**Test Plan and Results – Module 6**

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This test plan intends to prove the working functionality of the “OneTurn” function inside of the Game class. This function allows the current player to perform one of the three actions: Roll, Stop, Resign. A sample of the output for each action is demonstrated and stored in the “P6\_Sample\_Output.txt” file. This shows what is printed out to the player after each interaction is performed.

When a player chooses to Roll, they will be presented with 4 Dice values labeled A, B, C, and D. From there, the player selects the first pair by entering the pair of dice they choose (e.g., AB). The first and second pair summations are presented to the player, the concurring moves are performed, and the status of the move (Success/Failed) is displayed. Below this, the current Board Status is also displayed with the list of Active Towers. The prompt then moves back to presenting the three action choices to the player.

If the player chooses to stop, the game terminates, and the most recent Board Status is displayed.

If the player chooses to Resign, they resign that specific turn, and the prompt returns to the three action choices. Currently, the Resign function has not been fully implemented, so it displays “Resign not implemented yet.” to the player.

The OneTurn function performs the task of presenting the player with their action choices and executes them adequately by calling on the necessary functions and classes.