Fig.   Part		Requirement ID	Test ID	Test Objective	Precondition	Steps Ter	est Data	Expected Result	Actual Result	Status	Bug ID
1	REGISTER										
1						Insert username between 1 and 25 valid characters     Insert password between 5 and 25 valid characters					
Fig.   Part		L				Insert password between 5 and 25 valid characters     Insert valid email address (name@name.name)					
Fig.   Page											
The content of the		F.1.1	Register-2	Error is displayed if connection is lost	Server is NOT running			error message displayed			
The content of the						Insert username above 25 characters     Insert password between 6 and 26 valid characters					
Part			D			3. Insert valid email address (name@name.name)					
Part		F.1.1	Register-3	User cannot register with too long/short username	User is not registered			error message displayed			
Property of the content of the con						Insert valid username     Insert password less than 5 valid characters					
No.		E 4.4	Desister 4	Hear assess assistes with the least/sheet assessed	Hear is not excistered	3. Insert valid email address (name@name.name)		displaced			
For the property of the proper		1.1.1	rvegister-4	Oser Carmot register with too long-short password	User is not registered			ino message displayed			+
First   Suppose   Suppos						Insert valid username     Insert valid password					
The second secon		E 1 1	Register-5	Heer cannot register without valid email	User is not registered	3. Insert invalid email		Fror message displayed			
1		1.1.1	rvegister-5	Oser Carmot register without valid email	Oser is not registered			ino message displayed			
The content of the						Insert valid length username with invalid characters     Insert valid password					
Set Control Co		E 1 1	Register-6	Heer cannot register with invalid characters	User is not registered	Insert valid email address (name@name.name)     Click Submit		Fror message displayed			
March   Marc		1.1.1	rtogistar o	osci cumor register war invalid criditation	out is not registered			and modelige displayed			
March   Marc						Insert username that has already been registered     Insert valid password					
Mary		E11	Register-7	User cannot register with already existing username	Username is already registered	Insert valid email     Click submit		Fror message displayed			
The control of the	LOGIN					(					
1						1 Enter username into username field					
Fig.   10   10   10   10   10   10   10   1		E 1 2	Login 4	Hear can loain with valid cradentials	A upper is loaded	2. Enter password into password field		Same Labby in displayed			
March   Marc	<u> </u>	r.1.2	cogm-1	oser can rogiti with valid credentials	A deer is loaded			Same Loudy to displayed			
Control Profession   Control	I	F.1.2	Login-2	User cannot login with invalid credentials		Click Submit		Error message is displayed			
Section   Sect		F.1.1				Click on register link					
Part   Company	GAME LOBBY - CREATE GAME										
Part   Company						Click create game					
Company						2. Enter game title 3. Pick a color					
Company   Comp		F.2.1	Create-1	User can create a game	Login as user	4. Click Submit		Same is added to users game list			
Company   Comp						Enter game title > 25 characters					
Part   Common   Com		F.2.1	Create-2	User cannot create game with title length > 25 characters	Be on create game modal	2. Pick color 3. Click submit		Error is displayed			
Company   Comp							i i				
Company   Comp						2. Pick color					
Fig. 1	CAME LORBY - MY CAMES	r.Z.1	create-3	oser carrior create game with title length < 3 characters	be on create game modal	3. GIICK SUDMIT		Error is displayed			
Control Control Accepted   Control C	Grant LODDT - MT GAMES	F31	MyGamon 1	I see a list of games I am a part of	Load user into games			Any name a user is a part of is displayed upder the Current Comes costice			
PA		1.1011				1 Click rejoin					
F31 Anderson 1 Teach of a designate grows 1 Teach for a designation grows 2 Teach for a design	GAME LORRY - AVAILARI E GAMES	1.2.3	IVIy Gairles-2	real rejoin a game macram a parcor	Load deel lillo a gaine	1. Click rejoin		Same Board is displayed			
Part   Assistant   Comment of the control program from the deployment   Comment of the control program from		F.3.1	Available-1	I see a list of available games	Load games without user			Games are displayed under the Available Games			
Less of a company of the pure purpose of the company of the of the compan									d		
Control of an port of an protection of displayer of the Control Springer of the Control Springer of Cont					-	Open game details					
Medical Country West Part   Our can receive the received by the country of the co						Click available color					
Substitution   Subs											
F3	OAME DOADD MEM	F.3.1	Available-5	Games that are full/started are NOT displayed	Load started/full games			Sames are not displayed			
F3 Veo. 3 Veo 3 Veo 4 Veor can see year segret.  F3 Veo 3 Veo 4 Control sequence of the control player color.  F3 Veo 3 Veo 5 Veo 5 Veor can see year segret.  F3 Veo 5 Veo 6 Veor can see year segret.  F3 Veo 6 Veo 7 Veo 6 Veor can see year segret.  F3 Veo 7	GAME BOARD - VIEW	F 2.0	View 4	Hear and general left side many	Heat learned in some selected	1 Clieb many butter on ten left comes		Come many elides once from the left side			
F33 (very 2) Love an legacy set Setting Color and the part of the control of the		F.3.9	view-i	Oser can access left side mend	Oser logged III, game selected	· ·					
## A crisewar, then will be game habye work or of the correct player color    Content habye weeks are of the correct player color   Content habye weeks are of the correct player color   Content habye weeks are of the correct player color   Content habye weeks are of the correct player color   Content habye weeks are of the correct player color   Content habye weeks are of the correct player color weeks are of		F.3.9	View-2	User can logout	User logged in, game selected	Click menu button on top left corner     Click logout button	1	same menu sildes open from the left side, logout button is displayed, when clicked, he user is taken to the login page.			
F 3.3.1 Vev-4 Came hotory events are of the corner player total control player for the cover of the respective player for the cover of the respective player for the cover of		F.3.3	View-3	User can view game History	User logged in, game selected	Click menu button on top left corner	(	Game menu slides open from the left side, game history is visible in text window			
F3.1 Viv6 Game hallowly updates as turns are tables  F3.1 F3.7 Viv6 User can access their hand view  Lear togged in game in progress  F3.10 Viv7 User can cross the board view  Lear togged in game in progress  F3.10 Viv8 Pages in the board view  Lear togged in game in progress  F3.10 Viv9 Pages again can consider the board view  Lear togged in game in progress  F3.10 Viv9 Pages again can consider the board view  Lear togged in game in progress  Lear togged in game in progress  F3.10 Viv9 Pages again can consider the board view  Lear togged in game in progress  Lear togged in game in progress  F3.10 Viv9 Pages again control show the lear terms will be control to board view does the size of the data of a globy or control show the learn will be control to board view does does to game of the status of each control or status								At minimum, there will be a name history event for each player joining the name, each			
F3.1 Viv6 Game hallowly updates as turns are tables  F3.1 F3.7 Viv6 User can access their hand view  Lear togged in game in progress  F3.10 Viv7 User can cross the board view  Lear togged in game in progress  F3.10 Viv8 Pages in the board view  Lear togged in game in progress  F3.10 Viv9 Pages again can consider the board view  Lear togged in game in progress  F3.10 Viv9 Pages again can consider the board view  Lear togged in game in progress  Lear togged in game in progress  F3.10 Viv9 Pages again can consider the board view  Lear togged in game in progress  Lear togged in game in progress  F3.10 Viv9 Pages again control show the lear terms will be control to board view does the size of the data of a globy or control show the learn will be control to board view does does to game of the status of each control or status											
F.3.3   Vew 6 common helicony updates as burns are based   User logged in, game in progress   2. Clear 1 States for the form of the form o		F331	View.4	Game history events are of the correct player color	User longed in game selected	Click menu button on top left corner     Observe the events in the game history		event should be the color of the respective player that joined. Similarly, any game event laken by a given player should be of that player's color	t		
F3.6, F3.7 Vew 8. User can access their hand view User forgoed in, game in progress. 1. Click "hard" tab in the lower menu.  F3.7 Vew 7. User can access the board view User forgoed in, game in progress. 1. Click "hard" tab in the lower menu.  F3.10 Vew 8. Reper not updates as turns are taken.  F3.10 Vew 9. Reper not update as turns are taken.  F3.10 Vew 9. Reper not updates as turns are taken.  User forgoed in, game in progress. 2. Click "hour" tab in the lower menu.  Experiment of the control of the process of the decided of the decided of the process of the process of the decided of the process of		F.3.3.1	View-4	Game history events are of the correct player color	User logged in, game selected			event should be the color of the respective player that joined. Similarly, any game event aken by a given player should be of that player's color	t		
# 33.0 - 1.27 Veve 6 User on access the family of were 1 User for agrees 1 User for agrees 1 User on access the family of were 1 User for agrees 2 User for						1. Run two clients in the same game, one of which has the nex	ext turn	event should be the color of the respective player that joined. Similarly, any game event aken by a given player should be of that player's color	t		
F.3.7 Vev.7 User can access the board view Live logged in, game in progress in F.3.10 Vev.9 Player info updates as turns are taken Live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in Clark Town of the first live logged in, game in progress in the first live logged in, game in the first live logged in,						1. Run two clients in the same game, one of which has the nex	ext turn	event should be the color of the respective player that joined. Similarly, any game event aken by a given player should be of that player's color when Client 1 takes their turn, the game history updates with Client 1's actions	t		
Fa.7   Very   Very   Clark classes the board way.   Very logged in, game in progress   Click 'boar't isn' nite lower menu.   Per visible dock, and the deck of deck, and the deck of deck, and the deck of deck, and the deck of deck of the visible classes   Per vis		F.3.3.1	View-5	Game history updates as turns are taken	User logged in, game in progress	Run two clients in the same game, one of which has the nex 2. Client 1 takes their turn     Client 2 observes the game history update	ext turn	event should be the color of the respective player that joined. Similarly, any game event daten by a given player should be of that player's color when Client 1 takes their turn, the game history updates with Client 1's actions. The lower menu tabs over to show the clawers current hand, the quantity of each card	t		
F3.10 Vev-8 Rever 10 Report in courts they could be a turns are later 1 west later 1 ft. years a great in colors they choose user togged in, game in progress 2 Clored 5 Notice a revolution to fig. 3 Clored 5 Notice 5 Notic		F.3.3.1 F.3.6, F.3.7	View-5 View-6	Game history updates as turns are taken User can access their hand view	User logged in, game in progress User logged in, game in progress	Run two clients in the same game, one of which has the nex     Client 1 takes their turn     Silent 2 observes the game history update     Click "hand" tab in the lower menu	ext turn	event should be the color of the respective player that joined. Similarly, any game event aiden by a given player should be of that player's color When Client 1 takes their turn, the game history updates with Client 1's actions The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket.			
F 3.10 Vev-9 Players appear in clores they chose when plane Clores helper colors in left menu   Each player color conseponds to the color conseponds to color colo		F.3.3.1 F.3.6, F.3.7	View-5 View-6	Game history updates as turns are taken User can access their hand view	User logged in, game in progress User logged in, game in progress	Ren two clients in the same game, one of which has the nex 2. Client 1 takes their turn     Client 2 observes the game history update     Click 1 hand* tab in the lower menu      Click "board" tab in the lower menu	ext turn	event should be the color of the respective player that joined. Similarly, any game event aiden by a given player should be of that player's color When Client 1 takes their turn, the game history updates with Client 1's actions The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket.			
F 3.10 Vev-9 Players appear in clores they chose when plane Clores helper colors in left menu   Each player color conseponds to the color conseponds to color colo		F.3.3.1 F.3.6, F.3.7	View-5 View-6	Game history updates as turns are taken User can access their hand view	User logged in, game in progress User logged in, game in progress	Four her clients in the same game, one of which has the nex 2. Client 1 takes their turn     S. Client 2 takes their turn     S. Client 2 to be even the turn of turn	ext turn	event should be the color of the respective player that joined. Similarly, any game event aiden by a given player should be of that player's color When Client 1 takes their turn, the game history updates with Client 1's actions The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket.			
GAME BOARD - NEW GAME  F. 3.5 F. 3.7 Fam - 1 Flayer cannot play if game has not begun  Load game with one player  Rejoin game as creator  Game cannot be started  Game cannot c		F.3.3.1 F.3.6, F.3.7 F.3.7	View-5 View-6 View-7	Game history updates as turns are taken  User can access their hand view  User can access the board view	User logged in, game in progress User logged in, game in progress User logged in, game in progress	Four her clients in the same game, one of which has the nex 2. Client 1 takes their turn     S. Client 2 takes their turn     S. Client 2 to be even the turn of turn	ext turn	event should be the color of the respective player that Joined. Similarly, any game event should be the color of the respective player that Joined some should be without the color of th			
GAME BOARD - NEW GAME  F. 3.5 F. 3.7 Fam - 1 Flayer cannot play if game has not begun  Load game with one player  Rejoin game as creator  Game cannot be started  Game cannot c		F.3.3.1 F.3.6, F.3.7 F.3.7	View-5 View-6 View-7	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken	User logged in, game in progress	1. Fun her clients in the same game, one of which has the nex 2. Client 1 takes ther turn 2. Client 1 takes ther turn 3. Client 2 observes the game history update 1. Click "hand" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 2. Client 1 observes Client truth 3. Client 2 observes Client to info update 3. Client 2 observes Client 15 info update	oxt turn	event should be the color of the respective player that joined. Similarly, any game event attain by a given player should be of that player's color When Client 1 takes their turn, the game history updates with Client 1's actions. The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket. The lower menu tabs over to show the dock the player can draw from. The closed deck, the visible deck, and the deck of destination cards.			
F.5.F. F.3.F.		F.3.3.1 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10	View-5 View-6 View-7 View-8 View-9	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose	User logged in. game in progress User logged in. game selected	1. Fun her clents in the same game, one of which has the nex 2. Client 1 takes ther turn 2. Client 1 takes ther turn 3. Client 2 observes the game history update 1. Click "hoard" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 2. Client 1 buids ar Guite 2. Client 1 buids ar Guite 3. Client 2 observes Client 1's info update 1. Observe players colors in left menu	ext turn	event should be the color of the respective player that joined. Similarly, any game event atten by a given player should be of that player's color When Client 1 takes their turn, the game history updates with Client 1's actions The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket The lower menu tabs over to show the dock the player can draw from. The closed deck the visible deck, and the deck of destination cards Client 1's number of remaining trains decrease and number of points increase Cach player color corresponds to the color they chose when game was pined			
F 2.5 Nev-2 Game cental carrier forly 1 player Load game with one player 1. Rejoin game as creator Game cannot be started 1. Rejoin game as creator Game cannot be started 1. Rejoin game as creator Game cannot be started 1. Rejoin game as creator Game cannot test game (if you players as cannot leave "Select Your Tickets" modal without selecting 2 tickets Game has started 1. Select Of tickets 1. Select Of t		F.3.3.1 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10	View-5 View-6 View-7 View-8 View-9	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose	User logged in. game in progress User logged in. game selected	1. Fun her clents in the same game, one of which has the nex 2. Client 1 takes ther turn 2. Client 1 takes ther turn 3. Client 2 observes the game history update 1. Click "hoard" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 2. Client 1 buids ar Guite 2. Client 1 buids ar Guite 3. Client 2 observes Client 1's info update 1. Observe players colors in left menu	ext turn	event should be the color of the respective player that joined. Similarly, any game event atten by a given player should be of that player's color When Client 1 takes their turn, the game history updates with Client 1's actions The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket The lower menu tabs over to show the dock the player can draw from. The closed deck the visible deck, and the deck of destination cards Client 1's number of remaining trains decrease and number of points increase Cach player color corresponds to the color they chose when game was pined			
F3.6 New-3 Game creator can start game if > 1 players see "Select Vour Tickets" modal Game with > one player   F3.6 New-6 Players cannot leave "Select Your Tickets" modal without selecting 2 tickets   Game has started   F3.6 New-6 Players cannot leave "Select Your Tickets" modal without selecting 2 tickets   Game has started   F3.6 New-6 Players cannot leave "Select Your Tickets" modal without selecting 2 or 3 tickets   Game has started   F3.6 New-6 Players cannot see hand when "Select Your Tickets" modal is up   F3.6 F3.7 New-7 Player cannot see hand when "Select Your Tickets" modal is up   F3.6 F3.7 New-7 Player cannot see hand when "Select Your Tickets" modal is up   F3.6 F3.7 New-7 Player cannot see hand when "Select Your Tickets" modal is up   F3.7 Timin-2 Player can draw from the deck   F3.7 Timin-3 Player can draw from the visible cards   F3.7 Timin-3 Player can draw from the visible cards   F3.7 Timin-3 Player can draw two from the visible cards   F3.7 Timin-7 Player can only draw one wild from the visible cards   F3.7 Timin-7 Player can only draw one wild from the visible cards   F3.7 Timin-7 Player can only draw one wild from the visible cards   F3.7 Timin-7 Player can only draw one wild from visible cards   F3.7 Timin-7 Player cannot wild from visible cards   F3.7 Timin-7 Player cannot wild from visible cards   F3.7 Timin-8 Player cannot draw destination ticket after initial train draw until next turn Player has drawn a train card   F3.7 Timin-8 Player cannot draw destination ticket after initial train draw until next turn Player has drawn a train card   F3.7 Timin-8 Player cannot draw destination ticket after initial train draw until next turn Player has drawn a train card   F3.7 Timin-8 Player cannot draw the destination card   F3.7 Timin-8 Player cannot draw destination ticket after initial train draw until next turn Player has drawn a train card   F3.7 Timin-8 Player cannot draw the destination card   F3.7 Timin-8 Player cannot draw the destination card   F3.7 Timin-8 Player cannot draw until nex	GAME BOARD - NEW GAME	F.3.3.1 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10 F.3.4	View-5 View-6 View-7 View-8 View-9 View-10	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players can view game board	User logged in, game in progress User logged in, game selected User logged in, game selected	1. Fun her clents in the same game, one of which has the nex 2. Client 1 takes ther turn 2. Client 1 takes ther turn 3. Client 2 observes the game history update 1. Click "hoard" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 2. Client 1 buids ar Guite 2. Client 1 buids ar Guite 3. Client 2 observes Client 1's info update 1. Observe players colors in left menu	ext turn	event should be the color of the respective player that Joined. Similarly, any game event alwain by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions. The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination licket. The lower menu tabs over to show the deck the player can draw from. The closed deck her lower menu tabs over to show the deck the player can draw from. The closed deck her visible deck, and the deck of destination cades.  Client 1's number of remaining trains decrease and number of points increase. Each player color corresponds to the color they chose when game was pinned. For game that has not started, the map will not have any trains. Otherwise, the map will be populated with various players' trains over the routes.			
F.3.6 New-4 On initial turn, player sees "Select Your Tickets" modal without selecting 2 tickets Game has started 2. Click submit Error is displayed Error is display	GAME BOARD - NEW GAME	F.3.3.1 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10 F.3.4 F.3.5, F.3.6, F.3.7	View-5 View-6 View-7 View-8 View-9 View-10	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players can view game board  Player cannot play if game has not begun	User logged in, game in progress User logged in, game selected User logged in, game selected User has joined game	1. Fun har defents in the same game, one of which has the nex 2. Client 1 takes there turn 2. Client 1 takes there turn 3. Client 2 observes the game history update 1. Click "hand" tab in the lower menu 1. Click "board" tab in the lower menu 2. Client 2 observes Client 1's info update 1. Observe players colors in left menu 1. Observe the visible map	oxt turn	event should be the color of the respective player that joined. Similarly, any game event attent by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions. The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket. The lower menu tabs over to show the deck the player can draw from. The closed deck he visible deck, and the deck of destination cards.  Client 1's number of remaining trains decrease and number of points increase each player color corresponds to the color they chose when game was pined. For game that has not started, the map will not have any trains. Otherwise, the map will be populated with various players trains over the routes.  All buttons are disabled.			
F.3.6 New-6 Players cannot leave "Select Your Tickets" modal without selecting 2 tickets Game has started 2. Click submit Error is displayed Error	GAME BOARD - NEW GAME	F.3.11 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10 F.3.4 F.3.5, F.3.6, F.3.7 F.2.5	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-2	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players appear in colors they chose  Players can view game board  Player cannot play if game has not begun  Game creator cannot start game if only 1 player	User logged in, game in progress User logged in, game selected User logged in, game selected User logged in game Load game with one player	1. Fun har cleans in the same game, one of which has the nex 2. Cleans t takes their turn 2. Cleans t takes their turn 3. Client 2 observes the game history update 1. Click "hand" tab in the lower menu 1. Click "board" tab in the lower menu 1. Fun client 1 and client 2 2. Client 1 Dubla a route 3. Client 2 observes Client 1 in fou update 1. Observe placy clocks in left menu 1. Observe the visible map 1. Rejoin game as creator	oxt turn	event should be the color of the respective player that Jonned. Similarly, any game event alwain by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions the lower menu tabs over to show the players current hand, the quantity of each card and the isolates of each destination toked and the solates of each destination toked to the color of the			
F. 3.6 New-6 Players can leave "Select Your Tickets" modal by selecting 2 or 3 tickets Game has started 2. Click submit Destinations are given to player cannot see hand when "Select Your Tickets" modal is up Select Tickets modal is up Cannot view hand Cannot view hand Select Your Tickets modal is up Select Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Cannot view hand Select Your Tickets modal is up Select Tickets modal is up Cannot view hand Select Your Tickets modal is up Select Tickets modal	GAME BOARD - NEW GAME	F.3.3.1 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10 F.3.4 F.3.5, F.3.6, F.3.7 F.2.5 F.2.5 F.2.5	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-2 New-3	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players can view game board  Players cannot play if game has not begun  Game creator cannot start game if 7 oily 1 player  Game creator can start game if 7 oily 1 player	User logged in, game in progress User logged in, game selected Load game with one player Load game with one player	1. Fun har cleans in the same game, one of which has the nex 2. Cleans t takes their turn 2. Cleans t takes their turn 3. Client 2 observes the game history update 1. Click "hand" tab in the lower menu 1. Click "board" tab in the lower menu 1. Fun client 1 and client 2 2. Client 1 Dubla a route 3. Client 2 observes Client 1 in fou update 1. Observe placy clocks in left menu 1. Observe the visible map 1. Rejoin game as creator	ext turn	event should be the color of the respective player that Joned. Similarly, any game event attent by a given player should be of that player's color with the player should be of the player color. When Client 1 takes their turn, the game history updates with Client 1's actions. The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination ticket. The lower menu tabs over to show the dock the player can draw from. The closed deck he visible deck, and the deck of destination cards.  Client 1's number of remaining trains decrease and number of points increase. Each player color corresponds to the color they chose when game was pined for game that has not started, the map will not have any trains. Otherwise, the map will be populated with various players' trains over the routes.  All buttons are disabled.  Jame cannot be started.			
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GAME BOARD - ORAW TRAIN CARD  F.3.7 Train-2 Player can draw from the deck s user's turn 1. Select non-wild from visible cards s user's turn 1. Select non-wild from visible cards Selected card and random card are added to the player's hand, turn is over  Selected card and random card are added to player's hand, turn is over  Selected card and random card are added to player's hand, turn is over  1. Select non-wild from visible cards Selected card and random card are added to player's hand, turn is over  1. Select non-wild from visible cards Selected card and random card are added to player's hand, turn is over  2. Select non-wild from visible cards Wild is added to player's hand, turn is over  3. Select non-wild from visible cards Wild is added to player's hand, turn is over  4. Select non-wild from visible cards Wild is added to player's hand, turn is over  5. Select non-wild from visible cards Wild is added to player's hand, turn is over  6. Select non-wild from visible cards Wild is added to player's hand, turn is over  8. Select non-wild from visible cards Wild is added to player's hand, turn is over  9. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  9. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  1. Select non-wild from visible cards Wild is added to player's hand, turn is over  2. Select non-wild from visible cards Wild is added to player's hand, turn is over	GAME BOARD - NEW GAME	F.3.1 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10 F.3.4 F.3.5, F.3.6, F.3.7 F.2.5 F.3.6 F.3.6 F.3.6	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-2 New-3 New-4 New-5	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players can view game board  Players cannot play if game has not begun  Game creator cannot start game if 7 oily 1 player  Game creator can start game if 7 oily 1 player  On initial turn, player sees "Select Your Tickets" modal  Players cannot leave "Select Your Tickets" modal	User logged in. game in progress User logged in. game selected User logged in. game selected User logged in. game selected User has joined game Load game with one player Load game with > one player Game has started Game has started	1. Fun her clients in the same game, one of which has the nex 2. Client 1 takes ther turn 2. Client 1 takes ther turn 3. Client 2 observes the game history update 1. Click "hoard" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Planu client 1 and client 2 2. Client 1 builds a route 1. Client 2 observes Client 1's info update 1. Observe players colors in left menu 1. Observe the visible map  1. Rejoin game as creator 1. Rejoin game as creator 1. Select 0'l tickets 2. Click submit 1. Select 2/3 tickets	ext turn	event should be the color of the respective player that Joined. Similarly, any game event altain by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions. The lower men utabs over to show the players current hand, the quantity of each card and the status of each destination ticket. The lower men tabs over to show the deck the player can draw from. The closed deck he visible deck, and the deck of destination cards.  Client 1's number of remaining trains decrease and number of points increase each player color corresponds to the color they chose when game was pinned for game that has not starded, the map will not have any trains. Otherwise, the map will be populated with various players' trains over the routes.  All buttons are disabled Game modal is displayed.  Game cannot be started.  Game cannot be started.  Game modal is displayed.  Error is displayed.			
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F.3.7 Train-2 Player can draw now from the visible cards and one from the deck suser's turn 2 Clicked non-well from visible cards Selected card and random card are added to player's hand, turn is over 2 Clicked non-well from visible cards Train-3 Player can draw two from the visible cards suser's turn 2 Clicked non-well from visible cards Train-3 Player can only draw one wild from the visible cards suser's turn, wild card is in visible cards Select wild from visible cards Wild is added to player's hand, turn is over Select during are added to player's hand, turn is over Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards wild is added to player's hand, turn is over Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards Wild is added to player's hand, turn is over Select wild from visible cards Select wil		F33.1 F36,F37 F37 F310 F3.10 F3.4 F35,F36,F37 F2.5 F3.6 F3.6 F3.6 F3.6	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-2 New-3 New-4 New-5 New-6	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players appear in colors they chose  Players cannot play if game has not begun  Game creator cannot start game if only 1 player  Game creator cannot start game if >1 players  Game creator can start game if >1 players  On initial turn, player sees "Select Your Tickets" modal  Players cannot leave "Select Your Tickets" modal by selecting 2 or 3 tickets  Players can leave "Select Your Tickets" modal by selecting 2 or 3 tickets	User logged in, game in progress User logged in, game selected User logged in, game selected User logged in, game selected User has joined game Load game with one player Load game with one player Game has started Game has started Game has started	1. Fun her clients in the same game, one of which has the nex 2. Client 1 takes ther turn 2. Client 1 takes ther turn 3. Client 2 observes the game history update 1. Click "hoard" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Planu client 1 and client 2 2. Client 1 builds a route 1. Client 2 observes Client 1's info update 1. Observe players colors in left menu 1. Observe the visible map  1. Rejoin game as creator 1. Rejoin game as creator 1. Select 0'l tickets 2. Click submit 1. Select 2/3 tickets	oxt turn	event should be the color of the respective player that Joined. Similarly, any game event alwain by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions the lower menu take over to show the players current hand, the quantity of each card the lower menu take over to show the deck the player can draw from. The closed deck the lower menu take over to show the deck the player can draw from. The closed deck the visible deck, and the deck of destination cards.  Client 1's number of remaining trains decrease and number of points increase cach player color corresponds to the color they chose when game was joined for game that has not started, the map will not have any trains. Otherwise, the map will be populated with various players' trains over the routes.  Us buttons are disabled same cannot be started same canno			
F.3.7 Train-3 Player can draw two from the visible cards suser's turn. Wild card is in visible cards F.3.7 Train-4 Player can only draw one wild from the visible cards suser's turn, wild card is in visible cards F.3.7 Train-5 Visible cards are reset if there are more than two wilds F.3.7 Train-6 Player cannot draw destination tacket after initial train draw until next turn Player hand, turn is over 1. Select wild from visible cards Wild is added to player's hand, turn is over 2. Select wild from visible cards Wild is added to player's hand, turn is over 3. Select wild from visible cards Wild is added to player's hand, turn is over 3. Cards are reset if where are more than two wilds Cards are reset wild card User cannot aften the wild card User cannot draw destination card User cannot draw the destination card  F.3.7 Train-8 Player cannot build route after initial train draw until next turn Player has drawn a train card 2. Draw a destination card 4. Draw a train card 5. Select wild from visible cards Wild is added to player's hand, turn is over Cards are added to player's hand, turn is over Cards are added to player's hand, turn is over Wild is added to player's hand, turn is over Cards are added to player's hand, turn is over Wild is added to player's hand, turn is over Cards are added to player's hand, turn is over Wild is added to player's hand, turn is over Wild is added to player's hand, turn is over User cannot and User cannot draw the destination card User cannot are unit in a draw until next turn Very a train card on the map		F.3.1 F.3.6, F.3.7 F.3.7 F.3.10 F.3.10 F.3.4 F.3.5, F.3.6, F.3.7 F.2.5 F.3.6 F.3.6 F.3.6 F.3.6 F.3.6 F.3.6 F.3.7	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-2 New-3 New-3 New-5 New-6 New-7	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players appear in colors they chose  Players cannot play if game has not begun  Game creator cannot start game if only 1 player  Game creator canst game if only 1 player  On initial turn, player sees "Select Your Tickets" modal without selecting 2 tickets  Players cannot leave "Select Your Tickets" modal by selecting 2 or 3 tickets  Players cannot see hand when "Select Your Tickets' modal by selecting 2 or 3 tickets  Player cannot see hand when "Select Your Tickets' modal is up	User logged in, game in progress User logged in, game selected User logged in, game selected User has joined game Load game with one player Load game with one player Game has started Game has started Game has started Select Tickets modal is up	1. Run has cleents in the same game, one of which has the nex 2. Client 1 takes there turn 2. Client 1 takes there turn 3. Client 2 observes the game history update 1. Click "hand" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Run client 1 and client 2 2. Client 1 builds a route 1. Observes Client 1's info update 1. Observes players colors in left menu 1. Observe the visible map  1. Rejoin game as creator 1. Rejoin game as creator 1. Rejoin game as creator 1. Select 0'l fisicets 2. Click submit 1. Select 2's tickets 2. Click submit 1. Select 2's tickets 2. Click submit 2. Click submit 3. Click submit 4. Click submit 4. Click submit 5. Click submit 5. Click submit 6. Click subm	oxt turn	event should be the color of the respective player that joined. Similarly, any game event attent by a given player should be of that player's color with the player should be of the player color.  When Client 1 takes their turn, the game history updates with Client 1's actions. The lower menu tabs over to show the players current hand, the quantity of each card and the status of each destination licket. The lower menu tabs over to show the deck the player can draw from. The closed deck he visible deck, and the deck of destination cards.  Client 1's number of remaining trains decrease and number of points increase each player color corresponds to the color they chose when game was pined for game that has not started, the map will not have any trains. Otherwise, the map will be populated with various players' trains over the routes.  All buttons are disabled game cannot be started game modal is displayed.  Game modal is displayed.  Earnot view hand.			
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F.3.7 Train-8 Player cannot build route after initial train draw until next turn Player has drawn a train card 2. Select a route on the map The map is inactive, not route is selectable to purchase		F33.1 F36,F37 F37 F310 F310 F34 F35,F36,F37 F25 F36 F36 F36 F36 F37 F37 F37 F37 F37	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-2 New-4 New-5 New-6 New-7 Train-1 Train-2 Train-3 Train-4 Train-4	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players appear in colors they chose  Players cannot play if game has not begun  Game creator cannot start game if 1 players  Game creator canst game if 1 players  On initial turn, player sees "Select Your Tickets" modal  Players cannot leave "Select Your Tickets" modal without selecting 2 tickets  Players cannot see hand when "Select Your Tickets" modal is up  Player can draw from the deck  Player can draw from the deck  Player can draw from the visible cards and one from the deck  Player can only draw one wild from the visible cards  Visible cards are reset if there are more than two wilds	User logged in, game in progress User logged in, game selected User logged in, game selected User has joined game Load game with one player Load game with one player Game has started Game has started Game has started Select Tickets modal is up Is user's turn Is user's turn Is user's turn Is user's turn Is user's turn, wild card is in visible can	1. Run has clients in the same game, one of which has the nex 2. Client 1 takes there turn 2. Client 1 takes there turn 3. Client 2 cobserves the game history update 1. Click "hand" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 2. Client 1 takes a route 3. Client 2 observes Client 1's info update 4. Observe players colors in left menu 1. Observe the visible map  1. Rejoin game as creator 1. Rejoin game as creator 1. Rejoin game as creator 1. Select 0'1 tickets 2. Click submit 1. Select 23 tickets 2. Click submit 1. Click on deck 1. Click on deck 1. Click on-wild from visible cards 2. Select non-wild from visible cards 2. Select non-wild from visible cards 3. Select non-wild from visible cards 4. Select non-wild from visible cards 5. Select non-wild from visible cards 6. Select non-wild from visible ca	oxt turn	event should be the color of the respective player that Joined. Similarly, any game event alwain by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions fine lower menu tabs over to show the players current hand, the quantity of each card and the lower menu tabs over to show the players current hand, the quantity of each card and the lower than the color destination local.  Client 1's number of remaining trained on the card of card of the color they chose when game was pined.  Client 1's number of remaining trained decrease and number of points increase cach player color corresponds to the color they chose when game was pined.  For game that has not started, the map will not have any trains. Otherwise, the map will be oppolited with various the color of the color they chose when game was pined.  For game that has not started, the map will not have any trains. Otherwise, the map will be copulated with various the color of the co			
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F.3.7 Train-8   Player cannot build route after intial train draw until next turn   Player has drawn a train card   2. Select a route on the map   The map is inactive, not route is selectable to purchase		F33.1 F36,F37 F37 F310 F340 F34 F35,F36,F37 F25 F36 F36 F36 F36 F37 F37 F37 F37 F37 F37 F37	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-2 New-4 New-5 New-6 New-7 Train-1 Train-2 Train-3 Train-6	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players appear in colors they chose  Players cannot play if game has not begun  Game creator cannot start game if 1 players  Game creator canst game if 1 players  On initial turn, player sees "Select Your Tickets" modal  Players cannot leave "Select Your Tickets" modal without selecting 2 tickets  Players cannot see hand when "Select Your Tickets" modal is up  Player can draw from the deck  Player can draw from the deck  Player can draw from the visible cards and one from the deck  Player can draw from the visible cards and one from the deck  Player can draw from the visible cards  Visible cards are reself if there are more than two wids  Player cannot seelect wild card after drawing one from visible cards  Player cannot seelect wild card after drawing one from visible cards	User logged in, game in progress User logged in, game selected Game has printed game Load game with one player Load game with one player Game has started Game has started Game has started Is user's turn Is user's turn Is user's turn Is user's turn, wild card is in visible card Load visible cards with 3 wilds Is user's turn, wild card is in visible card	1. Fun hao clents in the same game, one of which has the nex 2. Client 1 takes their turn 2. Client 1 takes their turn 3. Client 2 observes the game history update 1. Click "hand" tab in the lower menu 1. Click "board" tab in the lower menu 1. Run client 1 and client 2 2. Client 1 buids a route 1. Client 2 observes Client' is into update 1. Clicker Scheres Client is into update 1. Clicker players colors in left menu 1. Closerve the visible map 1. Rejoin game as creator 1. Rejoin game as creator 1. Rejoin game as creator 1. Select 011 tickets 2. Click submit 1. Select 23 tickets 2. Click submit 1. Click on deck 1. Select non-wild from visible cards 2. Select non-wild from visible cards 3. Select non-wild from visible cards 4. Select non-wild from visible cards 5. Select non-wild from visible cards 6. Select non-wild from visible cards	oxt turn	event should be the color of the respective player that Joined. Similarly, any game event alwain by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions the lower menu tabs over to show the players current hand, the quantity of each card and the isolation of each destination toked and the status of each destination toked.  Client 1's number of remaining trains decrease and number of points increase cach player coto or corresponds to the coto they chose when game was joined.  Client 1's number of remaining trains decrease and number of points increase cach player coto corresponds to the coto they chose when game was joined.  For game that has not started, the map will not have any trains. Otherwise, the map will be populated with various players trains over the routes.  All buttons are disabled game cannot be started.  Same cannot be started.  Same cannot be started.  Same modal is displayed.  Certor is displayed.  Destinations are given to player.  Cannot view hand.  Two cards are added to the player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.  Five selected cards are added to player's hand, turn is over.			
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GAME BOARD - DRAW DESTINATION TICKET	GAME BOARD - DRAW TRAIN CARD	F.3.1 F.3.6, F.3.7 F.3.10 F.3.10 F.3.10 F.3.4 F.3.5, F.3.6, F.3.7 F.2.5 F.3.6 F.3.6 F.3.6 F.3.6 F.3.6 F.3.6 F.3.7 F.3.7 F.3.7 F.3.7 F.3.7 F.3.7 F.3.7 F.3.7 F.3.7 F.3.7	View-5 View-6 View-7 View-8 View-9 View-10 New-1 New-1 New-2 New-3 New-5 New-5 New-7 Train-1 Train-2 Train-3 Train-4 Train-6 Train-6 Train-7	Game history updates as turns are taken  User can access their hand view  User can access the board view  Player info updates as turns are taken  Players appear in colors they chose  Players can view game board  Players cannot play if game has not begun  Game creator cannot start game if only 1 player  Game creator cannot start game if only 1 player  Game creator cannot start game if >1 players  On initial turn, player sees "Select Your Tickets" modal  Players cannot leave "Select Your Tickets" modal without selecting 2 tickets  Players cannot see hand when "Select Your Tickets" modal is up  Player cannot see hand when "Select Your Tickets" modal is up  Player can draw from the deck  Player can draw from the visible cards and one from the deck  Player can only draw one wild from the visible cards  Visible cards are seef if there are more than two wids  Player cannot select wild card after drawing one from visible cards  Player cannot select wild card after drawing one from visible cards  Player cannot draw destination ticket after initial train draw until next turn	User logged in, game in progress User logged in, game selected User logged in, game selected User has prined game Load game with one player Load game with one player Game has started Game has started Game has started Select Tickets modal is up Is user's turn Is user's turn Is user's turn Is user's turn, wild card is in visible can Load visible cards with 3 wilds Is user's turn, wild card is in visible can Player has drawn a train card	1. Bun heo clients in the same game, one of which has the nex 2. Client 1 takes their turn 2. Client 1 takes their turn 3. Client 2 observes the game history update 1. Click "hoard" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "board" tab in the lower menu 1. Click "to client 2 observed in the lower menu 1. Click "to client 2 observed in the lower menu 1. Click to client 2 observed in the lower menu 1. Click on the client 2 2. Client 1 to bids a route 1. Client 2 observed Client 1's info update 1. Client on the lower client 1's info update 1. Client on the lower client 1's info update 1. Rejoin game as creator 1. Rejoin game as creator 1. Rejoin game as creator 1. Select 01' tickets 2. Click out of the lower client 1's client 2's client 2's client 2's client 2's client 3's client 3'	oxt turn	event should be the color of the respective player that Joined. Similarly, any game event alwain by a given player should be of that player's color.  When Client 1 takes their turn, the game history updates with Client 1's actions the lower menu tabs over to show the players current hand, the quantity of each card and the isolation of each destination toked and the status of each destination acade.  Client 1's number of remaining trains decrease and number of points increase canch player cotor corresponds to the color they chose when game was joined. For game that has not started, the map will not have any trains. Otherwise, the map will be populated with various players trains over the routes.  All buttons are disabled game cannot be started. Game cannot select the started. Game cannot can be started. Game cannot select the various of the player's hand, turn is over Cannot view hand.  Five cards are added to the player's hand, turn is over Geselected cards are added to player's hand, turn is over Gards are updated to player's hand, turn is over Gards are cannot select the wild card Just cannot cannot draw the destination card.			

	F.3.6	Dest-1	Player can scroll through list of destination tickets in hand	Game is in progress	Click on hand tab in lower menu     Draw enough cards to fill the text box of destination cards     Scroll	Scrolling is enabled, players can view all of their destination cards
	F.3.6	Dest-2	When destinations are exhausted, deck no longer appears	Destination deck size = 0		Destination deck should be disabled/gone
	F.3.6	Dest-3	When less than three destinations are left, card(s) do not appear on the modal	Destination deck size = 1/2	Click on destination deck	Correct number of destinations are displayed
	F.3.6	Dest-4	Player cannot draw a train card after drawing destination	Player has drawn a dest card	Click on train deck	Error is displayed
	F.3.6	Dest-5	Player cannot build a route after drawing destination	Player has drawn a dest card	1. Click on a route	Error is displayed
	F.3.6	Dest-6	When destinations are completed upon drawing, status is automatically changed	Player has enough routes	Click on destination deck     Select card that you already have a route to complete	Status of the destination card is automatically updated to completed
	F.3.6	Dest-7	When destinations are drawn they appear in the player's hand	Game is in progress	Click on destination deck     Select at least one card	Destination cards updated in player's hand
GAME BOARD - BUILD ROUTE						
	F.3.5	Route-1	Player can select a route on the map to purchase	Player can afford a route	Click on a route	Purchase modal is displayed
	F.3.5	Route-2	Player can use wilds as part of a route purchase	Purchase modal is open, has wild	Click wild option	Wild card is included in purchase
	F.3.5	Route-3	Player cannot purchase a route with less than the required cards	Purchase modal is open	Enter cards 1 less than cost     Click purchase	Error is displayed
	F.3.5	Route-4	Player cannot purchase a route with more than the required cards	Purchase modal is open	Enter cards 1 more than cost     Click purchase	Error is displayed
	F.3.5	Route-5	Player cannot purchase a route with cards of the wrong color	Purchase modal is open		Verify non allowed colors do not appear
	F.3.5	Route-6	Player cannot purchase a route they do not have enough trains for	Player cannot afford a route	Click on a route	Nothing happens
	F.3.5	Route-7	Player can cancel buying a route	Purchase modal is open	1. Click on cancel	Train count remains the same
	F.3.11	Route-8	Player cannot buy adjacent route if less than 4 players in the game	Player owns adjacent route	Click on adjacent route	Error is displayed
	F.3.5	Route-9	Routes are populated with trains the color of the player who purchased them	User logged in, game in progress	Choose a route to purchase     Click "Buy Route"     Observe the map update	The route on the map populates with trains the color of the player who purchased it
	F.3.5	Route-10	Player cannot draw a destination ticket after building	Route has been purchased	Build a route     Draw a destination card	The turn advances to the next player after the route is built, the destination cards will be inactive
	F.3.5	Route-11	Player cannot draw a train card after building	Route has been purchased	Build a route     Draw a train card	The turn advances to the next player after the route is built, the train cards will be inactive
	F.3.5	Route-12	Player's destination cards are updated when building the route completes the destinat	Destination has been completed	Build the last route of a destination	The status of the destination card in the players hands gets a green check