|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Project Name**: War Game | | |  | **Test Case ID**: Test-001 | |  |  |
| **Test Designed by**: Daniel | | |  | **Test Executed by**: Sharvi | |  |  |
| **Test Designed Date**: 10/30/2024 | | |  | **Test Execution Date**: 10/30/2024 | |  |  |
| **Pre-Requisite:**  Game initialized as normal (both decks random 10 cards, both side piles empty) | | |  | | |  |  |
| **S.No** | **Action** | **Inputs** | **Expected Output** | | **Actual Output** | **Test Result** | **Test**  **Comments** |
| 1 | Choose the style of play | 1 (Play until out of cards) | Game stops when one player runs out of cards. | | Game stops when player runs out of cards | Pass | XX |
| 2 | Output the number of cards | (Inputs based on your design) | Deck: 3, Side Pile: 1 (both players) | | Deck: 3, Side Pile: 1 (shows the number of cards) | Pass | XX |
| 3 | Player pushes, computer pulls | (Inputs based on your design) | Player: Deck 3, Side Pile 2; Computer: Deck 3, Side  Pile 1 | | Deck 2; side pile 3 | Fail | Is corrected before the next test run |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Project Name**: War Game | | |  | **Test Case ID**: Test-002 | |  |  |
| **Test Designed by**: Sharvi | | |  | **Test Executed by**: Sucheta | |  |  |
| **Test Designed Date**: 10/30/2024 | | |  | **Test Execution Date**: 10/30/2024 | |  |  |
| **Pre-Requisite:**  Game initialized as normal (both decks random 10 cards, both side piles empty) | | |  | | |  |  |
| **S.No** | **Action** | **Inputs** | **Expected Output** | | **Actual Output** | **Test Result** | **Test**  **Comments** |
| 1 | Choose the style of play | 2 (Play for 4 rounds) | Game stops after 4 rounds. | | Game stops after 4 rounds | Pass | XX |
| 2 | Output the number of cards | (Inputs based on your design) | Deck: 3, Side Pile: 1 (both players) | | Deck: 3, Side Pile: 1 (both players) | Pass | XX |
| 3 | Player pushes, computer pulls | (Inputs based on your design) | Player: Deck 2, Side Pile 2; Computer: Deck 3, Side  Pile 1 | | Player: Deck 2, Side Pile 2 | Fail | Did not add computer’s deck and side pile function. |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Project Name**: War Game | | |  | **Test Case ID**: Test-003 | |  |  |
| **Test Designed by**: Sucheta | | |  | **Test Executed by**: Daniel | |  |  |
| **Test Designed Date**: 11/1/2024 | | |  | **Test Execution Date**: 11/1/2024 | |  |  |
| **Pre-Requisite:**  Game initialized as normal (both decks random 10 cards, both side piles empty) | | |  | | |  |  |
| **S.No** | **Action** | **Inputs** | **Expected Output** | | **Actual Output** | **Test Result** | **Test**  **Comments** |
| 1 | Choose the style of play | 1 (Play until out of cards) | Game stops when one player runs out of cards. | | Game stops when one player runs out of cards. | Pass | XX |
| 2 | Output the number of cards | (Inputs based on your design) | Deck: 3, Side Pile: 1 (both players) | | Deck: 3, Side Pile: 1 (both players) | Pass | XX |
| 3 | Player pushes, computer pulls | (Inputs based on your design) | Player: Deck 2, Side Pile 2; Computer: Deck 3, Side  Pile 1 | | Player: Deck 2, Side Pile 2;  Computer: Deck 3,  Side Pile 1 | Pass | XX |