# PlayPanel test cases

* **Default Play**:
  1. Run the game, and by default you get the characters “**Batman**” and “**Superman**” selected.
  2. Click “**Create**” and the Match starts.
  3. By default 2nd weapon (here it is “**Batarang**” for **Batman** and “**Flying Punch**” for **Superman**) and 2nd shield (here it is “**Torso**” for both) is selected for both characters.
  4. If you press **Attack** button, it won’t do anything because the attack will be successfully blocked.
  5. Next, if you choose different weapons and different shield, **Normal Game Play** resumes.
  6. If you select a tournament of 4 characters and did not select any character other than the default selected character or you deselected all of them, you will get a tournament of “(**Batman**, **Superman**) and (**Wonder Woman**, **Flash**)”.
  7. Then Steps 2-5 repeats only with the difference that next matches will execute with different characters (here the next match is between “**Batman** and **Batman**”) differing only in the default weapon name (but it will be the 2nd weapon).
  8. If you select a tournament of 8 characters and did not select any character other than the default selected character or you deselected all of them, you will get a tournament of “(**Batman**, **Superman**) and (**Wonder Woman**, **Flash**) and (**Green Lantern**, **Aqua man**) and (**Cyborg**, **Hawk man**)”.
  9. Then Steps 2-5 repeats only with the difference that next matches will execute with different characters (here the next match is between “**Wonder Woman** and **Flash**”, “**Green Lantern** and **Aqua man**”, “**Cyborg** and **Hawk man**” respectively) differing only in the default weapon name (but it will be the 2nd weapon).
  10. If you choose less number of characters from the check boxes than the number specified by you in the drop down box, by default the tournament of specified number of characters will begin with the missing characters added from the ones that are not selected in order from left to right and top to bottom. Then **Normal Game Play** resumes.
* **Trying More Players**:
  1. Run game, and select either 2 or 4 characters from the drop down menu.
  2. If you choose 2, then all characters check boxes after checking two character check boxes disappear. So you are forced to play with only two characters (Normal or default game play).
  3. If you choose 4, then all characters check boxes after checking four character check boxes disappear. So you are forced to play with only four characters (Normal or default game play).
* **Normal Game Play:**
  1. Run the game, and select the number of characters (2, 4 or 8) from the drop down menu.
  2. If you select 2, you will have one match and one **Champion**.
  3. If you select 4, you will have two matches and two **Finalist** in the first round, then it will be same as a tournament for 2 characters.
  4. If you select 8, you will have four matches and four **Semifinalists** in the first round, then it will be same as a tournament for 4 characters.
  5. Select the characters by checking the check boxes in front on the character name.
  6. Click “**Create**” game.
  7. Successful attack:
     1. With any character; **Weapon1** targets **Head**, **Weapon2** targets **Torso,** and **Weapon3** targets **Legs.**
     2. Any weapon’s target area if not shielded by the opponent, is a successful attack. And the health reduces by the amount of the respective weapon attack power.
     3. Successful attack on both side: If both players shield an area that is not the attack area of the opponent’s weapon, then both get a successful attack. (E.g.: Player1 selects **Weapon1** and shields **Head**. Player2 selects **Weapon2** and shields **Legs**. So Player1’s health reduces by **8** and Player2’s health reduces by **10**). This happens every time the weapon’s attack area and opponent’s shield area don’t match.
     4. Successful attack for one player: If Player1 shields an area that is the attack area of Player2 and Player2 shields an area that is **not** the attack area of Player1, then it is successful attack for Player1 and unsuccessful attack for Player2. (E.g.: Player1 selects **Weapon2** and shields **Head** and Player2 selects **Weapon1** and shields **Head**, then Player1’s health doesn’t reduce but Player2’s health reduces by **8.**)
     5. Critical Attack (Die roll): For each turn two dice are rolled by the players and the player gets a critical hit if the sum of value on both die is 12; which is an increase of 100 percent in the attack power. NOTE: Critical hit is only applicable for a successful attack. (E.g.: Player1 selects **Weapon2** and shields **Head** and Player2 selects **Weapon1** and shields **Head**. If the dice value for both players is 12 then Player1’s health doesn’t reduce but Player2’s health reduces by **16**). (E.g.: Player1 selects **Weapon1** and shields **Head**. Player2 selects **Weapon2** and shields **Legs**. If the dice value for both players is 12, then Player1’s health reduces by **16** and Player2’s health reduces by **20**).
  8. Unsuccessful Attack:
     1. With any character, if both player shield the body part that is the opponent’s attack area, then it is a successful block or unsuccessful attack. (E.g.: Player1 selects **Weapon1** and shields **Torso** and Player2 selects **Weapon2** and shields **Head**. So, no matter what the dice value is, none of the player’s health is reduced)
  9. Steps 1 to 8 keep repeating until either one of the players health reduces to zero and the player that still has health left is the winner. (E.g.: Player1 character’s health equals zero or Player2 character’s health equals 12%, then Player1 wins the match and Player2 loses the match). It may so happen that each player’s health gets reduced to zero. In that case, it is a draw and the match restarts. (E.g.: Player1 and Player2 character’s health is zero. So it is a draw, and the match restarts).
  10. The player who wins all the matches in the tournament is the Champion. (E.g.: For a tournament of 4 that has **Batman**, **Superman, Flash,** and **Cyborg**; the first round has matches between (**Batman,** **Superman**), where **Batman** is the winner and is designated as the finalist and (**Flash, Cyborg**), where **Flash** wins and is designated as finalist. To be declared as winner the matches follow all the steps from 1 to 9. Next round (**Batman, Flash**) where **Batman** wins and declared as **Champion** by following all the steps from 1 to 9.