# Player Definition Test Case

Test Case Name:        playerDefine
Test ID:               00.001
Test Suite(s):         none
Priority:              high
Hardware Required:     personal computer
Software Required:     game executable
Duration:              5 minutes
Effort:                5 minutes
Setup:                 start game, click create player
Teardown:              end game

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Choose the amount of players to create with arrows (2 to 6) | | | |
| 1.001 | Check if # of players created is the same as # of players shown | | | |

**Execution Summary**   **Status**
                        **System Config ID**
                        **Tester**
                        **Date Completed**
                        **Effort**
                        **Duration**

# Player Death Test Case

Test Case Name:          playerDeath
Test ID:                 00.002
Test Suite(s):           Unity Test Runner
Priority:                high
Hardware Required:       personal computer
Software Required:       Unity IDE
Duration:                5 minutes
Effort:                  5 minutes
Setup:                   start Unity Test Runner, run player death unit test
Teardown:                exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 2.000 | Run playmode test | | | |
| 2.001 | creates two players | | | |
| 2.001 | set heart points of player one to 0 and end turn | | | |
| 3.000 | Observe that player one should be eliminated | | | |

**Execution Summary**

**Status**

**System Config ID**

**Tester**

**Date Completed**

**Effort**

**Duration**

# Dice Roll Test Case

## Test Case Template 1 of 3

| | |
|---|---|
| Test Case Name: | diceRoll |
| Test ID: | 00.003 |
| Test Suite(s): | Unity Test Runner |
| Priority: | high |
| Hardware Required: | personal computer |
| Software Required: | Unity IDE |
| Duration: | 10 min |
| Effort: | 10 min |
| Setup: | start Unity Test Runner, run roll dice unit test |
| Teardown: | exit Unity Test Runner |

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 2.000 | Run diceRoll test | | | |
| 2.001 | Roll the dice once then accept result | | | |
| 2.002 | Roll the dice once then reroll again then accept | | | |
| 2.003 | Roll the dice one then reroll two more times then accept | | | |
| 3.000 | Observe if any error occurs | | | |

| Execution Summary | |
|---|---|
| | **Status** |
| | **System Config ID** |
| | **Tester** |
| | **Date Completed** |
| | **Effort** |
| | **Duration** |

# Dice Resolve Test Case

## Test Case Template 1 of 3

Test Case Name:     diceResolve
Test ID:            00.004
Test Suite(s):      Unity Test Runner
Priority:           high
Hardware Required:  personal computer
Software Required:  Unity IDE
Duration:           10 min
Effort:             10 min
Setup:              start Unity Test Runner, run roll dice unit test
Teardown:           exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 2.000 | Run diceRoll test | | | |
| 2.001 | Roll the dice once then accept result | | | |
| 2.002 | Roll the dice once then reroll again then accept | | | |
| 2.003 | Roll the dice one then reroll two more times then accept | | | |
| 3.000 | Observe output after dice roll | | | |

| Execution Summary | |
|-------------------|--|
| | **Status** |
| | **System Config ID** |
| | **Tester** |
| | **Date Completed** |
| | **Effort** |
| | **Duration** |

# Start Game Test Case

Test Case Name:       startGame
Test ID:       00.005
Test Suite(s):       Unity Test Runner
Priority:       high
Hardware Required:       personal computer
Software Required:       Unity IDE
Duration:       2 minutes
Effort:       2 minutes
Setup:       Start Unity Test Runner
Teardown:       Exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test to initialize variables and start game | | | |
| 2.000 | Observe that players should be present | | | |

**Execution Summary**

**Status**

**System Config ID**

**Tester**

**Date Completed**

**Effort**

**Duration**

# Enter Tokyo Test Case

## Test Case Template 1 of 3

Test Case Name:      gameEnterTokyo
Test ID:      00.006
Test Suite(s):      Unity Test Runner
Priority:      high
Hardware Required:      personal computer
Software Required:      Unity IDE
Duration:      5 min
Effort:      5 min
Setup:      start Unity Test Runner, enter Tokyo unit test
Teardown:      exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Run gameEnterTokyo | | | |
| 1.002 | Input playerID of the character entering Tokyo | | | |
| 1.003 | Input playerID of the character entering Tokyo Bay | | | |
| 2.000 | Observe player location | | | |

| Execution Summary | Status |
|---|---|
| | System Config ID |
| | Tester |
| | Date Completed |
| | Effort |
| | Duration |

# Yield Tokyo Test Case

## Test Case Template 1 of 3

Test Case Name:      gameYieldTokyo
Test ID:      00.007
Test Suite(s):      Unity Test Runner
Priority:      high
Hardware Required:      personal computer
Software Required:      Unity IDE
Duration:      2 min
Effort:      2 min
Setup:      start Unity Test Runner, yield Tokyo unit test
Teardown:      exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Run enterTokyo with playerID | | | |
| 1.002 | Run yieldTokyo with the same playerID | | | |
| 2.000 | Observe player location | | | |

| Execution Summary | |
|-------------------|--|
| | **Status** |
| | **System Config ID** |
| | **Tester** |
| | **Date Completed** |
| | **Effort** |
| | **Duration** |

# Evacuate Tokyo Bay Test Case

## Test Case Template 1 of 3

| | |
|---|---|
| Test Case Name: | gameEvacuateTokyoBay |
| Test ID: | 00.008 |
| Test Suite(s): | Unity Test Runner |
| Priority: | high |
| Hardware Required: | personal computer |
| Software Required: | Unity IDE |
| Duration: | 10 min |
| Effort: | 10 min |
| Setup: | start Unity Test Runner, evacuate Tokyo Bay unit test |
| Teardown: | exit Unity Test Runner |

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Use definePlayer 4 times | | | |
| 1.002 | Set first player HP to 0 | | | |
| 1.003 | Run gameEvacuateTokyoBay | | | |

| Execution Summary | |
|---|---|
| | **Status** |
| | **System Config ID** |
| | **Tester** |
| | **Date Completed** |
| | **Effort** |
| | **Duration** |

# Tokyo Buff Test Case

## Test Case Template 1 of 3

Test Case Name:      gameEvacuateTokyoBay
Test ID:             00.009
Test Suite(s):       Unity Test Runner
Priority:            high
Hardware Required:   personal computer
Software Required:   Unity IDE
Duration:            10 min
Effort:              10 min
Setup:               start Unity Test Runner, move a character to Tokyo
Teardown:            exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Use definePlayer twice, player A and player B | | | |
| 1.002 | Use enterTokyo on player A | | | |
| 1.003 | Call Smash on player A | | | |
| 2.000 | Observe HP of player A | | | |
| 2.001 | Call Smash on player B | | | |
| 3.000 | Observe HP of player B | | | |

| Execution Summary | |
|---|---|
| | Status |
| | System Config ID |
| | Tester |
| | Date Completed |
| | Effort |

**Duration**

# Player Location Test Case

Test Case Name:       playerLocation
Test ID:       00.010
Test Suite(s):       Unity Test Runner
Priority:       high
Hardware Required:       personal computer
Software Required:       Unity IDE
Duration:       2 minutes
Effort:       2 minutes
Setup:       start Unity Test Runner, run playerLocation unit test
Teardown:       exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Start game with players on the board | | | |
| 1.002 | Call player location | | | |
| 2.000 | Observe if player location matches location on board | | | |
| 3.000 | Move a player to Tokyo Bay | | | |
| 3.001 | Observe if changes are reflected on the board | | | |

**Execution Summary**       **Status**
       **System Config ID**
       **Tester**
       **Date Completed**
       **Effort**

**Duration**

# Gain Heart Test Case

Test Case Name:      gainHeart
Test ID:      00.011
Test Suite(s):      Unity Test Runner
Priority:      high
Hardware Required:      personal computer
Software Required:      Unity IDE
Duration:      5 min
Effort:      5 min
Setup:      start Unity Test Runner, dice roll until HP
Teardown:      exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Define a player | | | |
| 1.002 | Set player Health to 10 | | | |
| 2.000 | Use diceRoll until a HP is obtained | | | |
| 2.001 | Accept the diceRoll | | | |
| 3.000 | Check the player's HP | | | |

**Execution Summary**      **Status**
      **System Config ID**
      **Tester**
      **Date Completed**
      **Effort**

**Duration**

# Gain Energy Test Case

Test Case Name:         gainEnergy
Test ID:                00.012
Test Suite(s):          Unity Test Runner
Priority:               high
Hardware Required:      personal computer
Software Required:      Unity IDE
Duration:               5 min
Effort:                 5 min
Setup:                  start Unity Test Runner, dice roll until Energy
Teardown:               exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Define a player | | | |
| 2.000 | Use diceRoll until a Energy is obtained | | | |
| 3.000 | Check the player's energy | | | |

**Execution Summary**    **Status**
                         **System Config ID**
                         **Tester**
                         **Date Completed**
                         **Effort**
                         **Duration**

# Lose Energy Test Case

| | |
|---|---|
| Test Case Name: | loseEnergy |
| Test ID: | 00.013 |
| Test Suite(s): | Unity Test Runner |
| Priority: | high |
| Hardware Required: | personal computer |
| Software Required: | Unity IDE |
| Duration: | 5 min |
| Effort: | 5 min |
| Setup: | start Unity Test Runner, purchase a card |
| Teardown: | exit Unity Test Runner |

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Define a player | | | |
| 1.002 | Set player's energy to 5 | | | |
| 2.000 | Purchase any card | | | |
| 3.000 | Check energy of the player | | | |

| Execution Summary | |
|---|---|
| | **Status** |
| | **System Config ID** |
| | **Tester** |
| | **Date Completed** |
| | **Effort** |
| | **Duration** |

# Deal Damage Test Case

| | |
|---|---|
| Test Case Name: | dealDamage |
| Test ID: | 00.014 |
| Test Suite(s): | Unity Test Runner |
| Priority: | high |
| Hardware Required: | personal computer |
| Software Required: | Unity IDE |
| Duration: | 5 min |
| Effort: | 5 min |
| Setup: | start Unity Test Runner, one player will smash other players |
| Teardown: | exit Unity Test Runner |

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 1.002 | Have player one smash player two | | | |
| 2.000 | Check if player two's heart points have decreased | | | |

| Execution Summary | Status |
|---|---|
| | System Config ID |
| | Tester |
| | Date Completed |
| | Effort |
| | Duration |

# Lose Heart Test Case

Test Case Name:        loseHeart
Test ID:               00.015
Test Suite(s):         Unity Test Runner
Priority:              high
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              5 min
Effort:                5 min
Setup:                 start Unity Test Runner, use Smash
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Define two players A and B | | | |
| 1.002 | Move player A into Tokyo | | | |
| 2.000 | Call smash on player B | | | |
| 3.000 | Check HP of player A | | | |

**Execution Summary**

**Status**

**System Config ID**

**Tester**

**Date Completed**

**Effort**

**Duration**

# Gain Victory Point Test Case

Test Case Name:     gainVictoryPoint
Test ID:     00.016
Test Suite(s):     Unity Test Runner
Priority:     high
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:     15 min
Effort:     15 min
Setup:     start Unity Test Runner, use Smash
Teardown:     exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Define a player | | | |
| 2.000 | Move player A into Tokyo | | | |
| 2.001 | Check VP | | | |
| 2.002 | Set Player's VP to 0 | | | |
| 3.000 | End Turn | | | |
| 3.001 | Check VP | | | |
| 4.000 | Run yieldTokyo on player A | | | |
| 4.001 | diceRoll until three of a kind | | | |
| 4.002 | Check VP | | | |
| 4.003 | Set Player's VP to 0 | _____ | | |
| 5.000 | diceRoll until four of a kind | | | |
| 5.001 | Check VP | | | |
| 5.002 | Set Player's VP to 0 | | | |
| 6.000 | diceRoll until five of a kind | | | |

| | |
|---|---|
| 6.001 | Check VP |
| 6.002 | Set Player's VP to 0 |
| 7.000 | diceRoll until six of a kind |
| 7.001 | Check VP |

| Execution Summary | Status |
|---|---|
| | System Config ID |
| | Tester |
| | Date Completed |
| | Effort |
| | Duration |

# Lose Victory Point Test Case

Test Case Name:        Lose Victory Point
Test ID:               00.017
Test Suite(s):         Unity Test Runner
Priority:              high
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              5 min
Effort:                5 min
Setup:                 start Unity Test Runner, run loseVictory unit test
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 1.002 | Have one player play the Evacuation Orders card | | | |
| 2.000 | Observe that the other player should lose 5 Victory Points | | | |

**Execution Summary**   **Status**

**System Config ID**

**Tester**

**Date Completed**

**Effort**

**Duration**

# win Game Test Case

Test Case Name:    winGame
Test ID:    00.018
Test Suite(s):    Unity Test Runner
Priority:    high
Hardware Required:    personal computer
Software Required:    Unity IDE
Duration:    5 min
Effort:    5 min
Setup:    start Unity Test Runner
Teardown:    exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | define two players | | | |
| 1.002 | Set player A VP to 20 | | | |
| 1.003 | End Turn | | | |
| | | | | |
| 2.000 | Start playmode test in Unity Test Runner | | | |
| 2.001 | define two players | | | |
| 2.002 | Set player B's HP to 0 | | | |

**Execution Summary**    **Status**
    **System Config ID**
    **Tester**

**Date Completed**
**Effort**
**Duration**

# Apply Poison Test Case

Test Case Name:        applyPoison
Test ID:               00.019
Test Suite(s):         Unity Test Runner
Priority:              medium
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              5 min
Effort:                5 min
Setup:                 start Unity Test Runner
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 1.002 | Give player one Poison Spit Card | | | |
| | Allow player one to smash player 2 | | | |
| 2.000 | | | | |
| 2.001 | Observe that player 2 has the poison effect | | | |
| | Have player 2 start and end turn: observe that they lose 1 HP | | | |
| 3.000 | | | | |

| **Execution Summary** | **Status** |
|---|---|
| | **System Config ID** |
| | **Tester** |
| | **Date Completed** |
| | **Effort** |
| | **Duration** |

# Remove Poison Test Case

Test Case Name:      removePoison
Test ID:      00.020
Test Suite(s):      Unity Test Runner
Priority:      medium
Hardware Required:      personal computer
Software Required:      Unity IDE
Duration:      5 min
Effort:      5 min
Setup:      start Unity Test Runner, run remove poison test case
Teardown:      exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 1.002 | Give player one Poison Spit Card | | | |
| | Allow player one to smash player 2 | | | |
| 2.000 | | | | |
| 2.001 | Observe that player 2 has the poison effect | | | |
| | Have player 2 start and end turn: observe that they lose 1 HP | | | |
| 3.000 | | | | |
| 4.000 | End The turn of player 1 | | | |
| 4.001 | Observe if poison is removed by checking player's HP | | | |

**Execution Summary**      **Status**
      **System Config ID**
      **Tester**

**Date Completed**
**Effort**
**Duration**

# Discard Card

Test Case Name:        discardCard
Test ID:               00.021
Test Suite(s):         Unity Test Runner
Priority:              medium
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              5 min
Effort:                5 min
Setup:                 start Unity Test Runner
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 1.002 | Give player one the Counter Store discard card | | | |
| | Allow player one to use the Counter Store discard card | | | |
| 2.000 | | | | |
| 2.001 | Observe that player one no longer has the card | | | |

**Execution Summary**    **Status**
                         **System Config ID**
                         **Tester**
                         **Date Completed**
                         **Effort**
                         **Duration**

# Resolve Card

Test Case Name:        resolveCard
Test ID:               00.022
Test Suite(s):         Unity Test Runner
Priority:              medium
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              5 min
Effort:                5 min
Setup:                 start Unity Test Runner
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 1.002 | Give player A any card | | | |
| 1.003 | Observe effect of the card | | | |
| 2.000 | Give player A 5 energy | | | |
| 2.001 | Make player A purchase a discard card | | | |
| 2.001 | Observe effects | | | |

**Execution Summary**    **Status**
                         **System Config ID**
                         **Tester**
                         **Date Completed**
                         **Effort**
                         **Duration**

# Shuffle Card

Test Case Name:        resolveCard
Test ID:               00.023
Test Suite(s):         Unity Test Runner
Priority:              low
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              2 minutes
Effort:                2 minutes
Setup:                 start Unity Test Runner
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 2.000 | Peek top 10 cards | | | |
| 2.001 | Shuffle Cards | | | |
| 3.000 | Observe that top 10 cards are not the same as before | | | |

**Execution Summary**        **Status**

**System Config ID**

**Tester**

**Date Completed**

**Effort**

**Duration**

# Deal Card

Test Case Name:     dealCard
Test ID:     00.024
Test Suite(s):     Unity Test Runner
Priority:     low
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:     2 minutes
Effort:     2 minutes
Setup:     start Unity Test Runner
Teardown:     exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players | | | |
| 1.002 | DealCard to player A | | | |
| 1.003 | DealCard to player B | | | |
| 2.000 | Check Card of player A | | | |
| 2.001 | Check Card of player B | | | |

**Execution Summary**

**Status**

**System Config ID**

**Tester**

**Date Completed**

**Effort**

**Duration**

# Buy Card

Test Case Name:        buyCard
Test ID:               00.025
Test Suite(s):         Unity Test Runner
Priority:              medium
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              2 minutes
Effort:                2 minutes
Setup:                 start Unity Test Runner
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|----|-------------------|--------|--------|---------|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players with 10 energy each | | | |
| 2.000 | Have player one buy a card | | | |
| 2.001 | Check if card is in player inventory | | | |

| Execution Summary | Status |
|-------------------|--------|
| | System Config ID |
| | Tester |
| | Date Completed |
| | Effort |
| | Duration |

# Display Card

Test Case Name:        displayCard
Test ID:               00.026
Test Suite(s):         Unity Test Runner
Priority:              medium
Hardware Required:     personal computer
Software Required:     Unity IDE
Duration:              2 minutes
Effort:                2 minutes
Setup:                 start Unity Test Runner
Teardown:              exit Unity Test Runner

| ID | Test Step/Substep | Result | Bug ID | Bug RPN |
|---|---|---|---|---|
| 1.000 | Start playmode test in Unity Test Runner | | | |
| 1.001 | Game will be initialized with two players with 10 energy | | | |
| 1.002 | Have Player 1 go into PurchaseCard screen | | | |
| 1.003 | Click any card | | | |
| 2.000 | Observe if card enlarges | | | |

**Execution Summary**

**Status**

**System Config ID**

**Tester**

**Date Completed**

**Effort**

**Duration**