**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’ function | Player has been moved along entirety of board, which causes them to ‘Pass Go’ | Player’s turn | Players’ move has caused them to ‘pass go’. | Player is informed that they have ‘passed go’ . Resources are updated. | Y |
| 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 to another Player (invalid input) | Player has input ‘Y’ when asked if they want to offer to another Player | Player input (int) | Player inputs number from list of available Players (3) | Massage presented “Invalid Option selected, try again…” and returned to sub-Menu | Y |
| 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 would like to make trade | Player is told ‘(Player2) doesn't want to trade, hard luck!’. Player is returned to Option Menu | Y |
| 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 already owned by another Player | Player2 input (boolean) | Player 2 answers ‘X’ to the question ‘Do you want to charge (Player) rent?’ | Message displayed ‘Not valid input. Please enter Y / N’ | Y |
| 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 |