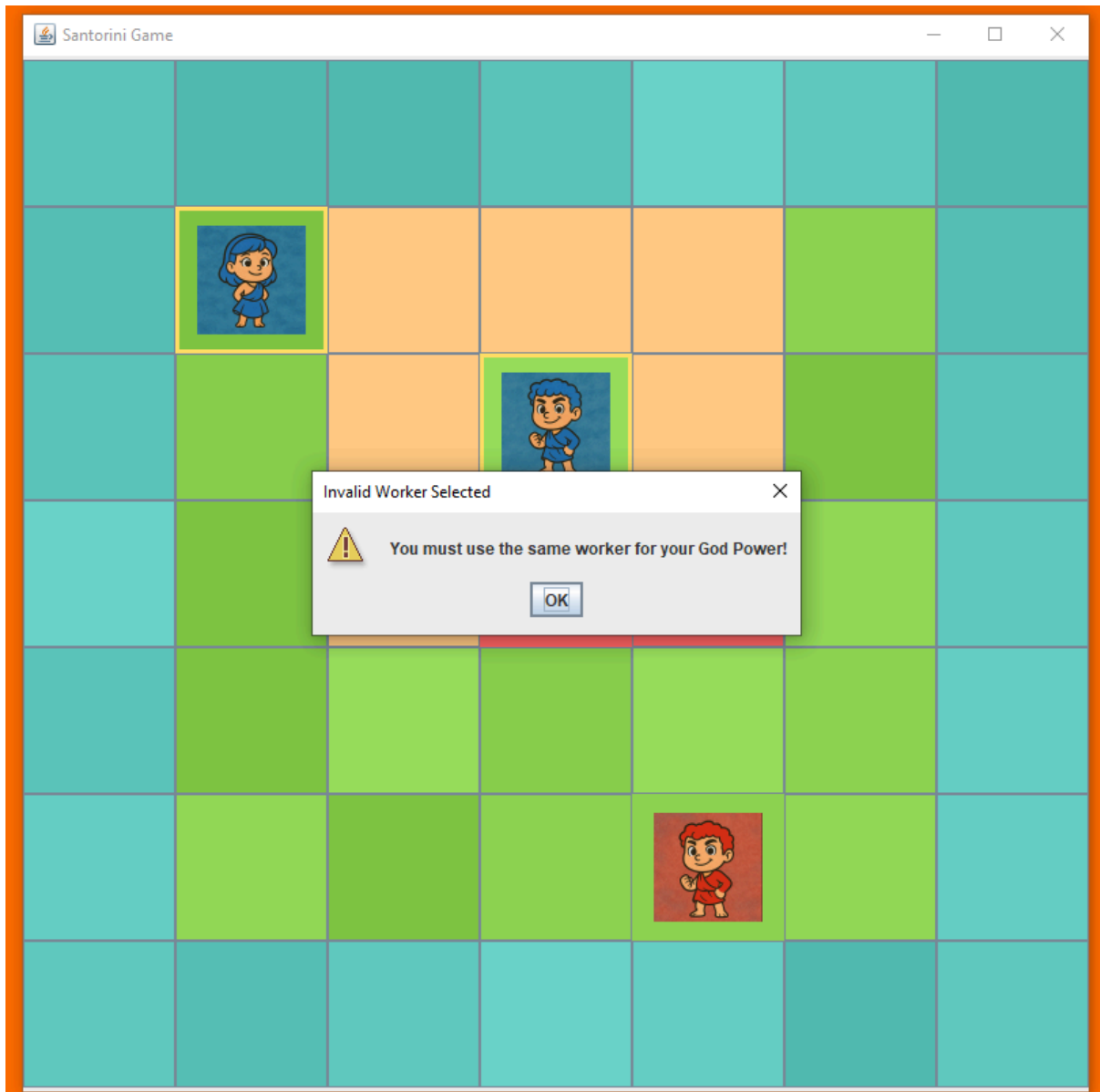




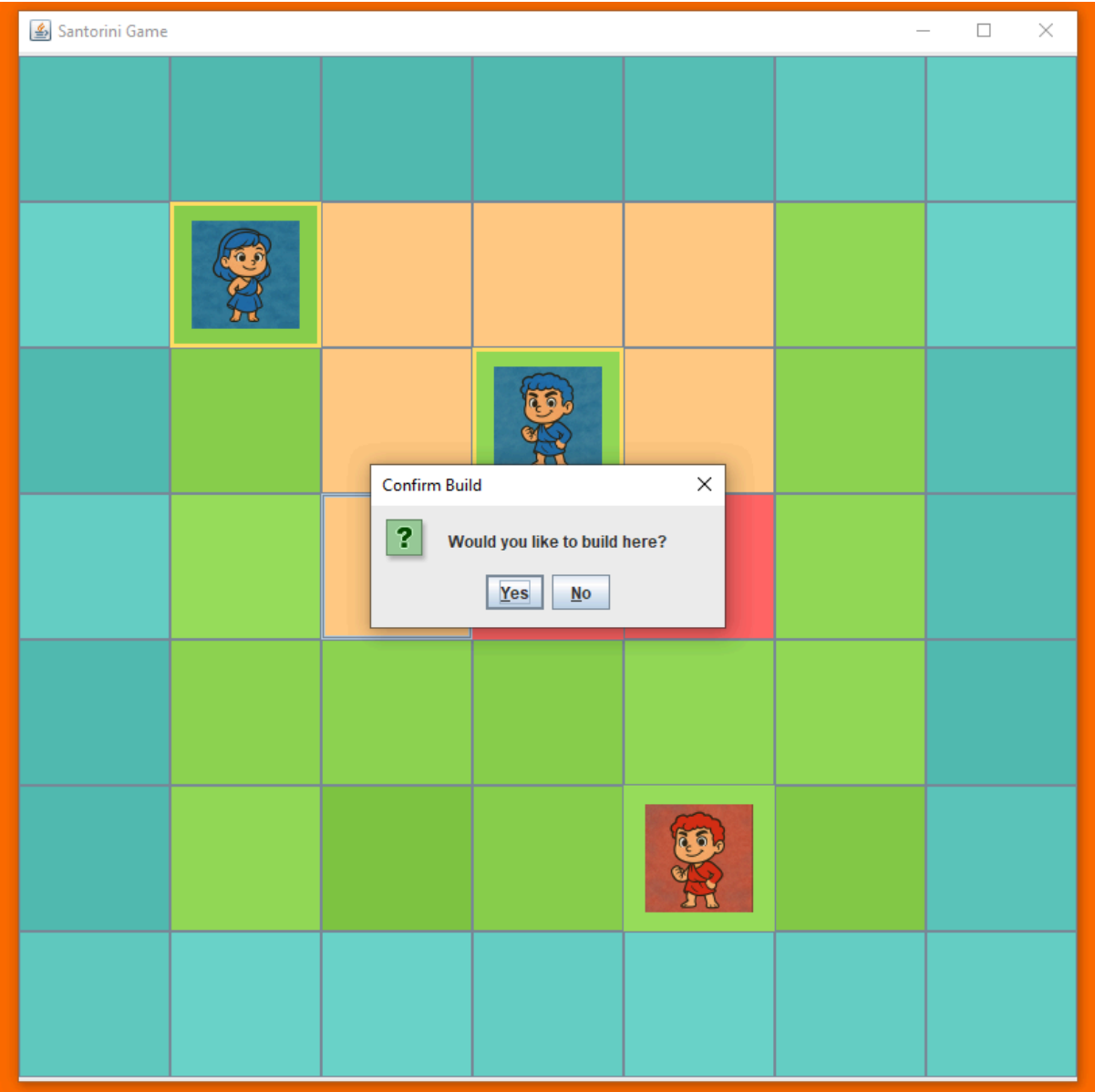


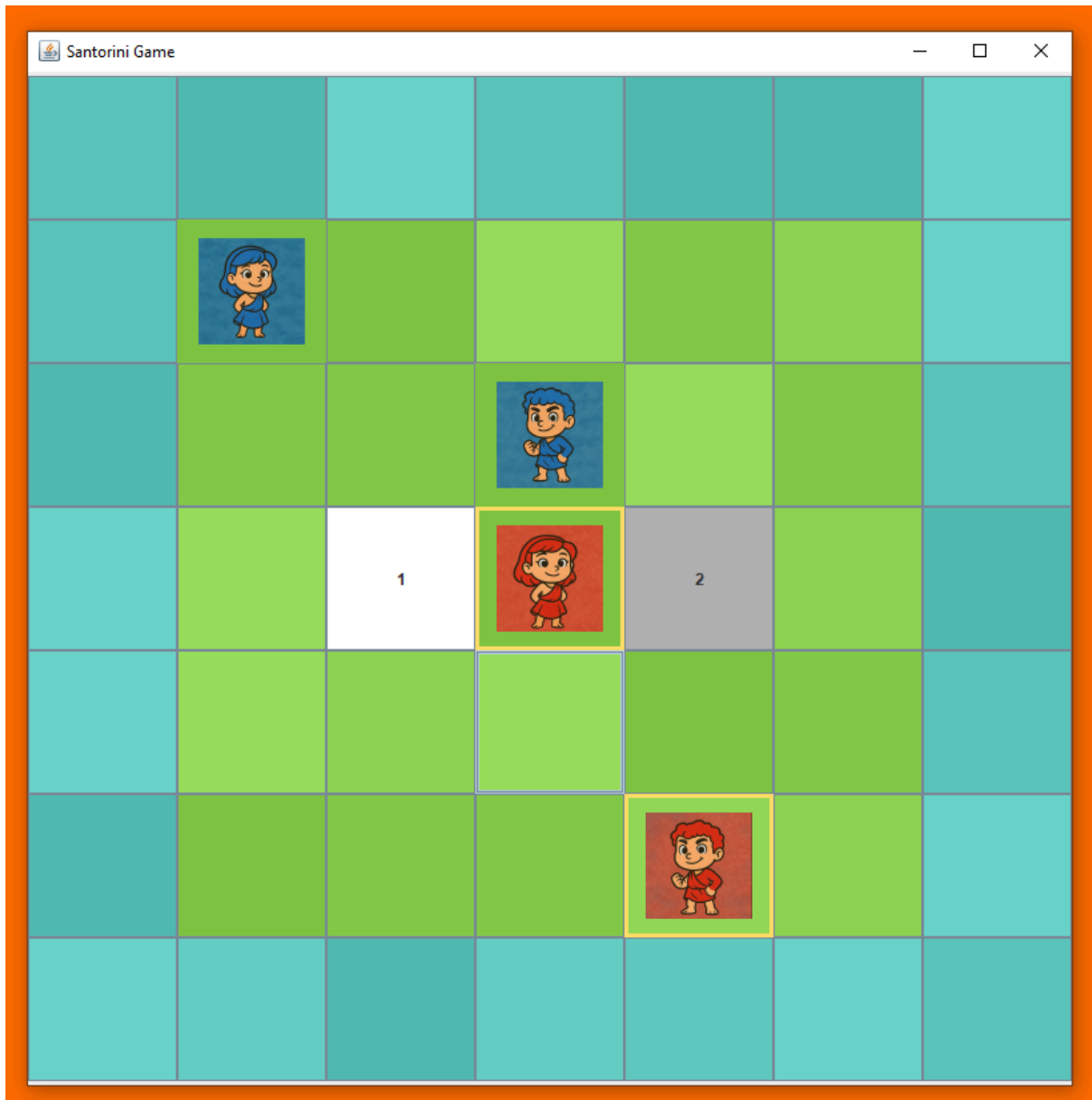


(On attempting to build in same position twice)



(On clicking on other worker)





Notes:

Working mostly as expected, but if demeters two workers are next to each other, the player can click on the other worker and make the build as them, but using the original workers surrounding tiles. Then the worker, for the second build, can place tiles around themselves.