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| **Test N.** | **Description** | **Expected Output** | **Outcome** |
| 1 | Start the game, write “Yes” or “No” in the prompt asking for test mode and press Enter. | Input rejected, error message and new prompt displayed. | Invalid value message, test mode prompt displayed again. |
| 2 | Write “y” in the prompt and press Enter. | Input accepted, new message prompt asking to select the dice method. | Message asking for the dice method displayed. |
| 3 | Write “Preset” in the prompt and press Enter. | Input rejected, error message and new prompt displayed. | Invalid value message, prompt asking to select the dice method displayed again. |
| 4 | Write “p” in the prompt and press Enter. | Input accepted, new message prompt asking how many players are going to play. | Message asking the total players number. |
| 5 | Write “-1” in the prompt and press Enter. | Input rejected, error message and new prompt displayed. | Invalid value range message, prompt displayed again. |
| 6 | Write “5” in the prompt and press Enter. | Input rejected, error message and new prompt displayed. | Invalid value range message, prompt displayed again. |
| 7 | Write “four” in the prompt and press Enter. | Input rejected, error message and new prompt displayed. | Invalid value format message, prompt displayed again. |
| 8 | Write “4” in the prompt and press Enter. | Input accepted, 4 players with default names created.  The game runs and pauses to wait user at the end of the turn. | Game begins with first player turn, rolling his dice, showing new position in both text and graphic style.  Message asking to press Enter for next turns. |
| 9 | Press Enter.  (Bounce test) | Second player turn, player lands on an enemy and bounces to next square.  Prompt waiting for the user to start next turn. | Second player turn, rolling his dice, message to inform that he landed on an enemy and so he bounces on the next square, showing new position in both text and graphic style.  Message asking to press Enter for next turns. |
| 10 | Press Enter.  (Cheese Power test) | Third player turn, player lands on a Cheese Power square and a prompt asks for the action to do. | Third player turn, rolling his dice, showing a message to inform that he landed on a Cheese Power square, a message asks if the player wants to roll the dice again or explode an enemy. Prompt waiting for the user to press T or E. |
| 11 | Write “Explode” and press Enter. | Input rejected, error message and new prompt displayed. | Invalid value message, prompt displayed again. |
| 12 | Write “e” and press Enter.  Then at each prompt write “n” and press Enter.  Finally write “y” and press Enter when prompt is asking again to explode first player. | Series of prompts asking if the third player wants to explode player 1, 2 or 4. Then first player explodes and is asked to decide a square position on the bottom of the board. | Prompt asking if the third player wants to explode player 1, then 2, then 4, then 1. Message to inform that player 1 has exploded.  Prompt asking for a square number to move player 1 at the bottom of the board. |
| 13 | Write “4” and press Enter. | Input accepted, first player moves down the board on position 4,0.  Prompt waiting for the user to start next turn. | Message showing new position in both text and graphic style with the first player correctly moved back to the bottom.  Prompt asking to press Enter for next turns. |
| 14 | Restart the game by closing and opening it again. Write “n” and press Enter. | Input accepted, normal game mode starts, a prompt asks for how many players will play. | Prompt shows the maximum number of players and asks how many players will be playing. |
| 15 | Write “2” and press Enter. | Input accepted, prompt asks for the first player’s name. | Prompt asking for the player 1 name. |
| 16 | Press Enter. (void name) | Input rejected, prompt asks again for the first player’s name. | Invalid value error message displayed, prompt asks for the player 1 name again. |
| 17 | Write “Test Player” and press Enter. | Input accepted, prompt asks for the second player’s name. | Prompt asking for the player 2 name. |
| 18 | Write “Test Player” and press Enter. | Input rejected, prompt asks again for the second player’s name. | Message tells that the name is already used, prompt asks for the player 2 name again. |
| 19 | Use the Test Mode, use the Choose Dice method, and check what happens when an exploded rocket chooses an already occupied square on the bottom line of the board. | Game detects the square is occupied, prompt asks for the player to choose another square. | Message to inform that the square is already occupied, prompt asking for a new square number. |
| 20 | Use the Test Mode, use the Choose Dice method, and check what happens when a player rolls “6” and then lands on a Cheese Power square.  (Cheese Power after a 6 roll test) | Game detects “Six Power” is used, hence when landing on the Cheese Power square he must explode an enemy player. | Player rolls a 6 and lands on a Cheese Power square, a message tells that he must explode an enemy player, a prompt asks which player to explode. The attacked player then can decide which bottom square to move on. |
| 21 | Use the Test Mode, use the Choose Dice method, and check what happens when a player rolls “6” three times in a row.  (Six Power ability test) | Game detects “Six Power” at the first 6 rolled, the player moves, rolls a 6 the second time, moves, rolls a 6 the third time, moves but then explodes and has to decide a square to move on the bottom line of the board. | Player rolls and moves 3 times with a message to inform that the “Six Power” ability is being used. Then he explodes and has to decide a square to move on the bottom line of the board. |