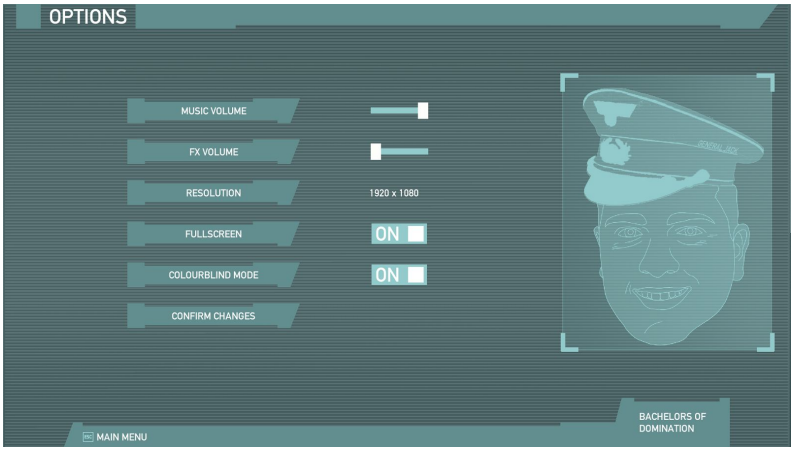
Main Menu

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	Press the escape key	Dialog box opens confirming the if the player wishes to exit the game	Dialog box shown correctly and worked as needed	Pass
2	Press the Quit button	The dialog box should show the next player and number of troops to allocate	Dialog box shows the next player and the number of troops to allocate	Pass
3	Select ‘yes’ in the quit confirmation dialog box	The game should close	The game closed	Pass
The game was closed				

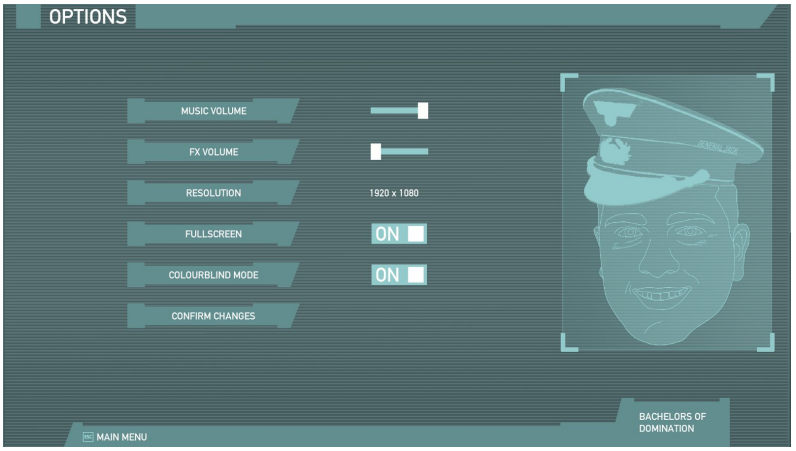
4	Select ‘no’ in the quit confirmation dialog box	The game should remain active and the dialog box should hide	The game remained open on the main menu screen	Pass

5	Press the Start New Game button	The button should change colour and the screen should change to the game setup screen	The button flashed and the screen was changed to the game setup screen	Pass

6	Press the Options button	The button should change colour and the screen should change to the options screen	The button flashed and the screen was changed to the option screen.	Pass



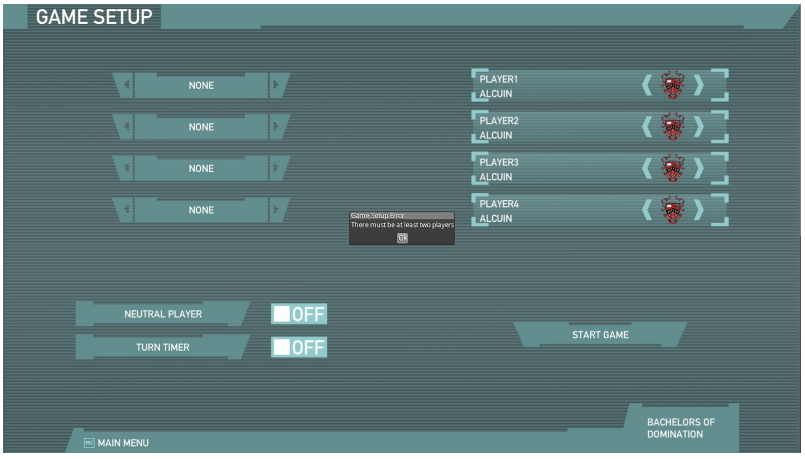
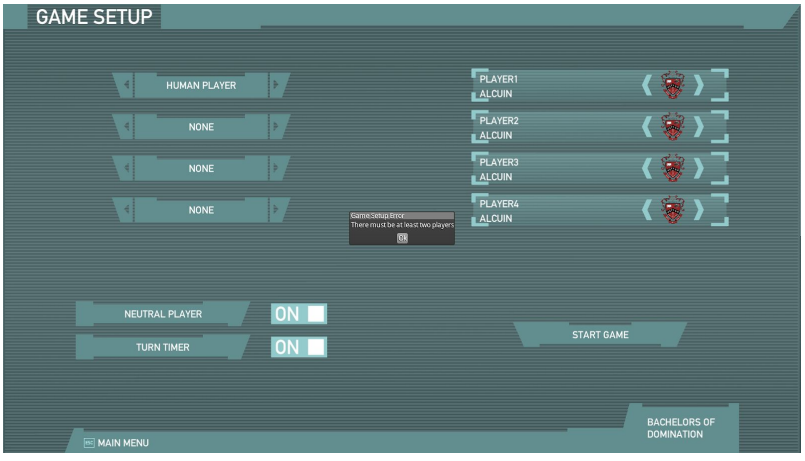
Options Testing

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	Options screen is entered	The UI elements will show the current settings	The current settings are set on the UI elements	Pass
				
2	Press the escape key	The settings are not saved and the screen is changed to the main menu screen	The settings were not saved and the main menu was shown	Pass
3	Press the Main Menu button	The settings are not saved and the screen is changes to the main menu screen	The settings were not saved and the main menu was shown	Pass
4	Press the Confirm Changes Button	The button changes colour; the updated display settings applied to the game and the screen is set to the Menu Screen.	The button worked as expected	Pass
5	Toggle Fullscreen from off to on and select confirm changes	The game is rendered in fullscreen mode and the game moves to the main menu screen	The game was rendered in full screen	Pass

6	Toggle Fullscreen from on to off and select confirm changes	The game is rendered in windowed mode and the game moves to the main menu screen	The game was no longer rendered in full screen mode	Pass
7	Change the resolution and select confirm changes	The screen is rendered at the specified resolution if fullscreen is not enabled	The screen changes to the desired resolution	Pass

Main
MAIN MENU
START NEW GAME
LOAD GAME
OPTIONS
BACHELORS OF
DOMINATION

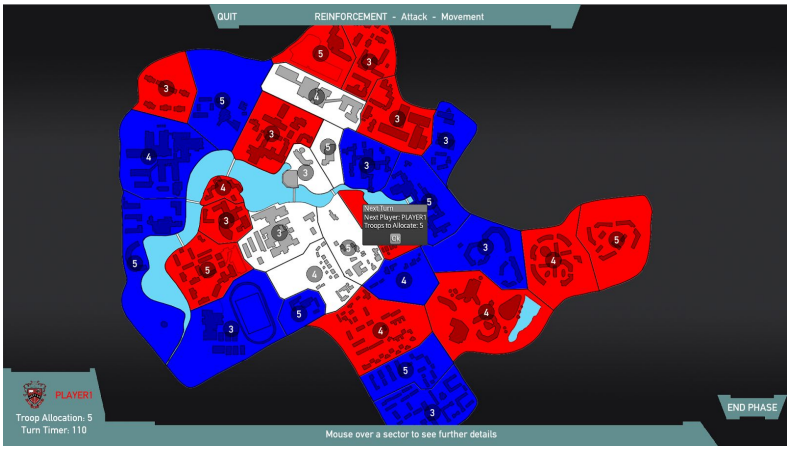
One Player Testing

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	Attempting to start a game without turning on any players	The game will display an error explaining the issue to the player	Dialog box was shown correctly and worked as needed	Pass
			
2	Attempting to start a game with one player selector (Tested on all permutations)	The game will display an error explaining the issue to the player	Dialog box was shown correctly and worked as needed	Pass
			

Two Player Testing

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	Attempting to start a game with two players enabled (All permutations) with the same college	The game will display an error explaining the issue to the player	Dialog box was shown correctly and worked as needed	Pass

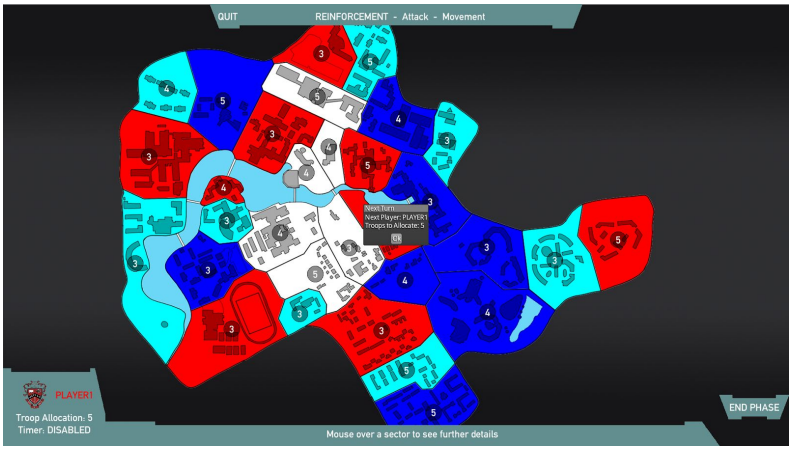
2	Attempting to start a game with two players enabled (All permutations) with different colleges	The game will display an error, explaining the neutral player needs to be enabled, to the player	Dialog box was shown correctly and worked as needed	Pass

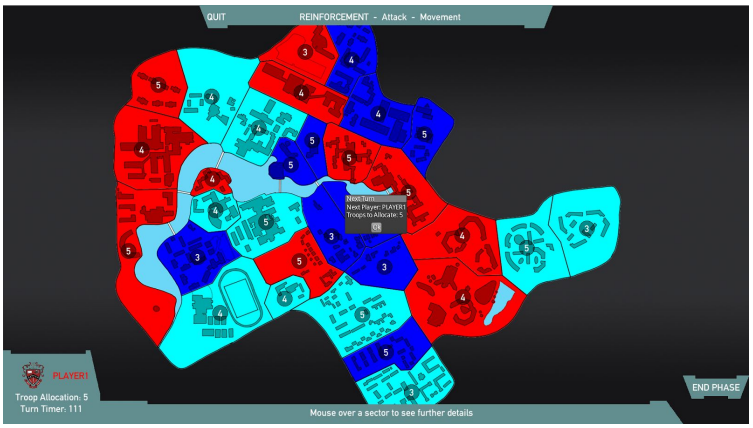
3	Attempting to start a game with two players enabled (All permutations) with the neutral player enabled	The game will successfully start with both players having a balanced selection of sectors and the neutral player will control the centre	Game started as expected	Pass
4	Attempting to start a game with two players enabled (All permutations) with the neutral player and a turn timer	The game will successfully start with both players having a balanced selection of sectors and the neutral player will control the centre, the timer will display in the bottom left corner	Game started as expected and turn timer was shown	Pass
				

Three Player Testing

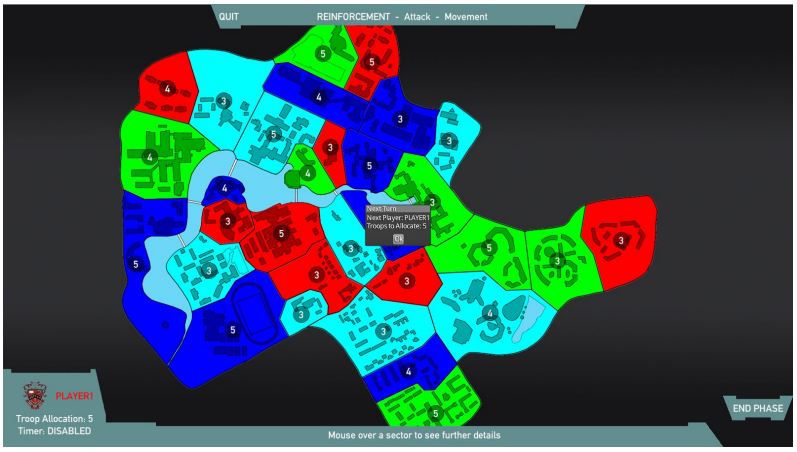
ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	Attempting to start a game with three players enabled (All permutations) with the same college	The game will display an error explaining the issue to the player	Dialog box was shown correctly and worked as needed	Pass

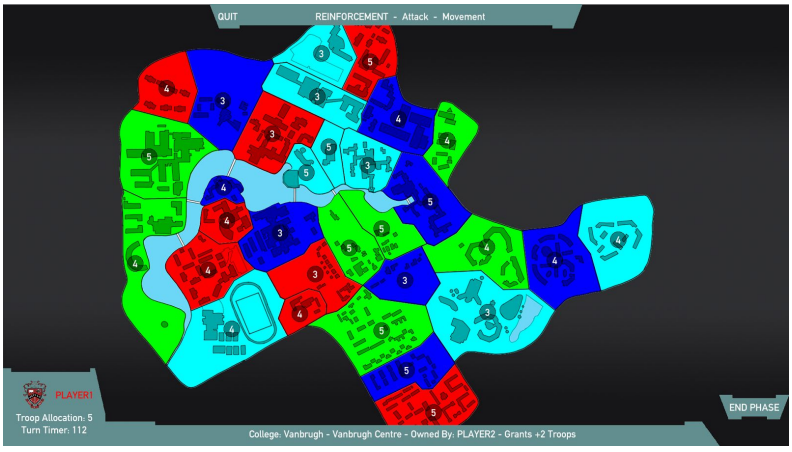
2	Attempting to start a game with three players enabled. Two with the same college and one with a different college	The game will display an error explaining that the players need to have different colleges, to the player	Dialog box was shown correctly and worked as needed	Pass

3	Attempting to start a game with three players enabled, with the neutral player disabled	The game will successfully start with both players having a balanced selection of sectors	Game started as expected	Pass
4	Attempting to start a game with three players enabled, with the neutral player enabled	The game will start successfully with both players having a balanced selection of sectors and the neutral player controlling the centre	Game started as expected	Pass
				

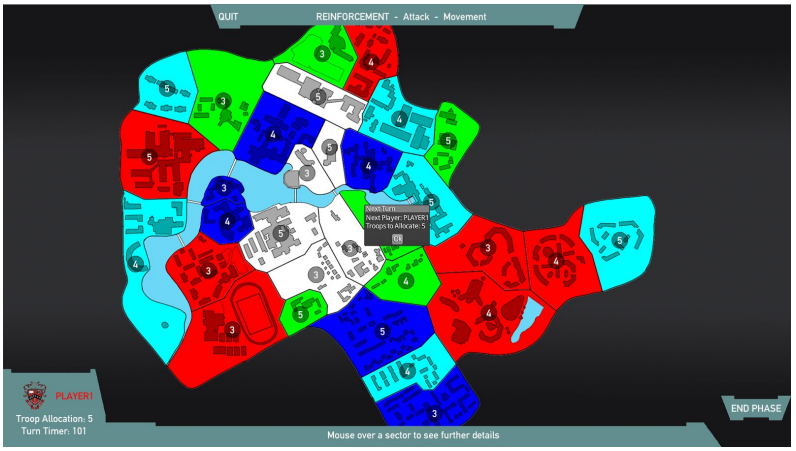
5	Attempting to start a game with three players enabled, with a turn timer enabled	The game will successfully start with both players having a balanced selection of sectors, the timer will display in the bottom left corner	Game started as expected and turn timer was shown	Pass
				
6	Attempting to start a game with three players enabled, with a turn timer and a neutral player enabled	The game will successfully start with both players having a balanced selection of sectors, the neutral player will control the centre and the timer will display in the corner	Game started as expected and the turn timer was shown	Pass

Four Player Testing

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	Attempting to start a game with four players enabled (All permutations) with the same college	The game will display an error explaining the issue to the player	Dialog box was shown correctly and worked as needed	Pass
2	Attempting to start a game with four players enabled, with the neutral player disabled	The game will successfully start with both players having a balanced selection of sectors	Game started as expected	Pass
				

3	Attempting to start a game with four players enabled, with the neutral player enabled	The game will start successfully with both players having a balanced selection of sectors and the neutral player controlling the centre	Game started as expected	Pass
4	Attempting to start a game with four players enabled, with a turn timer enabled	The game will successfully start with both players having a balanced selection of sectors, the timer will display in the bottom left corner	Game started as expected and turn timer was shown	Pass
				

5	Attempting to start a game with four players enabled, with a turn timer and a neutral player enabled	The game will successfully start with both players having a balanced selection of sectors, the neutral player will control the centre and the timer will display in the corner	Game started as expected and the turn timer was shown	Pass



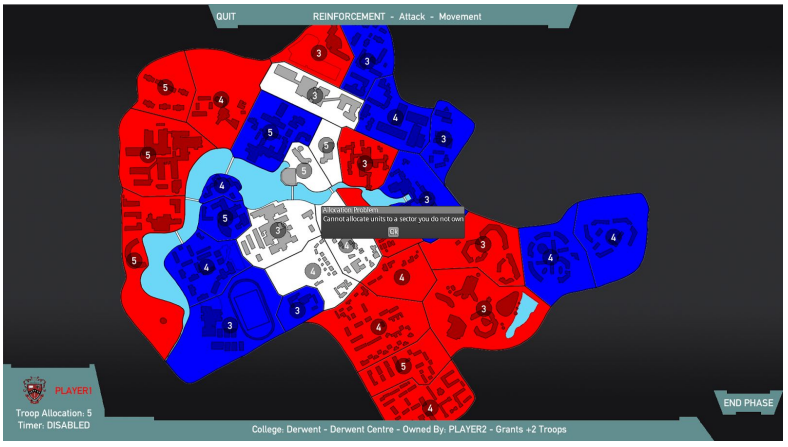
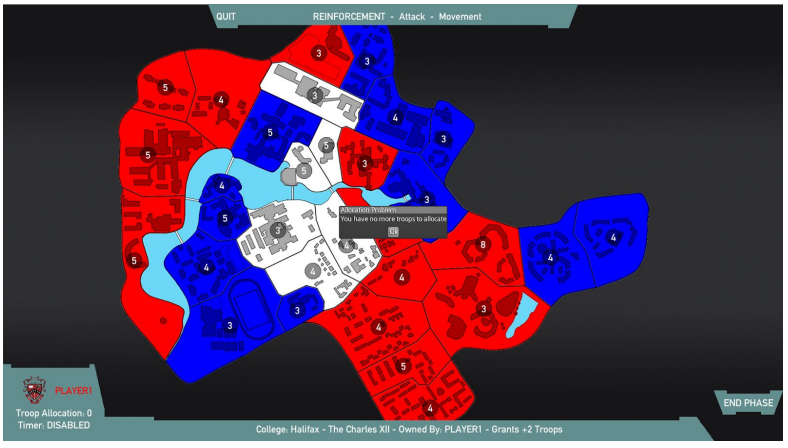
Additional Validation Testing

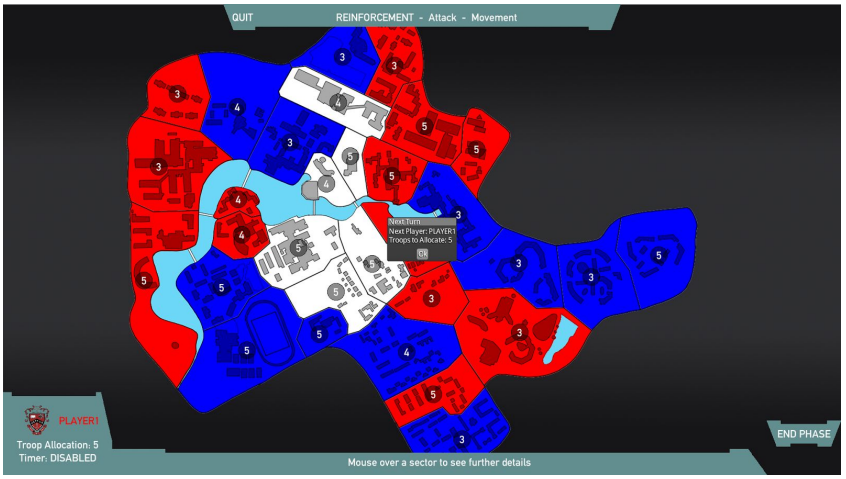
ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	Enabled two players and the neutral player, Set the two enabled players to be the same name and press the start game button	The game will display an error explaining the issue to the player	The game blocked the user if the names were identical, however, if the names had a spacing difference e.g. “Player 1” and “Player 1 “ it allowed it (Example shows the accepted names)	Fail
2	Enabled two players and the neutral player. Set one player to have a name containing a non alphanumeric character	The game will display an error explaining the issue to the player	Dialog box was shown correctly and worked as needed	Pass

3	Enabled two players and the neutral player. Set one player to have a name containing two or less characters	The game will display an error explaining the issue to the player	Dialog box was shown correctly and worked as needed	Pass

Game Testing

Reinforcement Phase Testing

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	The player tries to add troops to an enemy tile	The game will display an error explaining that the player cannot add troops to the tile	The game showed the correct error and worked as expected	Pass
				
2	The player tries to allocate troops after they have allocated all possible troops	The game will display an error explaining that the player has no remaining troops for allocation	The game showed the correct error and worked as expected	Pass
				

3	When the player enters the phase, they are notified of their troop count	A dialog box will appear showing the amount of troops available	Dialog box was shown correctly and worked as needed	Pass
				

Attack Phase Testing

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	The player tries to attack from a sector they don't own	Nothing should happen	No attack arrow was shown and no functions were run	Pass
2	The player tries to attack a non adjacent sector	Nothing should happen	The attack arrow disappeared and no functions were run	Pass
3	Player tries to attack from a sector with 1 troop	Nothing should happen	No attack arrow was shown and no functions were run	Pass
4	Player tries to attack from a sector they own with more than 1 troop to an adjacent sector they don't own.	Attack should commence	The attack commences, giving the user a range input to select number of troops to attack with	Pass