

## Black Box Tests

We use **given**, **when**, and **should** to make these tests easily reproducible. The tester needs to get to the **given** context, then perform the **when** action and finally check the result is what it **should** be.

Test description	Related Requirements	Result	Notes
<b>Given</b> any playing configuration (2 human players or 1 computer etc) <b>When</b> the game is started, all tiles <b>Should</b> be unowned.	#9	Pass	
<b>Given</b> 2 human players <b>When</b> the game is started, both players <b>should</b> start with the same money and resources	#10	Pass	
<b>Given</b> the player is in the acquisition phase and has enough money to buy the selected tile <b>when</b> they press purchase, the game <b>should</b> make them the owner of the tile.	#15	Pass	
<b>Given</b> the player is hovering over a tile <b>when</b> the user moves their mouse of the tile and the map (ie. off an edge tile). No tile <b>should</b> be highlighted.	#5	Pass	This test was developed when we found a bug with this behaviour so we could use this to validate our changes
<b>Given</b> the player is hovering over a tile and has an adjacent tile highlighted <b>when</b> they move their mouse over the selected tile, the game <b>should</b> remove the hovering effect from the previously hovered tile	#5	Pass	This test was developed for the testing/validation phase for a change that fixed a bug where this did not happen
<b>Given</b> the user has no roboticons <b>when</b> they have the roboticons window open it <b>should</b> be displayed as empty	#5	Pass	This test was developed for the testing/validation phase for a change that fixed a bug where this did not happen
<b>Given</b> the game is entering the production phase, and there is a random event available. <b>When</b> the event is triggered (happens at random, you can increase the likelihood in code for ease of testing in the RandomEventManager), the game <b>should</b> display a message to the user explaining the event and show which tiles have been affected.	#31	Pass	Random events are available if there are enough compatible tiles for the event. A large window is displayed with the event title and description. The event icon is also applied to every affected tile