

Software Engineering Group Project Test Report

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Config Ref: SE.GP03.TEST_REPORT
Date: 10th May 2022
Version: 1.0
Status: Released

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Test Ref	Test Content	Pass/Fail	Explanation
SE-01.001	Check that software prompts user for names of exactly four players on start up	Pass	
SE-01.002	Check that blank inputs are rejected	Pass	
SE-01.003	Check that inputs containing non-letters are rejected	Pass	
SE-01.004	Check that names with over 20 letters are rejected	Pass	
SE-01.004.1	Check that names with characters 4-20 are accepted	Pass	
SE-01.005	Check that names are stored correctly	Pass	
SE-01.006	Check that game can handle multiple players with the same name		
SE-01.007	Check that users cannot choose the same colour ship	Pass	
SE-02.001	Check that each player is assigned a port	Pass	
SE-02.002	Check that ports are stored correctly	Pass	
SE-02.003	Check that port assignment is random	Pass	
SE-03.001	Check that pack contains 36 crew cards	Pass	
SE-03.002	Check that pack contains correct number of each card	Pass	
SE-03.003	Check that pack is randomly sorted	Pass	

SE-03.004	Check that cards are dealt from the top of the pack		
SE-04.001	Check that system maintains pack of 28 chance cards	Pass	
SE-04.002	Check that pack is randomly sorted	Pass	
SE-05.001	Check that game contains correct amount of treasure	Pass	
SE-05.002	All treasure starts on Treasure Island and is assigned elsewhere where appropriate.	Pass	
SE-05.005	Check that treasure can be stored on Flat Island.	Pass	
SE-06.001	Check that the game stores the number of cards in a user's hand.	Pass	
SE-06.002	Check that the game correctly stores the value of each card.	Pass	
SE-06.004	Check that the game can correctly calculate the fighting strength of the player.	Pass	
SE-10.001	Check that the players are given 5 cards from the crew card pack	Pass	
SE-10.002	Check that each trading port is dealt two crew cards	Pass	
SE-10.003	Check that each trading port is dealt the correct piece of treasure	Pass	
SE-10.004	Check that the game assigns player's ships to their home ports at the start of the game	Pass	
SE-06.003	Check that the game stores the	Pass	

	total distance a player can move.		
SE-06.005	Check that the game can keep track of the chance cards in a player's hand.	Pass	
SE-06.006	Check that the game can keep track of the treasure on a players ship	Pass	
SE-06.007	Check that a player's ship can only contain a maximum of two pieces of treasure	Fail	Bug causing ships to be able to carry 2 of each type of treasure. Only present for some users.
SE-06.008	Check that the game can store and monitor a player's ship location and orientation.	Pass	
SE-06.009	Check that the game can store and monitor the correct information about the player's home port.	Pass	
SE-07.001	Check that the program stores the number of cards at each port and their value	Pass	
SE-07.002	Check that the program keeps track of treasure stored at each port	Pass	
SE-07.003	Check that the program associates each port with its owner	Pass	
SE-08.001	Check that the program stores the number of cards at flat island and their value	Pass	
SE-08.002	Check that the program keeps track of treasure stored at flat island	Pass	
SE-09.001	Check that program displays a game board of the correct size	Pass	

SE-09.002	Check that program displays board features in the correct places	Pass	
SE-09.003	Check that the board features are clearly labelled	Pass	
SE-09.004	Check that the position and orientation of each players ship is displayed	Pass	
SE-09.005	Check that player information is correctly displayed	Pass	
SE-09.006	Check that port information is correctly displayed	Pass	
SE-09.007	Check that flat island information is correctly displayed	Pass	
SE-03.005	Check that cards are returned to the bottom of the pack		
SE-03.006	Check that cards cannot be dealt from an empty pack		
SE-04.003	Check that cards are drawn from the top of the pack	Pass	
SE-04.004	Allow a user to hold onto a chance card.	Pass	
SE-04.005	Allow the user to use a chance card in their hand	Pass	
SE-04.006	Check that chance cards that are not able to be held are executed immediately	Pass	
SE-04.007	Check that cards are returned to the bottom of the pack		
SE-05.003	Check that treasure can be assigned to ships.	Pass	
SE-05.004	Check that treasure can be assigned to ports.	Pass	

SE-11.001	Check that the player's take their turn in order according to their home port	Pass	
SE-11.002	Check that a player can take the correct movement actions during their turn	Pass	
SE-11.002.1	Check that a player cannot move to an incorrect square during their turn	Pass	
SE-11.003	Check that the player cannot turn their ship within a port	Pass	
SE-11.004	Check that the game shows all legal movement squares during their turn	Pass	
SE-11.005	Check that the game does not allow the user to move beyond the edge of the board	Pass	
SE-11.006	Check that the game does not allow the user to move through islands	Pass	
SE-11.007	Check that a player fights another player if they move to a space occupied by that player.	Pass	
SE-11.008	Check that the game doesn't allow a player to attack another player at a port	Pass	
SE-11.009	Check that the game doesn't allow the user to attack another player at the coast of Treasure Island	Pass	
SE-11.010	Check that the game gives the opportunity for a player to attack a ship moving	Pass	Ships given chance to attack if another ship is in possible movement area

	through the square they are occupying		
SE-11.011	Check that once a stationary player has attacked a moving player, the moving player stops their movement and the attack begins	Pass	Ship given chance to attack if in another ship's possible movement area
SE-11.011	Check that if a draw occurs the defender is the winner	Pass	
SE-11.012	Check that after a move not involving an attack and whilst not in a port, they should be asked which direction they would like to turn to.	Pass	
SE-11.013	Check that the user isn't allowed to turn their ship at the end of a turn where they are in a port	Pass	
SE-11.014	Check that the user isn't allowed to turn their ship at the end of a turn where they have attacked someone or been attacked	Pass	
SE-11.015	Check that the user cannot make an illegal rotation	Pass	
SE-11.016	Check that the correct procedures are followed if the player ends their movement in a special position	Pass	
SE-12.001	Check that the game correctly decides who wins in a fight	Pass	
SE-12.002	Check that the winner gets the loser's treasure from their ship given they have any treasure	Pass	

SE-12.003	Check that any excess treasure from the loser's ship is returned to Treasure Island	Pass	
SE-12.004	Check that if the loser does not have treasure but does have more than 1 card, then the two lowest value cards should be given to the winner	Pass	
SE-12.005	Check that if the loser does not have treasure and has only 1 card in their hand that the winner is given that one card	Pass	
SE-12.006	Check that after the cards/treasures have been allocated, the loser is able to make a movement in any direction followed by a change of direction	Pass	
SE-12.007	Check that the loser cannot move into a port	Pass	
SE-12.008	Check that the winner remains facing the direction they were moving/facing	Pass	
SE-13.001	Check that card is drawn from top of deck when player arrives at treasure island		
SE-13.002.1	Check the player gains treasure from chance cards providing there is space on their ship	Pass	
SE-13.002.2	Check the player can choose between crew or treasure for a chance card	Pass	
SE-13.002.3	Check the player can gain treasure but lose crew from a chance card	Pass	

SE-13.002.4	Check the player can gain treasure and crew from a chance card	Pass	
SE-13.002.5	Check the player can exchange crew cards with another player due to a chance card	Pass	
SE-13.002.6	Check the player can send crew to pirate island due to a chance card	Pass	
SE-13.002.7	Check the player gets moved to a bay if "blown to bay" is picked up	Pass	
SE-13.002.8	Check the player gets moved 5 squares towards the nearest port if they pick up "5 leagues off"	Pass	
SE-13.002.9	Check the player can hold "Kidd's Chart" in their hand	Pass	
SE-13.002.10	Check the player can activate "Kidd's Chart" upon entering the anchor bay	Pass	
SE-14.001	Check that player is given crew cards upon reaching flat island	Pass	
SE-14.002	Check that player is awarded treasure upon reaching flat island	Pass	
SE-14.003	Check that player with room for only one piece of treasure is awarded highest-value treasure on flat island	Pass	
SE-14.004	Check that player with full ship is not awarded treasure	Pass	
SE-15.001	Check that whenever a player arrives at their home port, all	Pass	

	treasure is unloaded		
SE-15.002	Check that when a player arrives at another port, they can trade with the port if there are any treasures in the port to be traded	Pass	The trade port are unable to trade crew cards
SE-15.003	Check that players can choose items to trade	Pass	
SE-15.004	Check that players can cancel their trade after choosing cards	Pass	
SE-15.005	Check that once a trade is requested, the cards have equivalent value	Pass	
SE-15.006	Check that a trade cannot be completed if cards are of inequivalent value	Pass	
SE-15.007	Check that a player cannot trade for more treasure than their ship can carry	Pass	
SE-15.008	Check that once a trade is completed, cards traded to another player's home port are put in that player's hand	Pass	
SE-15.009	Check that if certain chance cards are implemented, a player should be able to use a Chance card when the trade completed	Fail	No mechanism for trading chance card
SE-16.001	If chance cards 25 and 26 are implemented, then the game needs to recognise when Anchor Bay is reached, if the player holds one of the relevant cards, they should	Pass	

	exchange it for treasure		
SE-17.001	Check that when a player enters their home port and the total value of treasure in the port (including the ones just added) totals at least 20 points, the game is finished and that player wins the game	Pass	

DOCUMENT HISTORY

<i>Version</i>	<i>Issue No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
<i>1.0</i>	<i>N/A</i>	<i>11/05/2022</i>	<i>Document created and completed</i>	<i>jaf43</i>