

Test Scenario ID	Test Scenario Name	Test Scenario Description	Test Cases
Javatan_TS_01	Program Starts	Make sure the program can compile and run on at least two different operating systems	<ol style="list-style-type: none"> 1. Build on Windows 2. Test on Windows 3. Run client on Windows 4. Run server on Windows 5. Build on Linux 6. Test on Linux 7. Run client on Linux 8. Run server on Linux
Javatan_TS_02	Connect To Server	Ensure that the clients can connect to the server	<ol style="list-style-type: none"> 1. Attempt to connect 1 client 2. Attempt to connect 3 clients 3. Attempt to connect 4 clients 4. Attempt to connect 5 clients
Javatan_TS_03	Start The Game	Ensure the game can start with the appropriate number of players	<ol style="list-style-type: none"> 1. Attempt to start the game with less than 3 players 2. Start the game with 3 players 3. Start the game with 4 players 4. Place initial structures
Javatan_TS_04	Gameplay	Check that all necessary aspects of gameplay work	<ol style="list-style-type: none"> 1. Correct resource distribution 2. Placing new road 3. Placing new settlement 4. Upgrading settlement to city 5. Use port for trading 6. 4:1 trading 7. Correct robber behavior (stealing cards) 8. Correct robber behavior (blocks access to resource) 9. Correct robber behavior (discard cards if have too many) 10. Trading with other players 11. Purchase development cards 12. Victory point development card works 13. Knight development card works 14. Road Building progress card 15. Year of Plenty progress card 16. Monopoly progress card 17. Longest Road special card 18. Largest Army special card 19. Win notification 20. Lose notification