

100.0%

Total: 8 ■ 0 ■ 0 ■ 8 ■ 0

Test Run QA Documentation					
Total Test Cases	Passed	Failed	Blocked	Not tested	Reported to issue tracker
8	8, 100.0%	0, 0.0%	0, 0.0%	0, 0.0%	0.0%

Test Cases					
ID	Title	Category	Status	Comment	Link to Issue
LGC-8	Bugs #1	Game	passed	When asked to input a number between 1 - 5, entering a decimal breaks the game	
LGC-7	Bugs #2	Game	passed	Entering a number beyond what you're allowed results in a failed move	
LGC-2	Game looks	Game	passed	1. All the cards in your hand are easily readable 2. You can understand what's happening on the playing area 3. You know who's turn it is 4. You know which side of the playing area is whos' 5. Game runs moderately fast	
LGC-1	Game rules	Game	passed	1. Check if XOR, AND & OR cards work as expected 2. Check if you can place cards where you're not allowed to	
LGC-5	AI functionality	PvAI	passed	AI does not take too long to execute it's move	
LGC-6	Picking Gamemode	Game modes	passed	You can easily pick which gamemode to play	
LGC-3	Game Mechanics	PvP	passed	1. Discarding cards 2. Picking cards 3. Placing cards	
LGC-4	AI mechanics	PvAI	passed	1. AI can discard or play cards 2. AI can pick cards 3. AI can place cards	