Illuminati Test Plan

CECS 343 MW Group H

**Version 1.1 Project Team:**

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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.

# 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.

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| 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? 2. System outputs 7 Illuminati’s Special Goal choices besides the UFO. 3. Player selects 1 Illuminati Special Goal choice. 4. System saves Player’s Special Goal choice for throughout the course of the game. | Player selects his Special Goal for his UFO Illuminati. |  |
| 1.103 | Precondition: Test Case 1.101   1. 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   1. Decide on who goes first via dice rolls 2. Every player rolls dices 3. 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   1. Setup mode is done. | Game is in play mode. |  |

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| **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.   1. Player draws Special Card | Player keeps Special Card |  |
| 3.002 | Precondition: Test Case 1.900. Player is in the drawing phase.   1. Player draws Group Card | Group Card goes to Uncontrolled Area |  |

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| **4. Attack to Control** | | | |
| 4.001 | Precondition: Test Case 1.900. Player has at least one available regular actions.  Successful attack to control  Player’s Attacking Group Power: 10  Defending Uncontrolled Group Resistance: 5  Player’s Dice Roll: 6 | Player assigns Defending Group Card as a puppet to one of his Group Cards. |  |
| 4.002 | Precondition: Test Case 1.900. Player has at least one available regular actions.  Unsuccessful attack to control  Player’s Attacking Group Power: 10  Defending Uncontrolled Group Resistance: 5  Player’s Dice Roll: 3 | Defending Group Card stays at its current location. |  |
| 4.003 | Precondition: Test Case 1.900. Player has at least one available regular actions.  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 | Defending Group Card stays at its current location. |  |

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| **5. Attack to Destroy** | | | |
| 5.001 | Precondition: Test Case 1.900. Player has at least one available regular actions.  Successful attack to destroy  Player’s Attacking Group Power: 10 + 6 bonus  Defending Uncontrolled Group Power: 5  Player’s Dice Roll: 6 | Defending Group Card goes to the Dead Pile. |  |
| 5.002 | Precondition: Test Case 1.900. Player has at least one available regular actions.  Unsuccessful attack to destroy  Player’s Attacking Group Power: 10  Defending Uncontrolled Group Power: 15  Player’s Dice Roll: 3 | Defending Group Card does not go to the Dead Pile. |  |
| 5.003 | Precondition: Test Case 1.900. Player has at least one available regular actions.  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 | Defending Group Card does not go to the Dead Pile. |  |

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| **6. Attack to Neutralize** | | | |
| 6.001 | Precondition: Test Case 1.900. Player has at least one available regular actions. Defending Group Card is controlled.  Successful attack to neutralize  Player’s Attacking Group Power: 10 + 6 bonus  Defending Uncontrolled Group Resistance: 5  Player’s Dice Roll: 6 | Defending Group Card goes to the Uncontrolled Area |  |
| 6.002 | Precondition: Test Case 1.900. Player has at least one available regular actions. Defending Group Card is controlled.  Unsuccessful attack to neutralize  Player’s Attacking Group Power: 10 + 6 bonus  Defending Uncontrolled Group Resistance: 15  Player’s Dice Roll: 3 | Defending Group Card stays at its current location. |  |
| 6.003 | Precondition: Test Case 1.900. Player has at least one available regular actions. Defending Group Card is controlled.  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 | Defending Group Card stays at its current location. |  |

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| **7. Money Transfer** | | | |
| 7.001 | 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.  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 | Successful transfer of MegaBucks between two adjacent cards of a Player. |  |

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| **8. Group Transfer within Power Structure** | | | |
| 8.001 | Precondition: Test Case 1.900. Player has at least one available regular actions. Player has at least two Group Cards in his power structure.  Group Card 1 Outgoing Arrow Up: Group Card 2  Group Card 1 Outgoing Arrow Down: Empty  Player moves Group Card 2  Group Card 1 Outgoing Arrow Up: Empty  Group Card 1 Outgoing Arrow Down: Group Card 2 | Successful transfer of Group Card within a Player’s power structure. |  |
| 8.002 | Precondition: Test Case 1.900. Player has at least one available regular actions. Player has at least two Group Cards in his power structure.  Group Card 1 Outgoing Arrow Up: Group Card 2  Group Card 1 Outgoing Arrow Down: Empty  Group Card 3 Outgoing Arrow Down: Group Card 4  Player moves Group Card 2 to Group Card 3 Outgoing Arrow Down  System outputs that the move was invalid  Group Card 1 Outgoing Arrow Down: Group Card 2 | Unsuccessful transfer of Group Card within a Player’s power structure. |  |

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| **9. Interfere an Attack** | | | |
| 9.001 | 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.  Attacker Group Card Power: 10  Defender Group Card Power/Resistance: 8  Player spends 2 MB to help Defender  Defender Group Card Power/Resistance: 8 + 2 = 10 | Player interfered an attack in progress. |  |
| 9.002 | Precondition: Test Case 1.900. Attacker is in privilege attack phase against a defender. Player has at least 1 MB in his Illuminati Treasury.  Player tries to interfere an attack in progress. | System prompts Player that he cannot interfere a privileged attack. |  |

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| **10. Call Off an Attack** | | | |
| 10.001 | Precondition: Test Case 1.900. Player has at least one available regular actions.   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.   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.   1. Player passes turn 2. Player gains 5 MB | Turn goes to the next player. |  |

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| **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. |  |

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| **13. Aiding an Attack** | | | |
| 13.001 | Precondition: Test Case 1.900. Player has at least one available regular actions. Player has commited 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. |  |

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

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

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

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

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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. |  |

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| **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. |  |

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| **20. Use a Special Card of Bribery** | | | |
| 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 |  |

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| **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. |  |

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| **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. |  |

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| **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. |  |

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| **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 |  |

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| **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. |  |

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| **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. |  |

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| **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 | Precondition: Test Case 1.900 27.001. Player can take any free actions.  Player 1’s Illuminati Treasury Money: 10  Player 1 plays Swiss Bank Account Card  Player 2 plays Secret Man Was Not Meant To Know Card  Player 1’s Illuminati Treasury Money: 10 | Player’s Illuminati Treasury does not gain any MegaBucks. |  |

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| **31. Use a Special Card of Whispering Campaign** | | | |
| 31.001 | 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.  Player 2 Group Card 1 Power: 0 Resistance 10  Player 1 Group Card 1 Power:17  Player 1 plays Whispering Campaign Card  Player 1 Roll Die: 5  Player 2 Group Card 1 is sent to the Dead Pile | Powerless Group Card is sent to the Dead Pile. |  |
| 31.002 | 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.  Player 2 Group Card 1 Power: 0 Resistance 10  Player 1 Group Card 1 Power:17  Player 1 plays Whispering Campaign Card  Player 1 Roll Die: 12  Player 2 Group Card 1 is not sent to the Dead Pile | Powerless Group Card is not sent to the Dead Pile. |  |
| 31.003 | 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.  Player 2 Group Card 1 Power: 0 Resistance 10  Player 1 Group Card 1 Power:17  Player 1 plays Whispering Campaign Card  Player 2 plays Secret Man Was Not Meant To Know Card  Player 2 Group Card 1 is not sent to the Dead Pile | 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 | Precondition: Test Case 1.900. Player can take free actions. Player has at least one non-Illuminati Group Card in his power structure.  Player 1 Group Card 1 Money: 10  Player 1 plays White Collar Crime Card  Player 1 decides on Group Card 1 to get an extra 5 MB  Player 1 Group Card 1 Money: 10 + 5 = 15  Test Case 32.002 if Player wants to transfer MB within his power structure. | Player adds 5MB to a Group Card in his power structure. |  |
| 32.002 | 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.  Player 1 Group Card 1 Money: 5  Player 1 Group Card 4 Money: 10  Player 1 plays White Collar Crime Card for money transfer  Player 1 decides on Group Card 4 to get 4 MB from Group Card 1  Player 1 Group Card 1 Money: 5 – 4 = 1  Player 1 Group Card 4 Money: 10 + 4 = 14 | Player transfer MegaBucks between Group Cards in his power structure. |  |
| 32.003 | 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.  Player 1 Group Card 1 Money: 10  Player 1 plays White Collar Crime Card  Player 2 plays Secret Man Was Not Meant To Know Card  Player 1’s White Collar Crime Card has no effects | White Collar Crime Card has no effects |  |

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| **33. Discard a Special Card to Make Attack Privilege** | | | |
| 33.001 | 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.  Player 1 announces attack  Player 1 discards one Special Card  Player 1’s attack is now privileged | Player’s attack is privileged |  |
| 33.101 | 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.  Player 1 announces attack  Player 1 discards one Special Card  Player 1’s attack is now privileged  Player 2 plays Deep Agent Card  Player 1’s attack is not privileged anymore. | Player’s privileged attack is abolished. |  |
| 33.102 | 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.  Player 1 announces attack  Player 1 discards one Special Card  Player 1’s attack is now privileged  Player 2 plays Deep Agent Card  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 | Player’s attack is privileged |  |
| 33.201 | 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.  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’s privileged attack is abolished. |  |
| 33.202 | 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.  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 | Player’s attack is privileged |  |
| 33.203 | 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.  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  Player 2 discards one Special Card  Player 1’s attack is not privileged anymore. | Player’s privileged attack is abolished. |  |

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| **34. Discard two Special Cards to Abolish Someone Else’s Attack Privilege** | | | |
| 34.001 | 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.  Player 2’s attack is privileged  Player 1 discards two Special Cards  Player 2’s attack is not privileged anymore. | Player’s privileged attack is abolished. |  |
| 34.002 | 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.  Player 2’s attack is privileged  Player 1 discards two Special Cards  Player 2’s attack is not privileged anymore.  Player 2 plays Secret Man Was Not Meant To Know Card  Player 2’s attack is privileged | Player’s attack is privileged |  |
| 34.003 | 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.  Player 2’s attack is privileged  Player 1 discards two Special Cards  Player 2’s attack is not privileged anymore.  Player 2 plays Secret Man Was Not Meant To Know Card  Player 2’s attack is privileged  Player 1 discards one Special Card  Player 2’s attack is not privileged anymore. | Player’s privileged attack is abolished. |  |

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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 | Precondition: Test Case 1.900. Any players’ turn. Player controls Group Cards.  Player Group Card 1 Power: 10  Player Group Card 2 Power: 20  Player Group Card 3 Power: 5  Player Group Card Total Power = 10 + 20 + 5 = 35  Player wins | Player wins by meeting Bavarian Illuminati Special Goal |  |

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

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

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

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| **40. Meets Special Goal of The Network** | | | |
| 40.001 | Precondition: Test Case 1.900. Must be players’ turn. Player controls Group Cards.  Player Group Card 1 Transferable Power: 7  Player Group Card 2 Transferable Power: 10  Player Group Card 3 Transferable Power 8  Player Group Card Total Transferable Power = 7 + 10 + 8 = 25  Player has total of 25 Transferable Power | Player wins by meeting The Network Special Goal |  |

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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 |  |

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| **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 |  |

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| **43. Meets Special Goal of The UFOs** | | | |
| 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. |  |

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| **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. |  |

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| **46. Use a Special Ability of The Discordian Society** | | | |
| 46.001 | 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 | Group Card gets +4 bonus power for attacking to control Weird Groups |  |
| 46.002 | 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. | Prevents Straight and Government Group Cards from attacking any Group Card in defending power structure. |  |

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

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

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| **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 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 | Player receives +4 attack power boost during an Attack to Neutralize attempt. |  |

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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 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 | Player can aid twice per turn. |  |

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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. |  |

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| **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:   * Group Card KKK Money: 0 * Group Card KGB Money: 0   Player 1’s Power Structure:   * 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:   * 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 Jave 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**

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| ***Resource*** | ***Role*** | ***Responsibility*** |
| *Patrick Ly* | *Test Designer* | * *Documents test plan.* * *Identifies, documents and prioritizes test cases.* * *Evaluates effectiveness of test effort.* |
| *Luke Wang,*  *Patrick Ly,*  *Zubeir Said* | *Tester* | * *Executes test cases, logs defects, and documents test results.* |

**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:**

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

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