

| Name | Description | Steps | Input | Expected Result | Actual result | Pass /Fail | Comments |
|------------|---|--|----------------------|--|--|------------|---|
| MovePlayer | This method is designed to move the current player from their current city to a city of their choosing using the action Menu. | 1) Launch Game | N/A | Game Launched | Game Launched | Pass | |
| | | 2) Start a new game, indicate how many players there will be and enter their names. | 3, e, f, g | A number is entered and names are chosen | Game starts and user enters number of players and a name for each player | Pass | |
| | | 3)Select option 3 to show the Action Menu | 3 | Action Menu opens | Action Menu opens | Pass | |
| | | 4)Select option 1 to Move to a City - A list of all the cities with corresponding numbers next to them will appear - Enter a number between 1 and 47 | 1 | A list of cities appears and the number corresponding to a city is chosen. The list of cities is refreshed and the current player is shown at a new city | A list of cities is given showing players at city number 0 - a number is chosen 0 - 47 and the list is refreshed and reprinted on the screen showing player 1 at the city chosen--> 40) Osaka VC: 0 P1 | Pass | |
| | | 5) Repeat steps 3 and 4 or exit the game and repeat steps 1 - 4 | Repeat steps 3 and 4 | Repeat Steps 3 and 4 | A new city is chosen and the player is still stuck at the first city chosen--> 40) Osaka VC: 0 P1 | Fail | A variable and/or method needs to be implemented to enter current location for movePlayer |