Acceptance Plan

ID	Use Case Name	Description of Test	Test Initialization	Test Inputs	Test Procedure	Expected Results	Passed?
01	UC01	Testing Main Menu is displayed	Launch the ArtemisLite Game	Game.java	Launch 'Game'	Welcome message and Main Menu are displayed	Y
02	UC02	Testing 'Display Rules'	Launch 'Display Rules' from Main Menu	Player input at Main Menu (int)	Input '1' from Main Menu	Rules are displayed	Y
03	UC03	Testing returning from 'Display Rules'	Return from 'Display Rules'	Player input at Main Menu (Return Key)	Input '[Enter]' from 'Display Rules'	Returns to Main Menu	Y
04	UC04	Testing 'Start New Game'	Launch 'Start New Game' from Main Menu	Player input at Main Menu (int)	Input '2' from Main Menu	Introduction is displayed. Player is asked to input number of Players	Y
05	UC05	Testing input for 'Enter Number of Players' (Valid)	Enter number of Players, within the range 2-4	Number of Players: 2	Input number of Players (2)	Number of Players is accepted	Y
06	UC06	Testing input for number of Players (Invalid)	Enter number of Players, outside the range 2-4	Number of Players: 5	Input number of Players (5)	Error message appears, prompting the user to re-enter number between 2-4	Y
07	UC07	Testing input for "Enter Player Names'	Enter names of Players when requested	Player input (String)	Enter names: 'PlayerOne', 'PlayerTwo'	Names entered are accepted and stored	Y
08	UC08	Testing 'Dice' function	Dice are rolled automatically as part of Players' move	Dice.java	Players' move is launched automatically / number of dice set automatically	Result of Player's roll (between 1-12) is displayed	Y
09	UC09	Testing 'Move' function	Player's 'Move' is launched automatically on their turn.	Player's turn	Player's 'Move' is launched automatically on their turn.	Player is informed of the square they have landed on. Player is informed if Square is available for purchase	Y
10	UC10	Testing 'Pass Go'	Player has	Player's turn	Players' move	Player is informed that	Y

		function	been moved along entirety of board, which causes them to 'Pass Go'		has caused them to 'pass go'.	they have 'passed go' . Resources are updated.	
11	UC11	Testing 'Purchase Element' function (Player decides to purchase)	Player is offered if they would like to purchase - chooses to purchase	Player input (boolean)	Player inputs 'Y' when asked if they wish to purchase	Player info and updated resources are displayed. Player returns to Option Menu	Y
12		Testing 'Purchase Element' function (Player decides not to purchase)	Player is offered if they would like to purchase - chooses not to purchase	Player input (boolean)	Player inputs 'N' when asked if they wish to purchase	'Sorry you don't want to purchase' message is displayed, Player is asked if they want to offer Element to another Player.	Y
13		Testing offering 'Purchase Element' to another Player (Player decides to offer)	Player has landed on the square, and has chosen not to buy. Offers to another player	Player input (boolean / int)	Player inputs 'Y' when asked if they want to offer to another Player. Player inputs number from list of available Players (1)	Sub-Menu of available Player's to offer Element to is displayed.	Y
14		Testing offering 'Purchase Element' to another Player (Player decides not to offer)	Player has landed on the square, and has chosen not to buy. Does not offer to another player	Player input (boolean)	Player inputs 'N' when asked if they want to offer to another Player	Player is returned to Main Option Menu	Y
15		Testing Player accepts Purchase Offer	Player offers the Element to another Player	Player input (boolean)	Player being offered enters 'Y'	Player under offers resources are updated and shown to screen	Y
16		Testing Player declines Purchase Offer	Player offers the Element to another Player	Player input (boolean)	Player being offered enters 'N'	Player offering is asked if they would like to make offer to another Player	Y
17		Testing offering Element purchase	Player has input 'Y' when	Player input (int)	Player inputs number from	Massage presented "Invalid Option selected,	Y

		to another Player (invalid input)	asked if they want to offer to another Player		list of available Players (3)	try again…" and returned to sub-Menu	
18		Testing 'Display your Resources & Properties Owned'	On move, Player selects from Option the Menu	Player input (int 1-6 (valid))	Player inputs '1', from the Option Menu	Resources & Properties Owned are displayed. Player is return to Option Menu.	Y
19		Testing 'Develop an Element' (not yet owned)	On move, Player selects from Option Menu	Player input (int 1-6 (valid))	Player inputs '2', from the move Option Menu	'You need to own all elements in a system before you can develop!" message is displayed	Y
20		Testing Develop Element (able to develop)	Sub-Menu of Elements available for development is displayed - Player selects one	Player input (int 1-6 (valid))	Player inputs '1', from the sub-Menu	Development level is displayed with Dev-level message. Sub-Menu displaying Elements owned is displayed.	Y
21		Testing Develop Element (fully developed)	Sub-Menu of Elements available for development is displayed - Player selects one	Player input (int 1-6 (valid))	Player inputs '1', from the sub-Menu	'You've developed it!' message and description displayed, element system is removed from menu of developable elements.	Y
22		Testing Develop Element (no developments to make)	On move, Player selects from Option Menu	Player input (int 1-6 (valid))	Player inputs '2', from the move Option Menu	'You don't have any developments to make!' message is displayed	Y
23		Testing Develop Element (invalid)	Sub-Menu of Elements available for development is displayed - Player selects one	Player input number(int !1-6 (invalid))	Player inputs '7', from the sub-Menu	"Invalid input try again" is displayed, and Player is returned to Menu	Y

24		Testing Develop Element (exiting)	Sub-Menu of Elements available for development is displayed - Player selects one	Player input (int 1-6 (valid))	Player inputs '3', from the sub-Menu	'Exiting development Menu' is displayed. Player is returned to Option Menu	Y
25		Testing 'Trade an Element' (no elements to trade)	On move, Player selects from Option Menu	Player input number 1-6 (valid)	Player inputs '3', from the move Option Menu	'You have no elements to trade' message is displayed. Player is returned to Option Menu	Y
25		Testing 'Trade an Element' (elements available to trade)	On move, Player selects from Option Menu	Player input number 1-6 (valid)	Player inputs '3', from the move Option Menu	'Properties' Menu is displayed.	Y
25		Testing 'Trade an Element' (selecting an Element to trade)	On move, Player selects from from the 'Properties Owned' list an Element to trade	Player input number 1-6 (valid)	Player inputs '1', from the 'Properties Owned' list	List of Players' available to trade with are displayed	Y
25		Testing 'Trade an Element' (selecting an Element to trade(invalid))	On move, Player selects from available Elements to Trade sub-Menu	Player input number(int !1-6 (invalid))	Player inputs '8', from the sub-Menu	'Incorrect selection' message is displayed. Player is returned to sub-Menu	Y
25		Testing 'Trade an Element' (offering a trade)	On move, Player selects from list of players to trade with	Player input number 1-6 (valid)	Player inputs '1', from the move Option Menu	'Properties' Menu is displayed. List of Players' available to trade with are displayed	Y
25		Testing 'Trade an Element' (offering a trade(invalid))	On move, Player selects from list of players to trade with	Player input number (int !1-6 (invalid))	Player inputs '8', from the move Option Menu	'Incorrect selection' message is displayed. Player is returned to sub-Menu	Y
25		Testing 'Trade an Element' (Player2 accepts trade)	Player2 is decides to accept trade	Player2 input (boolean)	Player2 inputs 'Y' when asked if they would like to make trade	Player is told they have sold Element to Player2. Player is returned to Option Menu	Y
25		Testing 'Trade an Element' (Player2 declines trade)	Player2 is decides to decline to trade	Player2 input (boolean)	Player2 inputs 'N' when asked if they	Player is told '(Player2) doesn't want to trade, hard luck!'. Player is	Y

					would like to make trade	returned to Option Menu	
25		Testing 'Trade an Element' (Player2 enters invalid input)	Player2 is enters invalid input	Player2 input (invalid)	Player2 inputs 'X' when asked if they would like to make trade	Player is told '(Player2) doesn't want to trade, hard luck!'. Player is returned to Option Menu	Y
26		Testing 'End Turn'	On move, Player selects from Option Menu	Player input number 1-6 (valid)	Player inputs '4', from the move Option Menu	Player2 is told 'Invalid input try again'	Y
27		Testing 'Save Game'	On move, Player selects from Option Menu	Player input number 1-6 (valid)	Player inputs '5', from the move Option Menu	Game is saved, Player is told game has been saved and returned to Option Menu.	Y
35		Testing Restore Saved Game	Restore saved game is selected form Main Menu (Game must have been previously saved)	Player input (int)	Player enters '3' at Main Menu	'Restoring game..' and saved games details are displayed. Game is restarted from save point	Y
28		Testing 'Quit Game'	On move, Player selects from Option Menu	Player input number 1-6 (valid)	Player inputs '6', from the move Option Menu	Game ends, final state of play is displayed.	Y
29		Testing invalid input from Option Menu	On move, Player selects from Option Menu	Player input number 1-6 (inavlid)	Player inputs '7', from the move Option Menu	Message is displayed 'Problem with input', and Player is returned to Menu	Y
30		Testing charge rent' (charges rent)	On move, Player lands on square which is already owned by another Player	Player2 input (boolean)	Player2 answers 'Y' to the question 'Do you want to charge (Player) rent?'	Rent is deducted from Player's resources, updated resources are displayed.	Y
31		Testing charge rent' (declines to charge rent)	On move, Player lands on square which is already owned by another Player	Player2 input (boolean)	Player2 answers 'N' to the question 'Do you want to charge (Player) rent?'	No rent is deducted from Player's resources, updated resources are displayed.	Y
32		Testing charge rent'(invalid)	On move, Player lands on square which is	Player2 input (boolean)	Player 2 answers 'X' to the question	Message displayed 'Not valid input. Please enter Y / N'	Y

			already owned by another Player		'Do you want to charge (Player) rent?'	
33		Testing 'Random Event' function	Random Events are triggered at the start of a Player's turn.	Will appear at random	Will appear at random	'***EVENT**' will appear on screen, resources will updated	Y
34		Testing end of play 'Launch Sequence'	Player develops all Element Systems	Player fully develops final Element System	Player inputs '1', from the sub-Menu	Final epilogue and 'Launch Sequence' is displayed. Final details are displayed	Y