

Illuminati Test Plan

CECS 343 MW Group H

Version 1.1
May 10, 2017

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I. Introduction

This document serves as the plan for testing all software artifacts as well as the reporting of test results for the Illuminati game application.

II. Test Plan

To test the Illuminati game application, the tester must run Illuminati with the a JAVA IDE.

Roll dices will be randomized in a normal game setting. However, we want to save time on some test cases by manually setting the dice roll values. The tester can switch back and forth at any time between choosing random dice value or manual dice value. If the tester selects the option to manually set the dice value, then when the user selects the “Roll Dice” button, a dialog will be displayed that allows a user to input a number between 2 and 12.

The tester can also manually change the power, transferrable power, and resistance of a card at any time while the game is running.

Acceptance tests are marked with *s.

Test ID	Description	Expected Results	Actual
1. Initialize the Game			
1.001	Precondition: Game is in welcome screen. 1. Add 1 Computer Player.	Game has 2 players (1 Human, 1 Computer).	
1.002	Precondition: Game is in welcome screen. 1. Add 2 Computer Players.	Game has 3 players (1 Human, 2 Computers).	
1.003	Precondition: Game is in welcome screen. 1. Add 3 Computer Players.	Game has 4 players (1 Human, 3 Computers).	
1.004	Precondition: Game is in welcome screen. 1. Add 4 Computer Players.	Game has 5 players (1 Human, 4 Computers).	
1.005	Precondition: Game is in welcome screen. 1. Add 5 Computer Players.	Game has 6 players (1 Human, 5 Computers).	
1.006	Precondition: Game is in welcome screen. 1. Add 6 Computer Players.	Game has 7 players (1 Human, 6 Computers).	
1.007	Precondition: Game is in welcome screen. 1. Add 7 Computer Players.	Game has 8 players (1 Human, 7 Computers).	
1.101	Precondition: Test Cases 1.001 – 1.007 1. Start Game	Game is in setup mode.	
1.102	Precondition: Test Case 1.101 1. Shuffle Illuminati deck 2. Shuffle Game deck 3. Assign each player an Illuminati	Each player is assigned a random Illuminati	
1.102a	Precondition: Test Cases 1.101, 36, 37, 38, 39, 40, 41, and 42. Player has a UFO Illuminati Card 1. System asks which Special Goal he would like to choose?	Player selects his Special Goal for his UFO Illuminati.	

	<ol style="list-style-type: none"> System outputs 7 Illuminati's Special Goal choices besides the UFO. Player selects 1 Illuminati Special Goal choice. System saves Player's Special Goal choice for throughout the course of the game. 		
1.103	Precondition: Test Case 1.101 <ol style="list-style-type: none"> Draw cards from Game deck until there are 4 uncontrolled Group Cards 	The uncontrolled group has 4 uncontrolled Group Cards	
1.201	Precondition: Test Cases 1.102-1.103, 2.001 <ol style="list-style-type: none"> Decide on who goes first via dice rolls Every player rolls dices Players with highest roll dice values reroll against one another until there is only one player with the highest die value. 	Player with the highest dice value goes first.	
1.900	Precondition: Test Cases: 1.101-1.201 <ol style="list-style-type: none"> Setup mode is done. 	Game is in play mode.	

2. Roll Dice

2.001	Roll two dices with random values from 2-12.	Dice roll value: 2 - 12	
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3. Draw a Card

3.001	Precondition: Test Case 1.900. Player is in the drawing phase. <ol style="list-style-type: none"> Player draws Special Card 	Player keeps Special Card	
3.002	Precondition: Test Case 1.900. Player is in the drawing phase. <ol style="list-style-type: none"> Player draws Group Card 	Group Card goes to Uncontrolled Area	

4. Attack to Control

4.001	<p>Precondition: Test Case 1.900. Player has at least one available regular actions.</p> <p>Successful attack to control Player's Attacking Group Power: 10 Defending Uncontrolled Group Resistance: 5 Player's Dice Roll: 6</p>	Player assigns Defending Group Card as a puppet to one of his Group Cards.	
4.002	<p>Precondition: Test Case 1.900. Player has at least one available regular actions.</p> <p>Unsuccessful attack to control Player's Attacking Group Power: 10 Defending Uncontrolled Group Resistance: 5 Player's Dice Roll: 3</p>	Defending Group Card stays at its current location.	
4.003	<p>Precondition: Test Case 1.900. Player has at least one available regular actions.</p> <p>Unsuccessful attack to control, roll dices automatic failure Player's Attacking Group Power: 10 Defending Uncontrolled Group Resistance: 5 Player's Dice Roll: 11 or 12</p>	Defending Group Card stays at its current location.	

5. Attack to Destroy			
5.001	<p>Precondition: Test Case 1.900. Player has at least one available regular actions.</p> <p>Successful attack to destroy Player's Attacking Group Power: 10 + 6 bonus Defending Uncontrolled Group Power: 5 Player's Dice Roll: 6</p>	Defending Group Card goes to the Dead Pile.	

5.002	<p>Precondition: Test Case 1.900. Player has at least one available regular actions.</p> <p>Unsuccessful attack to destroy Player's Attacking Group Power: 10 Defending Uncontrolled Group Power: 15 Player's Dice Roll: 3</p>	Defending Group Card does not go to the Dead Pile.	
5.003	<p>Precondition: Test Case 1.900. Player has at least one available regular actions.</p> <p>Unsuccessful attack to destroy, roll dices automatic failure. Player's Attacking Group Power: 10 Defending Uncontrolled Group Power: 15 Player's Dice Roll: 11 or 12</p>	Defending Group Card does not go to the Dead Pile.	

6. Attack to Neutralize			
6.001	<p>Precondition: Test Case 1.900. Player has at least one available regular actions. Defending Group Card is controlled.</p> <p>Successful attack to neutralize Player's Attacking Group Power: 10 + 6 bonus Defending Uncontrolled Group Resistance: 5 Player's Dice Roll: 6</p>	Defending Group Card goes to the Uncontrolled Area	
6.002	<p>Precondition: Test Case 1.900. Player has at least one available regular actions. Defending Group Card is controlled.</p> <p>Unsuccessful attack to neutralize Player's Attacking Group Power: 10 + 6 bonus Defending Uncontrolled Group Resistance: 15 Player's Dice Roll: 3</p>	Defending Group Card stays at its current location.	

6.003	<p>Precondition: Test Case 1.900. Player has at least one available regular actions. Defending Group Card is controlled.</p> <p>Unsuccessful attack to neutralize, roll dices automatic failure Player's Attacking Group Power: 10 + 6 bonus Defending Uncontrolled Group Resistance: 5 Player's Dice Roll: 11 or 12</p>	Defending Group Card stays at its current location.	
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7. Money Transfer			
7.001	<p>Precondition: Test Case 1.900. Player has at least one available regular actions. Player has at least two Group Cards in his power structure that are adjacent.</p> <p>Group Card 1 Money: 10 Group Card 2 Money: 15 Player transfers 5 MB from Group Card 1 to Group Card 2 Group Card 1 Money: 5 Group Card 2 Money: 20 Player's regular action goes up by 1</p>	Successful transfer of MegaBucks between two adjacent cards of a Player.	

8. Group Transfer within Power Structure			
8.001	<p>Precondition: Test Case 1.900. Player has at least one available regular actions. Player has at least two Group Cards in his power structure.</p> <p>Group Card 1 Outgoing Arrow Up: Group Card 2 Group Card 1 Outgoing Arrow Down: Empty</p> <p>Player moves Group Card 2 Group Card 1 Outgoing Arrow Up: Empty Group Card 1 Outgoing Arrow Down: Group Card 2</p>	Successful transfer of Group Card within a Player's power structure.	

8.002	<p>Precondition: Test Case 1.900. Player has at least one available regular actions. Player has at least two Group Cards in his power structure.</p> <p>Group Card 1 Outgoing Arrow Up: Group Card 2</p> <p>Group Card 1 Outgoing Arrow Down: Empty</p> <p>Group Card 3 Outgoing Arrow Down: Group Card 4</p> <p>Player moves Group Card 2 to Group Card 3 Outgoing Arrow Down</p> <p>System outputs that the move was invalid</p> <p>Group Card 1 Outgoing Arrow Down: Group Card 2</p>	Unsuccessful transfer of Group Card within a Player's power structure.	
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9. Interfere an Attack			
9.001	<p>Precondition: Test Case 1.900. Attacker is in non-privilege attack phase against a defender. Player has at least 1 MB in his Illuminati Treasury.</p> <p>Attacker Group Card Power: 10</p> <p>Defender Group Card Power/Resistance: 8</p> <p>Player spends 2 MB to help Defender</p> <p>Defender Group Card Power/Resistance: $8 + 2 = 10$</p>	Player interfered an attack in progress.	
9.002	<p>Precondition: Test Case 1.900. Attacker is in privilege attack phase against a defender. Player has at least 1 MB in his Illuminati Treasury.</p> <p>Player tries to interfere an attack in progress.</p>	System prompts Player that he cannot interfere a privileged attack.	

10. Call Off an Attack			
10.001	<p>Precondition: Test Case 1.900. Player has at least one available regular actions.</p> <ol style="list-style-type: none"> 1. Player announces an attack 2. Player calls off an attack 	Player's attack is called off	

10.002	Precondition: Test Case 1.900. Player has at least one available regular actions. <ol style="list-style-type: none"> 1. Player announces an attack 2. Player puts money on his attacking Group Card 	Player's attack is committed.	
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11. Passing a Turn			
11.001	Precondition: Test Case 1.900. Player has at two available regular actions. <ol style="list-style-type: none"> 1. Player passes turn 2. Player gains 5 MB 	Turn goes to the next player.	

12. Dropping Groups			
12.001	Precondition: Test Case 1.900. Player can take free actions. Player has at least one non-Illuminati Group Cards in his power structure. Group Card 1 Outgoing Arrow Up: Group Card 2 Player drops Group Card 2 Group Card 1 Outgoing Arrow Up: Empty	Group Card 2 goes to Uncontrolled area.	

13. Aiding an Attack			
13.001	Precondition: Test Case 1.900. Player has at least one available regular actions. Player has committed to an attack. Player has at least two Group Cards that are adjacent to each other. Player has a Group Card with a transferrable Power greater than 0. Attacker Group Card 1 TransferrablePower = 2 Attacker Group Card 2 Power = 5 Player aids Group Card 2 Attacker Group Card 2 Power = 7	Power is transferred from an adjacent card to the attacking card.	

14. Giving away Special Cards			
14.001	<p>Precondition: Test Case 1.900. Player can take free actions. Player has at least one Special Card</p> <p>Player decides on which Special Card he would like to give away.</p> <p>Player selects the recipient of the Special Card.</p>	Player gives Special Card to another Player	

15. Trade Special Cards			
15.001	<p>Precondition: Test Case 1.900. Player can take free actions. Players have at least one Special Card</p> <p>Player 1 asks for a trade.</p> <p>Player 2 accepts a trade.</p> <p>Player 1 decides on which Special Card he would like to give away.</p> <p>Player 2 decides on which Special Card he would like to give away.</p> <p>Players trade Special Cards with each other</p>	Special Cards successfully traded between two players.	

16. Giving away Groups			
16.001	<p>Precondition: Test Case 1.900. Player can take free actions. Player has at least one non-Illuminati Group Card</p> <p>Player decides on which Group Card he would like to give away.</p> <p>Player selects the recipient of the Group Card</p> <p>Recipient receives Group Card, including its puppets</p>	Player gives Group Card to another Player	

17. Trade Groups			
17.001	<p>Precondition: Test Case 1.900. Player can take free actions. Players have at least one non-Illuminati Group Card</p> <p>Player 1 asks for a trade.</p> <p>Player 2 accepts a trade.</p> <p>Player 1 decides on which Group Card he would like to give away.</p> <p>Player 2 decides on which Group Card he would like to give away.</p>	Group Cards successfully traded between two players.	

	Players trade Group Cards with each other		
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18. Gift Money			
18.001	Precondition: Test Case 1.900. Player can take free actions. Player has at least one MegaBuck from his Illuminati Treasury Player decides how much MegaBucks he would like to give away by looking at his Illuminati Treasury Player selects the recipient of the MegaBucks Recipient's Illuminati receives MegaBucks	Player gives money from Illuminati to another Player's Illuminati.	

19. Use a Special Card of Assassination			
19.001	Precondition: Test Case 1.900. Dice Roll, Attack to Control, Destroy, Neutralize. Player 2 rolls dice value: 10 Player 1 plays Assassination Card Player 2 rolls dice value: 2	Change dice roll value to 2	
19.002	Precondition: Test Case 1.900, 27.001. Dice Roll, Attack to Control, Destroy, Neutralize. Player 2 rolls dice value: 10 Player 1 plays Assassination Card Player 2 plays Secret Man Was Not Meant To Know Card Player 2 rolls dice value: 10	Assassination Card has no effects on dice roll value.	

20. Use a Special Card of Bribery			
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20.001	Precondition: Test Case 1.900 Player has at least 1 available regular action. There is at least 1 Uncontrolled Group in the Uncontrolled Area. Player plays Bribery card Player controls Uncontrolled Group Card until the end of his turn.	Uncontrolled group is controlled by Player until the end of his turn.	
20.002	Precondition: Test Case 1.900, 27.001. Player has at least 1 available regular action. There is at least 1 Uncontrolled Group in the Uncontrolled Area. Player plays Bribery card Other Player plays Secret Man Was Not Meant To Know	Bribery Card has no effects	

21. Use a Special Card of Computer Espionage

21.001	Precondition: Test Case 1.900 Player can take any free action. Other player has Special Cards. Other player has money on his group Player plays Computer Espionage Player counts money on any one group.	Player counts money on any one group.	
21.002	Precondition: Test Case 1.900 Player can take any free action. Other player has Special Cards. Other player has money on his group Player plays Computer Espionage Player view all Special Cards of another Player.	Player view all Special Cards of another Player.	
21.003	Precondition: Test Case 1.900, 27.001. Player can take any free action. Other player has Special Cards. Other player has money on his group Player plays Computer Espionage Other Player plays Secret Man Was Not Meant To Know Player cannot count money on any one group.	Computer Espionage has no effects	
21.004	Precondition: Test Case 1.900, 27.001. Player can take any free action. Other player has Special Cards. Other player has money on his group Player plays Computer Espionage Other Player plays Secret Man Was Not Meant To Know Player cannot view all Special Cards of another Player.	Computer Espionage has no effects	

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22. Use a Special Card of Deep Agent			
22.001	Precondition: Test Case 1.900. A Player has attack privilege in effect. Player plays Deep Agent Card. Other Player's attack privilege is abolished.	Other Player's attack privilege is abolished.	
22.002	Precondition: Test Case 1.900, 27.001. A Player has attack privilege in effect. Player plays Deep Agent Card. Other Player's attack privilege is abolished. Other Player plays Secret Man Was Not Meant To Know Other Player's attack privilege is still in effect.	Other Player's attack privilege is still in effect.	

23. Use a Special Card of Interference			
23.001	Precondition: Test Case 1.900. A Player has attack privilege in effect. Player plays Interference Card Player can interfere with the privileged attack.	Player can interfere with the privileged attack.	
23.002	Precondition: Test Case 1.900, 27.001 Player 1 plays Interference Card Player 1 can interfere with the privileged attack. Player 2 plays Secret Man Was Not Meant To Know Card Player 1 cannot interfere with the privileged attack.	Player cannot interfere with the privileged attack.	

24. Use a Special Card of Market Manipulation			
24.001	Precondition: Test Case 1.900. Player is in Income Phase. Group Card 1 Income 5 Group Card 2 Income 10 Player plays Market Manipulation Group Card 1 Income $5 * 2 = 10$ Group Card 2 Income $10 * 2 = 20$	Double all of the Player's Group's incomes for one turn only.	
24.002	Precondition: Test Case 1.900, 27.001 Player is in Income Phase. Group Card 1 Income 5 Group Card 2 Income 10 Player 1 plays Market Manipulation Player 2 plays Secret Man Was Not Meant To Know Card Group Card 1 Income 5 Group Card 2 Income 10	Market Manipulation Card has no effects	
24.003	Precondition: Test Case 1.900. Player is in Income Phase. Player has IRS Group Card. IRS Group Card Income 5 Player plays Market Manipulation IRS Group Card 1 Income 5	IRS Group Card cannot collect income twice	
24.004	Precondition: Test Case 1.900. Player is in Income Phase. Player has Post Office Group Card. Post Office Group Card Income - 2 Player plays Market Manipulation Post Office Group Card Income - 2	Post Office Group Card is not required to pay twice.	

25. Use a Special Card of Media Campaign			
25.001	Precondition: Test Case 1.900. There is at least one Group Card in the dead pile. Player can take any free actions. Dead Pile: Group Card 1 Uncontrolled Area: Group Card 2, Group Card 3 Player plays Media Campaign Dead Pile: Empty Uncontrolled Area: Group Card 1, Group Card 2, Group Card 3	Revived Group Card from dead pile to uncontrolled area.	
25.002	Precondition: Test Case 1.900, 27.001 There is at least one Group Card in the dead pile. Player can take any free actions. Dead Pile: Group Card 1 Uncontrolled Area: Group Card 2, Group Card 3 Player 1 plays Media Campaign Player 2 plays Secret Man Was Not Meant To Know Card Dead Pile: Group Card 1 Uncontrolled Area: Group Card 2, Group Card 3	Media Campaign Card has no effects	

26. Use a Special Card of Murphy's Law			
26.001	Precondition: Test Case 1.900. Dice Roll, Attack to Control, Destroy, Neutralize. Player 2 rolls dice value: 4 Player 1 plays Murphy's Law Card Player 2 rolls dice value: 12	Change dice roll value to 12	
26.002	Precondition: Test Case 1.900, 27.001. Dice Roll, Attack to Control, Destroy, Neutralize. Player 2 rolls dice value: 4 Player 1 plays Murphy's Law Card Player 2 rolls dice value: 12 Player 1 plays Secret Man Was Not Meant To Know Card Player 2 rolls dice value: 4	Murphy's Law Card has no effects on dice roll value	

26.003	Precondition: Test Case 1.900, 19. Dice Roll, Attack to Control, Destroy, Neutralize. Player 2 rolls dice value: 4 Player 1 plays Murphy's Law Card Player 2 rolls dice value: 12 Player 3 plays Assassination Card Player 2 rolls dice value: 2	Change dice roll value to 2	
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27. Use a Special Card of Secrets Man Was Not Meant To Know			
27.001	Precondition: Test Case 1.900. Special Card besides Secret Man Was Not Meant To Know was played. Player 1 rolls dice value: 11 Player 2 plays Murphy's Law Card Player 1 plays Secret Man Was Not Meant To Know Card Player 1 rolls dice value: 11	The opposing Special Card is neutralized, therefore has no effect.	

28. Use a Special Card of Senate Investigating Committee			
28.001	Precondition: Test Case 1.900. It is the beginning of any other Player's turn. Player 2's turn starts. Player 1 plays Senate Investigating Committee Card Player 2's turn ends.	Other player's turn end.	
28.002	Precondition: Test Case 1.900 27.001. It is the beginning of any other Player's turn. Player 2's turn starts. Player 1 plays Senate Investigating Committee Card Player 2 plays Secret Man Was Not Meant To Know Card Player 2's turn continues.	Other player's turn continues.	

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29. Use a Special Card of Slush Fund			
29.001	Precondition: Test Case 1.900. Player can take any free actions. Player 1's Illuminati Treasury Money: 14 Player 1 plays Slush Fund Card Player 1's Illuminati Treasury Money: $14 + 15 = 29$	Player's Illuminati Treasury gains 15 MegaBucks.	
29.002	Precondition: Test Case 1.900 27.001. Player can take any free actions. Player 1's Illuminati Treasury Money: 14 Player 1 plays Slush Fund Card Player 2 plays Secret Man Was Not Meant To Know Card Player 1's Illuminati Treasury Money: 14	Player's Illuminati Treasury does not gain any MegaBucks.	

30. Use a Special Card of Swiss Bank Account			
30.001	Precondition: Test Case 1.900. Player can take any free actions. Player 1's Illuminati Treasury Money: 10 Player 1 plays Swiss Bank Account Card Player 1's Illuminati Treasury Money: $10 + 25 = 35$	Player's Illuminati Treasury gains 25 MegaBucks.	

30.002	<p>Precondition: Test Case 1.900 27.001. Player can take any free actions.</p> <p>Player 1's Illuminati Treasury Money: 10</p> <p>Player 1 plays Swiss Bank Account Card</p> <p>Player 2 plays Secret Man Was Not Meant To Know Card</p> <p>Player 1's Illuminati Treasury Money: 10</p>	Player's Illuminati Treasury does not gain any MegaBucks.	
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31. Use a Special Card of Whispering Campaign			
31.001	<p>Precondition: Test Case 1.900. Player has at least one available regular action. Other player has at least one Group Card with power 0 in his power structure. Uncontrolled area has at least one Group Card with power 0.</p> <p>Player 2 Group Card 1 Power: 0 Resistance 10</p> <p>Player 1 Group Card 1 Power:17</p> <p>Player 1 plays Whispering Campaign Card</p> <p>Player 1 Roll Die: 5</p> <p>Player 2 Group Card 1 is sent to the Dead Pile</p>	Powerless Group Card is sent to the Dead Pile.	
31.002	<p>Precondition: Test Case 1.900. Player has at least one available regular action. Other player has at least one Group Card with power 0 in his power structure. Uncontrolled area has at least one Group Card with power 0.</p> <p>Player 2 Group Card 1 Power: 0 Resistance 10</p> <p>Player 1 Group Card 1 Power:17</p> <p>Player 1 plays Whispering Campaign Card</p> <p>Player 1 Roll Die: 12</p> <p>Player 2 Group Card 1 is not sent to the Dead Pile</p>	Powerless Group Card is not sent to the Dead Pile.	

31.003	<p>Precondition: Test Case 1.900. 27.001. Player has at least one available regular action. Other player has at least one Group Card with power 0 in his power structure. Uncontrolled area has at least one Group Card with power 0.</p> <p>Player 2 Group Card 1 Power: 0 Resistance 10</p> <p>Player 1 Group Card 1 Power:17</p> <p>Player 1 plays Whispering Campaign Card</p> <p>Player 2 plays Secret Man Was Not Meant To Know Card</p> <p>Player 2 Group Card 1 is not sent to the Dead Pile</p>	Powerless Group Card is not sent to the Dead Pile.	
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32. Use a Special Card of White Collar Crime			
32.001	<p>Precondition: Test Case 1.900. Player can take free actions. Player has at least one non-Illuminati Group Card in his power structure.</p> <p>Player 1 Group Card 1 Money: 10</p> <p>Player 1 plays White Collar Crime Card</p> <p>Player 1 decides on Group Card 1 to get an extra 5 MB</p> <p>Player 1 Group Card 1 Money: $10 + 5 = 15$</p> <p>Test Case 32.002 if Player wants to transfer MB within his power structure.</p>	Player adds 5MB to a Group Card in his power structure.	
32.002	<p>Precondition: Test Case 1.900. Test Case 32.001 Player can take free actions. Player has at least one non-Illuminati Group Card in his power structure. Player has at least 1 MB in his power structure.</p> <p>Player 1 Group Card 1 Money: 5</p> <p>Player 1 Group Card 4 Money: 10</p> <p>Player 1 plays White Collar Crime Card for money transfer</p> <p>Player 1 decides on Group Card 4 to get 4 MB from Group Card 1</p> <p>Player 1 Group Card 1 Money: $5 - 4 = 1$</p> <p>Player 1 Group Card 4 Money: $10 + 4 = 14$</p>	Player transfer MegaBucks between Group Cards in his power structure.	

32.003	<p>Precondition: Test Case 1.900. 27.001 Player can take free actions. Player has at least one non-Illuminati Group Card in his power structure.</p> <p>Player 1 Group Card 1 Money: 10</p> <p>Player 1 plays White Collar Crime Card</p> <p>Player 2 plays Secret Man Was Not Meant To Know Card</p> <p>Player 1's White Collar Crime Card has no effects</p>	White Collar Crime Card has no effects	
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33. Discard a Special Card to Make Attack Privilege			
33.001	<p>Precondition: Test Case 1.900. 4, 5, and 6. Player has at least one regular action. Player has at least one Special Card. Player wants to commit to an attack.</p> <p>Player 1 announces attack</p> <p>Player 1 discards one Special Card</p> <p>Player 1's attack is now privileged</p>	Player's attack is privileged	
33.101	<p>Precondition: Test Case 1.900. 4, 5, 6, and 22. Player has at least one regular action. Player has at least one Special Card. Player wants to commit to an attack.</p> <p>Player 1 announces attack</p> <p>Player 1 discards one Special Card</p> <p>Player 1's attack is now privileged</p> <p>Player 2 plays Deep Agent Card</p> <p>Player 1's attack is not privileged anymore.</p>	Player's privileged attack is abolished.	
33.102	<p>Precondition: Test Case 1.900. 4, 5, 6, 22, and 27.001 Player has at least one regular action. Player has at least one Special Card. Player wants to commit to an attack.</p> <p>Player 1 announces attack</p> <p>Player 1 discards one Special Card</p> <p>Player 1's attack is now privileged</p> <p>Player 2 plays Deep Agent Card</p> <p>Player 1's attack is not privileged anymore.</p> <p>Player 1 plays Secret Man Was Not Meant To Know Card</p> <p>Player 1's attack is now privileged</p>	Player's attack is privileged	

33.201	<p>Precondition: Test Case 1.900. 4, 5, 6, 22, and 34. Player has at least one regular action. Player has at least one Special Card. Another player has at least two Special Cards. Player wants to commit to an attack.</p> <p>Player 1 announces attack Player 1 discards one Special Card Player 1's attack is now privileged Player 2 discards two Special Cards Player 1's attack is not privileged anymore.</p>	Player's privileged attack is abolished.	
33.202	<p>Precondition: Test Case 1.900. 4, 5, 6, 22, 27.001, and 34. Player has at least one regular action. Player has at least one Special Card. Another player has at least two Special Cards. Player wants to commit to an attack.</p> <p>Player 1 announces attack Player 1 discards one Special Card Player 1's attack is now privileged Player 2 discards two Special Cards Player 1's attack is not privileged anymore. Player 1 plays Secret Man Was Not Meant To Know Card Player 1's attack is now privileged by cancelling one of Player's 2 Special Card Player 1's attack is now privileged</p>	Player's attack is privileged	
33.203	<p>Precondition: Test Case 1.900. 4, 5, 6, 22, 27.001, and 34. Player has at least one regular action. Player has at least one Special Card. Another player has at least three Special Cards. Player wants to commit to an attack.</p> <p>Player 1 announces attack Player 1 discards one Special Card Player 1's attack is now privileged Player 2 discards two Special Cards</p>	Player's privileged attack is abolished.	

	<p>Player 1's attack is not privileged anymore.</p> <p>Player 1 plays Secret Man Was Not Meant To Know Card</p> <p>Player 1's attack is now privileged by cancelling one of Player's 2 Special Card</p> <p>Player 1's attack is now privileged</p> <p>Player 2 discards one Special Card</p> <p>Player 1's attack is not privileged anymore.</p>		
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34. Discard two Special Cards to Abolish Someone Else's Attack Privilege			
34.001	<p>Precondition: Test Case 1.900. 4, 5, 6, 22. Another player has an attack that is privileged. Player has at least one regular action. Player has at least two Special Cards.</p> <p>Player 2's attack is privileged</p> <p>Player 1 discards two Special Cards</p> <p>Player 2's attack is not privileged anymore.</p>	Player's privileged attack is abolished.	
34.002	<p>Precondition: Test Case 1.900. 4, 5, 6, 22, and 27.001. Another player has an attack that is privileged. Player has at least one regular action. Player has at least two Special Cards.</p> <p>Player 2's attack is privileged</p> <p>Player 1 discards two Special Cards</p> <p>Player 2's attack is not privileged anymore.</p> <p>Player 2 plays Secret Man Was Not Meant To Know Card</p> <p>Player 2's attack is privileged</p>	Player's attack is privileged	
34.003	<p>Precondition: Test Case 1.900. 4, 5, 6, 22, and 27.001. Another player has an attack that is privileged. Player has at least one regular action. Player has at least three Special Cards.</p> <p>Player 2's attack is privileged</p> <p>Player 1 discards two Special Cards</p> <p>Player 2's attack is not privileged anymore.</p> <p>Player 2 plays Secret Man Was Not Meant To Know Card</p> <p>Player 2's attack is privileged</p>	Player's privileged attack is abolished.	

	Player 1 discards one Special Card Player 2's attack is not privileged anymore.		
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35. Meets Basic Goal			
35.001	Precondition: Test Case 1.900. It is the end of a player's turn. All active players have power structures with controlled groups, including their Illuminati's. Total Players: 2 Player 1's controlled Groups: 13 Player 1 wins	System congratulates Player for winning the game.	
35.002	Precondition: Test Case 1.900. It is the end of a player's turn. All active players have power structures with controlled groups, including their Illuminati's. Total Players: 4 Player 1's controlled Groups: 12 Player 1 wins	System congratulates Player for winning the game.	
35.003	Precondition: Test Case 1.900. It is the end of a player's turn. All active players have power structures with controlled groups, including their Illuminati's. Total Players: 8 Player 1's controlled Groups: 8 Player 1 wins	System congratulates Player for winning the game.	
35.004	Precondition: Test Case 1.900. It is the end of a player's turn. All active players have power structures with controlled groups, including their Illuminati's. Total Players: 8 Player 1's controlled Groups: 8 Player 2's controlled Groups: 8 Player 1 & Player 2 win	System congratulates the Players for winning the game.	

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36. Meets Special Goal of The Bavarian Illuminati			
36.001	<p>Precondition: Test Case 1.900. Any players' turn. Player controls Group Cards.</p> <p>Player Group Card 1 Power: 10</p> <p>Player Group Card 2 Power: 20</p> <p>Player Group Card 3 Power: 5</p> <p>Player Group Card Total Power = $10 + 20 + 5 = 35$</p> <p>Player wins</p>	Player wins by meeting Bavarian Illuminati Special Goal	

37. Meets Special Goal of The Bermuda Triangle			
37.001	<p>Precondition: Test Case 1.900. End of player's turn. Player controls Group Cards</p> <p>Player Group Card 1: Semiconscious Liberation Army Alignments: Criminal, Violent, Liberal, Weird, Communist</p> <p>Player Group Card 2: Texas Alignments: Violent, Government, Conservative</p> <p>Player Group Card 3: TV Preachers Alignments: Straight, Fanatic</p> <p>Player Group Card 4: Fnord Motor Company Alignments: Peaceful</p> <p>Player Group Card 5: Libertarians Alignments: Fanatic</p> <p>Player has ten different alignments.</p>	Player wins by meeting Bermuda Triangle Special Goal	

38. Meets Special Goal of The Discordian Society			
38.001	<p>Precondition: Test Case 1.900. Must be player's turn. Player controls Group Cards</p> <p>Player Group Card 1: Semiconscious Liberation Army Alignments: Criminal, Violent, Liberal, Weird, Communist</p> <p>Player Group Card 2: Comic Books Alignments: Weird</p> <p>Player Group Card 3: Eco-Guerilla Alignments: Weird</p> <p>Player Group Card 4: Cycle Gants Alignments: Weird</p> <p>Player Group Card 5: L-4 Society: Weird</p> <p>Player has 5 Weird Group Cards</p>	Player wins by meeting Discordian Society Special Goal	

39. Meets Special Goal of The Gnomes of Zurich			
39.001	<p>Precondition: Test Case 1.900. Must be players' turn. Player controls Group Cards.</p> <p>Player Group Card 1 Money: 100</p> <p>Player Group Card 2 Money: 25</p> <p>Player Group Card 3 Money 25</p> <p>Player Group Card Total Money = $100 + 25 + 25 = 150$</p> <p>Player has total of 150 MegaBucks</p>	Player wins by meeting Gnomes of Zurich Special Goal	

40. Meets Special Goal of The Network			
40.001	<p>Precondition: Test Case 1.900. Must be players' turn. Player controls Group Cards.</p> <p>Player Group Card 1 Transferable Power: 7</p> <p>Player Group Card 2 Transferable Power: 10</p> <p>Player Group Card 3 Transferable Power 8</p> <p>Player Group Card Total Transferable Power = $7 + 10 + 8 = 25$</p>	Player wins by meeting The Network Special Goal	

	Player has total of 25 Transferable Power		
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41. Meets Special Goal of The Servants of Cthulhu			
41.001	Precondition: Test Case 1.900. Must be players' turn. Player has destroyed counts. Player 1 Groups Destroyed: 7 Player 1 Successfully Attacked to Destroy a Group Card Player 1 Groups Destroyed: 8 Player 1 has a destroyed Group Count of 8	Player wins by meeting The Servants of Cthulhu Special Goal	

42. Meets Special Goal of The Society of Assassins			
42.001	Precondition: Test Case 1.900. Must be players' turn. Player controls Group Cards. Player Group Card 1: Semiconscious Liberation Army Alignments: Criminal, Violent, Liberal, Weird, Communist Player Group Card 2: American Autoduel Association Alignments: Violent, Weird Player Group Card 3: C.I.A. Alignments: Government, Violent Player Group Card 4: Cycle Gants Alignments: Violent, Weird Player Group Card 5: KGB Alignments: Communist, Violent Player Group Card 6: Loan Sharks Alignments; Criminal, Violent Player has 6 Violent Group Cards	Player wins by meeting The Society of Assassins Special Goal	

43. Meets Special Goal of The UFOs			
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43.001	Precondition: Test Cases 1.102a, 1.900, 36, 37, 38, 39, 40, 41, and 42. Player must satisfy goal they set for themselves. Player set Special Goal of The Servants of Cthulhu Player 1 Groups Destroyed: 7 Player 1 Successfully Attacked to Destroy a Group Card Player 1 Groups Destroyed: 8 Player 1 has a destroyed Group Count of 8	Player wins by meeting The UFOs Special Goal	
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44. Use a Special Ability of The Bavarian Illuminati			
44.001	Precondition: Test Cases 1.900, 4, 5, and 6. Must be Player's turn. Player must have at least one regular action available. Player must have at least 5 MegaBucks. Player 1 Group Card 1 attacking Player 2 Group Card 1. Player 1 Group Card 3 Money: 5 MB Player 1 spends 5 MB from his Group Card 3 Player 1 Group Card 3 Money: 0 MB Player 1's attack is now privileged.	Player's attack becomes privileged at the cost of 5 MB.	

45. Use a Special Ability of The Bermuda Triangle			
45.001	Precondition: Test Cases 1.900, and 8. Must be end of Player's turn. Player must have at least one non-Illuminati Group Card Group Card 1 Up Outgoing Arrow: Group Card 2 Group Card 3 Down Outgoing Arrow: Group Card 4 Player moves Group Card 4 to Group 1 East Outgoing Arrow Group Card 1 East Outgoing Arrow: Group Card 4 Group Card 3 Down Outgoing Arrow: Empty Player moves Group Card 2 to Group 3 Down Outgoing Arrow Group Card 3 Down Outgoing Arrow: Group Card 2 Player regular actions count remains unchanged.	Player can reorganize his power structure as many times as he wants.	

46. Use a Special Ability of The Discordian Society			
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46.001	<p>Precondition: Test Cases 1.900, 4, 5, and 6. Must be Player's turn. Player must be attacking to control Weird Groups. Player 1 Group Card 1 Power: 10 Player 1 Group Card 1 Attacking Group Card with Weird Group. Player 1 Group Card 1 Power: $10 + 4 = 14$</p>	Group Card gets +4 bonus power for attacking to control Weird Groups	
46.002	<p>Precondition: Test Cases 1.900, 4, 5, and 6. At any point while the game is in session. Other Player has Straight and Government Group Cards. Player 1 Group Card 1 Alignments: Weird Player 2 Group Card 1 Alignments: Government Player 2 Group Card 1 declares attack on Player 1 Group Card 1 System does not allow Player 2 Group Card 1 to attack Player 1 Group Card 1. Player 2 Group Card 2 Alignments: Liberal Player 2 Group Card 2 declares attack on Player 1 Group Card 1 Player 2 Group Card 2's attack is in progress.</p>	Prevents Straight and Government Group Cards from attacking any Group Card in defending power structure.	

47. Use a Special Ability of The Gnomes of Zurich			
47.001	<p>Precondition: Test Cases 1.900, and 7. Must be end of Player's turn.</p> <p>Player must have at least one non-Illuminati Group Card</p> <p>Group Card 1 Money: 10 MB</p> <p>Group Card 2 Money: 5 MB</p> <p>Group Card 3 Money: 20 MB</p> <p>Player moves 10 MB from Group Card 1 to Group Card 2</p> <p>Group Card 1 Money: 0 MB</p> <p>Group Card 2 Money: 15 MB</p> <p>Group Card 3 Money: 20 MB</p> <p>Player moves 14 MB from Group Card 3 to Group Card 1</p> <p>Group Card 1 Money: 14 MB</p> <p>Group Card 2 Money: 15 MB</p> <p>Group Card 3 Money: 6 MB</p> <p>Player regular actions count remains unchanged.</p>	Player can rearrange money within his power structure as many times as he wants.	

48. Use a Special Ability of The Network			
48.001	<p>Precondition: Test Cases 1.900. Must be start of Player's turn.</p> <p>Player draws 1st time:</p> <p>Group Card 1 was drawn</p> <p>Player draws 2nd time:</p> <p>Group Card 2 was drawn</p> <p>Player's turn continues.</p>	Player draws two cards instead of one at the beginning of his turn.	
48.002	<p>Precondition: Test Cases 1.900. Must be start of Player's turn.</p> <p>Player draws 1st time:</p> <p>Group Card 1 was drawn</p> <p>Group Cards 1 goes to Uncontrolled Group Area on his second draw.</p> <p>Player draws 2nd time:</p> <p>Special Card was drawn</p> <p>Player keeps Special Card on his second draw.</p> <p>Player's turn continues.</p>	One Group Card goes to Uncontrolled Group Area on his first draw. Player keeps one Special Card on his second draw.	

48.003	Precondition: Test Cases 1.900. Must be start of Player's turn. Player draws 1 st time: Special Card was drawn Player keeps Special Card on his first draw. Player draws 2 nd time: Special Card was drawn Player keeps Special Card on his second draw. Player's turn continues.	Player keeps two Special Cards after his second draw.	
48.004	Precondition: Test Case 1.900. Must be start of Player's turn. Player draws 1 st time: Group Card 1 was drawn Player draws 2 nd time: Group Card 2 was drawn Group Cards 1 and 2 goes to Uncontrolled Group Area on his second draw. Player's turn continues.	Two Group Cards go to Uncontrolled Group Area on his second draw.	

49. Use a Special Ability of The Servants of Cthulhu

49.001	Precondition: Test Cases 1.009, and 5. Must be Player's turn. Player must have at least one available regular action. Player must be attacking to destroy. Player 1 Group Card 1 Power: 10 Player 2 Group Card 1 Power: 8 Player 1 Group Card 1 Attacking to Destroy Player 2 Group Card 1 Player 1 Group Card 1 Power: $10 + 2 = 12$ Player 1 receives +2 attack power boost	Player receives +2 attack power boost during an Attack to Destroy attempt.	
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50. Use a Special Ability of The Society of Assassins

.001	Precondition: Test Cases 1.009, and 6. Must be Player's turn. Player must have at least one available regular action. Player must be attacking to neutralize Player 1 Group Card 1 Power: 10 Player 2 Group Card 1 Resistance: 8	Player receives +4 attack power boost during an Attack to Neutralize attempt.	
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	Player 1 Group Card 1 Attacking to Neutralize Player 2 Group Card 1 Player 1 Group Card 1 Power: $10 + 4 = 14$ Player 1 receives +4 attack power boost		
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51. Use a Special Ability of The UFOs			
51.001	Precondition: Test Cases 1.009, 2, 4, 5, 6, and 13. Must be Player's turn. Player must have two available regular action. Player must be attacking. Player 1 Group Card 1 Power: 10 Player 2 Group Card 1 Power: 3 Player 2 Group Card 1 Power: 2 Player 1 Group Card 1 Attacking to Destroy Player 2 Group Card 1 Player 1 Dice Roll: 10 Player 2 Group Card 1 goes to Dead Pile Player 1 Group Card 1 Attacking to Destroy Player 2 Group Card 2 Player 1 Dice Roll: 9 Player 2 Group Card 2 goes to Dead Pile	Player can attack twice per turn.	
51.002	Precondition: Test Cases 1.009, 2, 4, 5, 6, and 13. Must be Player's turn. Player must have at least available regular action. Player must be attacking or aiding. Player 1 Group Card 1 Power: 10 Player 1 Group Card 2 Transferable Power: 7 Player 2 Group Card 1 Power: 3 Player 2 Group Card 1 Power: 2 Player 1 Group Card 1 Attacking to Destroy Player 2 Group Card 1 Player 1 Group Card 2 Aids Player 1 Group Card 1 Player 1 Group Card 1 Power: $10 + 7 = 17$ Player 1 Dice Roll: 10 Player 2 Group Card 1 goes to Dead Pile Player 1 Group Card 1 Attacking to Destroy Player 2 Group Card 2 Player 1 Dice Roll: 9	Player can aid twice per turn.	

	Player 1 Group Card 2 Aids Player 1 Group Card 1 Player 1 Group Card 1 Power: $10 + 7 = 17$ Player 2 Group Card 2 goes to Dead Pile		
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52. Leave the Game While After Winner is Declared			
52.001	Precondition: Test Cases 1.009, 35, 36, 37, 38, 39, 40, 41, 42, and 43. Winner has been declared. System outputs winner. Player presses Quit Game button. System closes.	Player leaves game after the winner has been declared.	

53. Leave the Game While the Game is Still in Session			
53.001	Precondition: Test Case 1.009. Player has a power structure. Uncontrolled Area: <ul style="list-style-type: none"> - Group Card KKK Money: 0 - Group Card KGB Money: 0 Player 1's Power Structure: <ul style="list-style-type: none"> - Player 1 Group Card C.I.A. Money: 10 - Player 1 Group Card I.R.S. Money: 20 Player 1 Drops out Player 1 Group Card C.I.A. goes to Uncontrolled Area Player 1 Group Card I.R.S. goes to Uncontrolled Area Player 1's Illuminati is taken out of the game. Uncontrolled Area: <ul style="list-style-type: none"> - Group Card C.I.A. Money: 0 - Group Card I.R.S. Money: 0 - Group Card KKK Money: 0 - Group Card KGB Money: 0 	Player's Illuminati is taken out of the game. Player's power structure goes to the Uncontrolled Area without any MegaBucks.	

III. Testing Deliverables

Testing Deliverables will include the Test Log and Test Summary Report.

IV. Environmental Requirements

To perform these tests, we will need a computer installed with Windows 7 or later. The computer must have the Java SE Runtime Environment 8 installed. The level of security will be very low due to the nature of our game application. The test tool we will use is called FEST, which we can use to test the SWING Graphical User Interface.

V. Staffing

<i>Resource</i>	<i>Role</i>	<i>Responsibility</i>
<i>Patrick Ly</i>	<i>Test Designer</i>	<ul style="list-style-type: none">• <i>Documents test plan.</i>• <i>Identifies, documents and prioritizes test cases.</i>• <i>Evaluates effectiveness of test effort.</i>
<i>Luke Wang, Patrick Ly, Zubeir Said</i>	<i>Tester</i>	<ul style="list-style-type: none">• <i>Executes test cases, logs defects, and documents test results.</i>

VI. Schedule

Testing will be performed from April 15th 2017 until May 15th 2017.

VII. Risks and Contingencies

Testers may have issues with the Java compiling and executing the game, especially for rendering the card images. If the main program cannot find the card images, then Java will throw various exceptions. To mitigate this, the images should be stored in a separate package with relative path accessing across all testing systems.

IV. Document Revision History:

Version	1.1
Name(s)	Patrick Ly
Date	May 10, 2017
Change Description	Change Unity Game Engine to a Java AWT Swing Game

Version	1.0
Name(s)	Patrick Ly
Date	April 15, 2017
Change Description	Initial Document