ID	Screen	Test	Pass/Fail
1	Start Screen	If the player clicks on the start game button, the game moves to phase 1 of player 1's turn	Pass
2	Start Screen	If the player clicks on the exit button, the game quits	Pass
3	Buying a plot	If the player clicks on an unbought plot, the buy plot button appears	Pass
4	Buying a plot	If the player then clicks somewhere else the buy plot button disappears	Pass
5	Buying a plot	If the player clicks on the buy plot button and has sufficient gold, the plot will gain a coloured border (blue for player 1, red for player2, pink for player3 and orange for player 4)	Pass
6	Buying a plot	If the player clicks on a tile that has already been bought, or cannot buy a tile due to having bought one that turn, or not having enough money, the buy plot button appears greyed out	Pass
7	Buying a plot	If the player clicks on the next button, the game moves to the roboticon market screen	Pass
8	Roboticon market	The player can increase and decrease the number of Roboticons to buy with the left and right buttons	Pass
9	Roboticon market	The player can buy the specified number of Roboticons (provided they have enough money and the market has not run out) by clicking on the buy Roboticons button	Pass
10	Roboticon market	When the player clicks on the buy Roboticons button, the specified number appears in the list on the right hand side	Pass
11	Roboticon market	The player can scroll through their Roboticons using the left and right buttons	Pass
12	Roboticon market	The player can pick a customisation from the list and can buy it, the customisation then appears on the Roboticon in view	Pass
13	Roboticon market	If the player clicks on the next button, the game moves to the install Roboticon screen	Pass
14	Roboticon market	If the player does not click next before they have spent 30 seconds on this screen, the game automatically moves to the install Roboticon screen	Pass

15	Roboticon installation	If the player clicks on a tile they own which does not already have a Roboticon, the install Roboticon menu appears	Pass
16	Roboticon installation	The player can pick one of their uninstalled Roboticons and click to install it on that plot	Pass
17	Roboticon installation	The player can click cancel on the install Roboticon menu to close the menu	Pass
18	Roboticon installation	When the player installs a Roboticon, the image of the relevant Roboticon appears on the plot tile in question	Pass
19	Roboticon installation	If the player clicks on the next button, the game moves to the resource production phase	Pass
20	Roboticon installation	If the player does not click next before they have spent 30 seconds on this screen, the game automatically moves to the resource generation screen	Pass
21	Resource Production	On this screen, the resource amounts generated appear in the bottom left hand corner	Pass
22	Resource Production	The resource amounts are added to the totals in the top left corner	Pass
23	Resource Production	If the player clicks the next button, the game moves to the resource market screen	Pass
24	Resource Production	If the resource production finishes before the player clicks next, the game automatically moves to the resource market screen	Pass
25	Resource Market	The player can use the left and right buttons to increase and decrease the amounts of resources to buy or sell	Pass
26	Resource Market	If the player clicks the buy button for a transaction, the relevant amount of gold and resources are removed/added to the player's totals in the top left corner	Pass
27	Resource Market	The player cannot buy or sell more resources than the market or they have, or more than they have money for	Pass
28	Resource Market	If the player clicks the next button, the game moves to the plot buying screen and switches to the next player	Pass
29	Gambling screen	The input field allows the player to type in the amount of money they wish to gamble	Pass
30	Gambling screen	After hitting "Gamble Money", player's ands AI's dice	Pass

		values are displayed	
31	Gambling screen	After hitting "Gamble Money", the player's money updates according to the gambling outcome	Pass
32	Gambling screen	"Money Won" and "Money Lost" fields update according to the gambling outcome	Pass
33	Gambling screen	"W/L" field shows number of wins and losses and updates during the gambling	Pass
34	Effect being imposed	PlayerEffect occurs. PlayerEffect is clearly visible when imposed. It is clear what has happened both in exposition and game terms	Pass
35	Effect being imposed	PlotEffect occurs. PlotEffect is clearly visible when imposed. It is clear what has happened both in exposition and game terms	Pass
36	Start Screen	"-" buttons for AI players is disabled when AI player count = 0 and become enabled when AI player count > 0	Pass
37	Start Screen	"-" buttons for human players is disabled when human player count = 1 and becomes enabled when human player count > 1	Pass
38	Start Screen	There can only be a max of 4 human or AI players, and the "+" button becomes disabled when the max is reached.	Pass
39	Start Screen	You can't start the game with only 1 player	Pass
40	Start Screen	You can't have less than 1 human player.	Pass
41	End	End of game Score screen correctly scales with number of players	Pass
42	N/A	Turns cycle correctly and chronologically through the number of players.	Pass
43	Effects being imposed	When a player gets the chancellor random event, they wait 15 seconds instead of trying to click the chancellor. The event should end automatically.	Pass
44	Effects being imposed	When a player gets the chancellor random event, they complete it by clicking on the chancellor. This should give them an extra 20 points for each chancellor caught on the end of game screen.	Pass