

Test Case ID	Test Scenario Name	Test Case Description	Pre-requisites	Test Steps	Expected Result	Actual Result	Status	Test Executed By	Test Execution Date
Javatan_TS_01_TC_01	Program Starts	Build on Windows	None	1. Run WinBuild.bat	The program builds without any errors	The program built without any errors or warnings for code or Javadocs	Pass	Trevor Crystal	2021-05-03T22:25:00-05:00
Javatan_TS_01_TC_02	Program Starts	Test on Windows	Javatan_TS_01_TC_01 passes	1. Run WinTest.bat	The program passes all tests	All tests passed	Pass	Trevor Crystal	2021-05-03T22:25:00-05:00
Javatan_TS_01_TC_03	Program Starts	Run client on Windows	Javatan_TS_01_TC_01 passes	1. Run WinRunClient.bat	The client starts	The client starts	Pass	Trevor Crystal	2021-05-03T22:26:00-05:00
Javatan_TS_01_TC_04	Program Starts	Run server on Windows	Javatan_TS_01_TC_01 passes	1. Run WinRunServer.bat	The server starts	The server is not fully implemented, so the script does not have anything to launch	Fail	Trevor Crystal	2021-05-03T22:26:00-05:00
Javatan_TS_01_TC_05	Program Starts	Build on Linux	None	1. Run LinBuild.sh	The program builds without any errors	The program built without any errors or warnings for code or Javadocs	Pass	Trevor Crystal	2021-05-03T22:33:00-05:00
Javatan_TS_01_TC_06	Program Starts	Test on Linux	Javatan_TS_01_TC_05 passes	1. Run LinTest.sh	The program passes all tests	All tests passed	Pass	Trevor Crystal	2021-05-03T22:33:00-05:00
Javatan_TS_01_TC_07	Program Starts	Run client on Linux	Javatan_TS_01_TC_05 passes	1. Run LinRunClient.sh	The client starts	The client starts, but required a download of the linux version of JavaFX	Pass	Trevor Crystal	2021-05-03T22:40:00-05:00
Javatan_TS_01_TC_08	Program Starts	Run server on Linux	Javatan_TS_01_TC_05 passes	1. Run LinRunServer.sh	The server starts	The server is not fully implemented, so the script does not have anything to launch	Fail	Trevor Crystal	2021-05-03T22:35:00-05:00
Javatan_TS_02_TC_01	Connect To Server	Attempt to connect 1 client	All Javatan_TS_01 cases pass	1. Start the server 2. Start a client 3. Connect the client to the server	The client connects to the server and is assigned a color	Server and client implementation is incomplete	Fail	Trevor Crystal	2021-05-03T21:53:00-05:00
Javatan_TS_02_TC_02	Connect To Server	Attempt to connect 3 clients	All Javatan_TS_01 cases pass	1. Start the server 2. Start 3 clients 3. Connect the clients to the server	The clients connect to the server and are assigned different colors	Server and client implementation is incomplete	Fail	Trevor Crystal	2021-05-03T21:53:00-05:00
Javatan_TS_02_TC_03	Connect To Server	Attempt to connect 4 clients	All Javatan_TS_01 cases pass	1. Start the server 2. Start 4 clients 3. Connect the clients to the server	The clients connect to the server and are assigned different colors	Server and client implementation is incomplete	Fail	Trevor Crystal	2021-05-03T21:53:00-05:00
Javatan_TS_02_TC_04	Connect To Server	Attempt to connect 5 clients	All Javatan_TS_01 cases pass	1. Start the server 2. Start 5 clients 3. Connect 4 of the clients to the server 4. Attempt to attempt the 5th client to the server	The first 4 clients connect to the server and are assigned different colors. The fifth client does not successfully connect.	Server and client implementation is incomplete	Fail	Trevor Crystal	2021-05-03T21:53:00-05:00
Javatan_TS_03_TC_01	Start The Game	Attempt to start the game with less than 3 players	Javatan_TS_02_TC_01 passes	1. Start the server, connect 1 client to it 2. Attempt to start the game	The game fails to start	Server and client implementation is incomplete	Fail	Trevor Crystal	2021-05-03T21:53:00-05:00
Javatan_TS_03_TC_02	Start The Game	Start the game with 3 players	Javatan_TS_02_TC_02 passes	1. Start the server, connect 3 clients to the server 2. Start the game	The game starts	Server and client implementation is incomplete	Fail	Trevor Crystal	2021-05-03T21:53:00-05:00
Javatan_TS_03_TC_03	Start The Game	Start the game with 4 players	Javatan_TS_02_TC_03 passes	1. Start the server, connect 4 clients to the server 2. Start the game	The game starts	Server and client implementation is incomplete	Fail	Trevor Crystal	2021-05-03T21:53:00-05:00
Javatan_TS_03_TC_04	Start The Game	Place initial structures	Javatan_TS_03_TC_02 or Javatan_TS_03_TC_03 passes	1. Get the game set up and started 2. Players place starting settlements and roads	A random person is the first to place a settlement, and they must place a road connected to it after. Next, another person goes, then another, until all have. Then, the order reverses, and everyone places another settlement and road, which does not need to be connected to their other settlement/road.	Turn structure not implemented, but a settlement can be placed for free (but only one). A road cannot be placed for free.	Partial	Trevor Crystal	2021-05-03T21:54:00-05:00

Javatan_TS_04_TC_01	Gameplay	Correct resource distribution	Javatan_TS_03_TC_04 passes, or at least settlements are placed	1. Connect clients, have clients place some settlements 2. The player sends a dice roll to the server 3. Upon receiving the dice roll, the server should send to the clients which cards they will receive	The clients receive the correct cards	Resources do distribute correctly when tested purely locally	Partial	Trevor Crystal	2021-05-03T22:02:00-05:00
Javatan_TS_04_TC_02	Gameplay	Placing new road	Clients are able to connect to the server	1. Connect clients to server 2. Client places road	The road is placed, and that information is relayed to all connected clients. Also, the client that places the road loses 1 brick and 1 lumber. They are not able to place the road without those resources.	The networking part can't be tested, but roads can be placed, they do require 1 brick and 1 lumber, and they can't be placed without them	Partial	Trevor Crystal	2021-05-03T22:28:00-05:00
Javatan_TS_04_TC_03	Gameplay	Placing new settlement	Clients are able to connect to the server	1. Connect clients to server 2. Client places settlement	The settlement is placed, and that information is relayed to all connected clients. Also, the client that places the road loses 1 brick, 1 lumber, 1 grain, and 1 wool. They are not able to place the settlement without those resources.	Initial one places, but others don't and can't get enough resources to properly test	Partial	Trevor Crystal	2021-05-03T22:02:00-05:00
Javatan_TS_04_TC_04	Gameplay	Upgrading settlement to city	Javatan_TS_04_TC_03 passes	1. Connect clients to server 2. Client places settlement 3. Client upgrades that settlement to city	The settlement is upgraded to a city, and that information is relayed to all connected clients. The client loses 2 grain and 3 ore. If they did not have those resources, then the upgrade should not have been successful.	Placed settlement does not upgrade, even with correct resources	Fail	Trevor Crystal	2021-05-03T22:05:00-05:00
Javatan_TS_04_TC_05	Gameplay	Use port for trading	Javatan_TS_04_TC_03 or Javatan_TS_03_TC_04 passes	1. Client places settlement at port 2. Client uses port to trade current resource for a different one	If it is a 3:1 port, then any 3 of a certain card is successfully traded for a different card. If it is a 2:1 for a specific resource, then the 2 of that kind of resource are traded for 1 of a different resource.	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_06	Gameplay	4:1 trading	The game starts and players can receive resource cards	1. Client accumulates 4 of the same kind of resource cards 2. Client exchanges those 4 for 1 of a different chosen resource	The exchange occurs, the player loses 4 of the same resource and gains 1 of the chosen resource	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_07	Gameplay	Correct robber behavior (stealing cards)	The game starts and is able to progress through a few turns	1. Start the game, continue until a player rolls a 7 2. That player choses a tile to move the robber to, and steals a random resource card from one of the people who have a building adjacent to that hex.	The player is able to steal a card, and the robber moves to the chosen tile.	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_08	Gameplay	Correct robber behavior (blocks access to resource)	Javatan_TS_04_TC_07 passes (the robber can be moved to a resource tile)	1. Start the game, continue until the robber is moved to a resource tile 2. Continue until that number on the resource tile is rolled	Players adjacent to that blocked resource tile will not receive resources from it when it is rolled if the robber is there	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_09	Gameplay	Correct robber behavior (discard cards if have too many)	The game starts and is able to progress through a few turns	1. Play the game until a 7 is rolled	Any player with more than 7 resource cards is required to discard half (rounded down) resource cards from their hand	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_10	Gameplay	Trading with other players	The game starts and players have resource cards	1. The player whose turn it is initiates a trade 2. The player is able to trade with another player	The trade successfully occurs, each player loses the cards they gave away and receives the cards the other gave away	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_11	Gameplay	Purchase development cards	The game starts and players have resource cards	1. The player attempts to exchange 1 wool, 1 grain, and 1 ore for a random development card.	The player loses 1 wool, 1 grain, and 1 ore and gains a random development card.	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_12	Gameplay	Victory point development card works	Javatan_TS_04_TC_11 passes	1. Follow Javatan_TS_04_TC_11, until the development card received is a victory point development card	When the player has enough victory points + victory point development cards to win, they win	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00

Javatan_TS_04_TC_13	Gameplay	Knight development card works	Javatan_TS_04_TC_11 and Javatan_TS_04_TC_08 pass	1. Follow Javatan_TS_04_TC_11, until the development card received is a knight development card	The player can use that knight development card to move a robber off of a tile adjacent to one of their cities	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_14	Gameplay	Road Building progress card works	Javatan_TS_04_TC_11 passes	1. Follow Javatan_TS_04_TC_11, until the development card received is a Road Building card	The player can use the Road Building card to build 2 roads for free	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_15	Gameplay	Year of Plenty progress card works	Javatan_TS_04_TC_11 passes	1. Follow Javatan_TS_04_TC_11, until the development card received is a Year of Plenty development card	The player can use the Year of Plenty card to draw two resources of their choice	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_16	Gameplay	Monopoly progress card	Javatan_TS_04_TC_11 passes	1. Follow Javatan_TS_04_TC_11, until the development card received is a Monopoly development card	The play can use the Monopoly card to receive all of one kind of resource cards that other players have	Feature is unimplemented	Fail	Trevor Crystal	2021-05-02T20:31:00-05:00
Javatan_TS_04_TC_17	Gameplay	Longest Road special card	Javatan_TS_04_TC_02 passes	1. Play the game until a player has at least 5 continuos road segments 2. Continue until a different player has more road continuous road segments than that player	Once the first player reaches 5 continuous road segments, they receive the Longest Road card and 2 victory points. When the other player surpasses them, that player receives the Longest Road card and 2 victory points, and the original one loses those	Feature is unimplemented	Fail	Trevor Crystal	2021-05-03T22:07:00-05:00
Javatan_TS_04_TC_18	Gameplay	Largest Army special card	Javatan_TS_04_TC_13 passes	1. Play the game until a player has at least 3 knights used 2. Continue until a different player has more knights used than that player	Once the first player uses 3 knights, they receive the Largest Army card and 2 victory points. When the other player surpasses them, that player receives the Largest Army card and 2 victory points, and the original one loses those	Feature is unimplemented	Fail	Trevor Crystal	2021-05-03T22:07:00-05:00
Javatan_TS_04_TC_19	Gameplay	Win notification	The game starts and victory points work	1. Play a game until there is a winner	The winner receives some sort of notification on screen that they won	Feature is unimplemented	Fail	Trevor Crystal	2021-05-03T22:07:00-05:00
Javatan_TS_04_TC_20	Gameplay	Lose notification	The game starts and victory points work	1. Play a game until there is a winner	The losers receive some sort of notification on screen that they lost	Feature is unimplemented	Fail	Trevor Crystal	2021-05-03T22:07:00-05:00