## Server Test Spec

	Requirement I	Test ID	Test Objective	Precondition	Steps	Test Data	Expected Result	Actual Result	Status	Bug ID
REGISTER										
							New User is created and stored.			
							Hashed password (not plaintext) and salt is stored.  Salt is generated randomly.  User is logged in to server.			
	F.1.1	Register-1	User can register with valid credentials.	User is not registered.	Call register on ServerFacade with valid credentials.		User is logged in to server.			
	F.1.1	Register-2	User cannot register if inputs are null.	User is not registered.	Call register on ServerFacade with null inputs.		Error thrown.			
	F.1.1	Register-3	User cannot register with duplicate username.	User is not registered.	Call register on ServerFacade with duplicate username.		Error thrown.			
LOGIN										
				User exists in server. User is not logged in.						
	F.1.2	Login-1	User can login with valid credentials.	User is not logged in.	Call login on ServerFacade with valid credentials.		User is logged in. User's correct ID is returned.			
	F.1.2	Login-2	User cannot login with invalid username.		Call login on ServerFacade with invalid username.		Error thrown.			
	F.1.2	Login-3	User cannot login with invalid password.	User exists in server.	Call login on ServerFacade with invalid password.		Error thrown.			
	F.1.2	Login-4	User cannot login with null inputs.		Call login on ServerFacade with null inputs.		Error thrown.			
	F.1.2	Login-5	User cannot login if already logged in.	User is logged in.	Successfully call login on ServerFacade.     Call login again.		Error thrown			
LOGOUT	1.1.2	Login-5	Oser carriot rogin ii aiready rogged iii.	Oser is logged in.	z. Can login again.		Elloi dilowi.			
200001					4 Outstand the lands to seem					
	F.1.3	Logout-1	User can logout.	User is logged in.	Succesfully login to server.     Call logout on ServerFacade.		User is logged out.			
	F.1.3	Logout-2	User cannot logout if not logged in.	User is not logged in.	Call logout on ServerFacade.		Error thrown.			
	F.1.3	Logout-3	User cannot logout with invalid User ID.	User is logged in.	Call logout on ServerFacade with an invalid User ID.		Error thrown.			
	F.1.3	Logout-4	User cannot logout another User.				Error thrown.			
CREATE GAME										
					Successfully login to server.		A game is added to the server with the provided information.			
	F.2.1	Create-1	User can create game with valid credentials.	User is logged in.	Successfully login to server.     Call createGame on ServerFacade.		A game is added to the server with the provided information. The user is added to the newly created game with the specified color	:		
	F.2.1	Create-2	User cannot create game with invalid input.	Hoor is learned in	Successfully login to server.     Call createGame on ServerFacade with invalid inputs.		Error thrown.			
	F.2.1			User is logged in.						_
ADD PLAYER TO GAME	F.2.1	Create-3	User cannot create game when not logged in.	User is not logged in.	Call createGame on ServerFacade without logging in.		Error thrown.			
ADD PLAYER TO GAME										
	F.2.2	Add-1	User can add themself to a game with valid credentials.		Login to server.     Call addPlayerToGame on ServerFacade with valid inputs.		User is added to the game with the given color.			
		1			1. Create game.					
				l.,	Create game.     Add players to game until full.     Call addPlayerToGame on full game.					
	F.2.2	Add-2	User cannot add themself to a full game.	User is logged in.	Call addPlayerToGame on full game.		Error thrown.			-
					Create game.					
					2 Add player					
	F.2.2	Add-3	User cannot add themself to a game that has already started.	User is logged in.	S. Start game.     Call addPlayerToGame on already started game.		Error thrown.			
					1. Login to server.					
	F.2.2	Add-4	User cannot add themself to a game they already joined.	User is logged in.	Login to server.     Create game, adding self to new game.     Call addPlayerToGame on already joined game.		Error thrown.			
					Login to server.     Create game.     On a separate client, call addPlayerToGame with same color as other player.					
	F.2.2	Add-5	User cannot join game with duplicate color.				Error thrown.			
	F.2.2	Add-6	User cannot join game with null inputs.	User is logged in.	Call addPlayerToGame with null inputs.		Error thrown.			
	F.2.2	Add-7	User cannot join game with invalid inputs.	User is logged in.	Call addPlayerToGame with invalid inputs.		Error thrown.			
	F.2.2	Add-8	User cannot join game when not logged in.	User is not logged in.	Call addPlayerToGame with valid inputs.		Error thrown.			
START GAME										
	F.2.5	Start-1	User can start a game with valid credentials.	User is logged in.	Call startGame on ServerFacade with valid credentials.		The gameStarted flag is set to true. It is the user's turn. Game's initial card selection begins.			
	F.2.5	Start-2	User cannot start a game they did not create.	User is logged in.	Call startGame on game not created by the user.		Error thrown.			
	1.2.5	Otali-2	Oser cannot start a game they did not create.	Oser is logged in.			Ellor Bilowii.			
	F.2.5	Start-3	User cannot start a game with only 1 player.	User is logged in.	Create game.     Call startGame on newly created game. (There should only be one player)		Error thrown.			
	F.2.5		User cannot start game with invalid inputs.		Call startGame with invalid inputs.		Error thrown.			
		Start-4		User is logged in.						
LEAVE GAME	F.2.5	Start-4 Start-5	User cannot start game when not logged in.	User is logged in. User is not logged in.	Call startGame when not logged in.		Error thrown.			
	F.2.5									
		Start-5	User cannot start game when not logged in.	User is not logged in.	Call startGame when not logged in.		Error thrown.			
	F.2.5				Call startGame when not logged in.      Join a previously created game.     Call leaveCame on ServerFacade with valid credentials.					
		Start-5	User cannot start game when not logged in.	User is not logged in.	Call startGame when not logged in.      Join a previously created game.     Call leaveGame on ServerFacade with valid credentials.     Join a game.		Error thrown.			
		Start-5	User cannot start game when not logged in.	User is not logged in.	Call startGame when not logged in.      Join a previously created game.     Call leaveCame on ServerFacade with valid credentials.		Error thrown.			
	F.3.8	Start-5 Leave-1	User cannot start game when not logged in.  User can leave a game with valid credentials.	User is not logged in. User is logged in.	Call startGame when not logged in.      Join a previously created game.     Call leaveGame on ServerFacade with valid credentials.     Join a game.		Error thrown.  The User is removed from the game.			
	F.3.8	Start-5 Leave-1 Leave-2	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.	User is not logged in.  User is logged in.  User is logged in.	1. Call startGame when not logged in.      1. Join a previously created game.     2. Call leaveGame on ServerFacade with valid credentials.     1. Join a game.     2. Start the game.     3. Call leaveGame on ServerFacade.		Error thrown.  The User is removed from the game.  Error thrown.			
	F.3.8 F.3.8 F.3.8	Leave-1 Leave-2 Leave-3	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game they are not currently in.  User cannot leave game with invalid inputs.	User is not logged in.  User is logged in.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.			
BUY ROUTE	F.3.8 F.3.8 F.3.8	Leave-1 Leave-2 Leave-3 Leave-4	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game they are not currently in.	User is not logged in.  User is logged in.  User is logged in.  User is logged in.  User is logged in.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with invalid inputs.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.  Error thrown.			
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	F.3.8 F.3.8 F.3.8 F.3.8 F.3.8	Leave-1 Leave-2 Leave-3 Leave-4 Leave-5	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game they are not currently in.  User cannot leave game with invalid inputs.  User cannot leave game when not logged in.	User is not logged in.  User is not logged in.  User is not logged in.  Care he satered	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with reall dinputs. 1. Call leaveGame with reall dinputs. 1. Call leaveGame with valid inputs.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The route is bought and assigned to the user.  The luser's train cars decrease appropriately.			
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	F.3.8 F.3.8 F.3.8 F.3.8 F.3.5 F.3.5	Leave-1 Leave-2 Leave-3 Leave-5 Buy-1 Buy-2 Buy-2 Buy-3	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game that has already started.  User cannot leave game with availed injusts.  User cannot leave game with en not logged in.  User cannot buy a route with valid credentials.  User cannot buy route with insufficient train cars.  User cannot buy route when not his/her turn.  User cannot buy route when not logged in.	User is not logged in.  User is not logged in.  User is logged in.  Game has started. It is User's turn.  User is logged in.  Game has started. It is logged in.  User is not logged in.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute with insufficient train cars.  1. Call buyRoute with valid inputs.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The route is bought and assigned to the user. The User's train cars decrease appropriately. The User's train cards decrease appropriately. Turn advances to next player.  Error thrown.  Error thrown.  Error thrown.  Error thrown.			
	F.3.8  F.3.8  F.3.8  F.3.8  F.3.5  F.3.5	Leave-1 Leave-2 Leave-3 Leave-4 Leave-5 Buy-1 Buy-2 Buy-3	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game they are not currently in.  User cannot leave game with invalid inputs.  User cannot leave game when not logged in.  User cannot leave game when not logged in.  User cannot buy a route with valid credentials.  User cannot buy route with insufficient train cars.	User is not logged in.  User is not logged in.  User is not logged in.  Game has started. It is User's turn.  User is logged in.  Game has started. It is User's turn.  User is logged in.  Game has started. It is User's turn.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with invalid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The route is bought and assigned to the user. The User's train cards decrease appropriately. The User's train cards decrease appropriately. Turn advances to next player.  Error thrown.  Error thrown.			
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	F.3.8 F.3.8 F.3.8 F.3.8 F.3.5 F.3.5	Leave-1 Leave-2 Leave-3 Leave-5 Buy-1 Buy-2 Buy-2 Buy-3	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game that has already started.  User cannot leave game with availed injusts.  User cannot leave game with en not logged in.  User cannot buy a route with valid credentials.  User cannot buy route with insufficient train cars.  User cannot buy route when not his/her turn.  User cannot buy route when not logged in.	User is not logged in.  User is not logged in.  User is not logged in.  User is logged in.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute with insufficient train cars.  1. Call buyRoute with valid inputs.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The route is bought and assigned to the user. The User's train cards decrease appropriately. The User's train cards decrease appropriately. Turn advances to next player.  Error thrown.  Error thrown.  Error thrown.  Error thrown.			
	F.3.8 F.3.8 F.3.8 F.3.8 F.3.5 F.3.5	Leave-1 Leave-2 Leave-3 Leave-5 Buy-1 Buy-2 Buy-2 Buy-3	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game that has already started.  User cannot leave game with availed injusts.  User cannot leave game with en not logged in.  User cannot buy a route with valid credentials.  User cannot buy route with insufficient train cars.  User cannot buy route when not his/her turn.  User cannot buy route when not logged in.	User is not logged in.  User is not logged in.  User is not logged in.  User is logged in.  Game has started.  It is User's turn.  User is logged in.  User is logged in.  User is not logged in.  User is logged in.  Game has started.  It is User's turn.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute with insufficient train cars.  1. Call buyRoute with valid inputs.		Error thrown.  The route is bought and assigned to the user. The User's train cars decrease appropriately. Turn advances to next player.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The longest route flag is set for the current user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is somether every other user. The longest route flag is somether every other user. The longest route flag is somether every other user.			
	F.3.8 F.3.8 F.3.8 F.3.8 F.3.5 F.3.5 F.3.5 F.3.5 F.3.5 F.3.5 F.3.5	Leave-1 Leave-2 Leave-3 Leave-5 Buy-1 Buy-2 Buy-2 Buy-3 Buy-5	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game with a ready started.  User cannot leave game with invalid inputs.  User cannot leave game when not logged in.  User cannot bay a route with valid credentials.  User cannot buy route with insufficient train cars.  User cannot buy route when not logged in.  User cannot buy route when not logged in.  User cannot buy route when not logged in.  User cannot buy route with insufficient train cards.	User is not logged in.  User is logged in.  Game has started. It is User's turn.  User is logged in.  Game has started. It is ort User's turn.  User is logged in.  Game has started. It is not User's turn.  User is not logged in.  Game has started. It is User's turn.  User is not logged in.  User is logged in.  Game has started.  User is logged in.  Game has started.  User is logged in.  Game has started.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with invalid inputs. 1. Call leaveGame with valid inputs. 1. Call buyRoute on ServerFacade with valid inputs. 1. Call buyRoute on ServerFacade with valid inputs. 1. Call buyRoute with insufficient train cars. 1. Call buyRoute with valid inputs. 1. Call buyRoute with valid inputs. 1. Call buyRoute with valid inputs. 1. Call buyRoute with insufficient train cards.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The route is bought and assigned to the user. The User's train cards decrease appropriately. The User's train cards decrease appropriately. Turn advances to next player.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The longest route flag is set for the current user. The longest route flag is unset for every other user. The route is bought and assigned to the user. The User's train card decrease appropriately.			
	F.3.8 F.3.8 F.3.8 F.3.8 F.3.5 F.3.5	Leave-1 Leave-2 Leave-3 Leave-5 Buy-1 Buy-2 Buy-2 Buy-3	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game that has already started.  User cannot leave game with availed injusts.  User cannot leave game with en not logged in.  User cannot buy a route with valid credentials.  User cannot buy route with insufficient train cars.  User cannot buy route when not his/her turn.  User cannot buy route when not logged in.	User is not logged in.  User is not logged in.  User is logged in.  User on the logged in.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute on ServerFacade with valid inputs.  1. Call buyRoute with insufficient train cars.  1. Call buyRoute with valid inputs.		Error thrown.  The route is bought and assigned to the user. The User's train cars decrease appropriately. Turn advances to next player.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The longest route flag is set for the current user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is unset for every other user. The longest route flag is somether every other user. The longest route flag is somether every other user. The longest route flag is somether every other user.			
	F.3.8 F.3.8 F.3.8 F.3.8 F.3.5 F.3.5 F.3.5 F.3.5 F.3.5 F.3.5 F.3.5	Leave-1 Leave-2 Leave-3 Leave-5 Buy-1 Buy-2 Buy-2 Buy-3 Buy-5	User cannot start game when not logged in.  User can leave a game with valid credentials.  User cannot leave a game that has already started.  User cannot leave game with a ready started.  User cannot leave game with invalid inputs.  User cannot leave game when not logged in.  User cannot bay a route with valid credentials.  User cannot buy route with insufficient train cars.  User cannot buy route when not logged in.  User cannot buy route when not logged in.  User cannot buy route when not logged in.  User cannot buy route with insufficient train cards.	User is not logged in.  User is logged in.  Game has started. It is User's turn.  User is logged in.  Game has started. It is ort User's turn.  User is logged in.  Game has started. It is not User's turn.  User is not logged in.  Game has started. It is User's turn.  User is not logged in.  User is logged in.  Game has started.  User is logged in.  Game has started.  User is logged in.  Game has started.	1. Call startGame when not logged in.  1. Join a previously created game. 2. Call leaveGame on ServerFacade with valid credentials. 1. Join a game. 2. Start the game. 2. Start the game. 3. Call leaveGame on ServerFacade. 1. Call leaveGame with a game User is not currently in. 1. Call leaveGame with invalid inputs. 1. Call leaveGame with valid inputs. 1. Call buyRoute on ServerFacade with valid inputs. 1. Call buyRoute on ServerFacade with valid inputs. 1. Call buyRoute with insufficient train cars. 1. Call buyRoute with valid inputs. 1. Call buyRoute with valid inputs. 1. Call buyRoute with valid inputs. 1. Call buyRoute with insufficient train cards.		Error thrown.  The User is removed from the game.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The route is bought and assigned to the user. The User's train cards decrease appropriately. The User's train cards decrease appropriately. Turn advances to next player.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  The longest route flag is set for the current user. The longest route flag is unset for every other user. The route is bought and assigned to the user. The User's train card decrease appropriately.			

## Server Test Spec

Part								
		F.3.5	Buy-8	User can buy route with combination of wild and color cards.	User is logged in. Game has started. It is User's turn.	Call buyRoute using a combination of wild and color cards.	The User's train cars decrease appropriately. The User's train cards decrease appropriately.	
Part		F.3.5	Buy-9	Buying a route can trigger final round.	Game has started	Call buyRoute such that User's number of train cars is reduced to 0.	The final round of the game begins.	
1					User is logged in. Game has started. It is User's turn.			
Part		F.3.5	Buy-10	Buying a route can trigger end of game.	Each other player has had their final turn.	Call buyRoute with valid inputs.	The game ends.	
Part		F.3.5	Buy-11	User cannot buy route with invalid/null inputs.	Game has started. It is User's turn.	Call buyRoute with invalid/null inputs.	Error thrown.	
Company   Comp		F.3.5	Buy-12	Buyng a route can complete a destination card.	Game has started.	BuyRoute such that a destination card is completed.	The User's points are updated correctly. The destination card is marked as completed.	
Section   Sect		E 3.5	Puny 13	Cannot huy route if already drawn train eard this turn	User is logged in. Game has started.	Call drawTrainCard with valid inputs.     Call buyPoute with valid inputs.	Error thrown	
1.	DRAW TRAIN CARD	1 .0.0	Buy 10	outriol buy route it directly drawn train early and table.	it is osci o tuni.	E. Gui buyi toute mai vano impoto.	CITO MICHIL	
March   Marc		E 3.7	Train 1	Lear can draw train card with valid cradentials	Game has started.	1. Call drawTrainCard with valid input	The Lieur phains the selected train car	
March   19.5   Marc								
Part								
1								
1		F.3.7	Train-4	User cannot draw train card with invalid/null inputs.	It is User's turn.	Call drawTrainCard with invalid input.	Error thrown.	
Part		F.3.7	Train-5	Drawing train card can trigger end of game.	User is logged in. Game has started. It is User's turn. Each other player has had their final turn.	Call drawTrainCard on normal colored card.     Call drawTrainCard on normal colored card a second time.	The game ends.	
Part		F.3.7	Train-6	Drawing train card correctly updates current turn.				
## A Part					User is logged in. Game has started. It is User's turn.			
Part	OFT DESTINATIONS	F.3.7	Train-7	User cannot draw train card if none remain.	No train cards remain.	Call drawTrainCard on ServerFacade.	Error thrown.	
F. 16   Col. 2   Use control of decinations when not larged in the most tagged in the property of the proper	SET DESTINATIONS							
Fig.   GP2   Let carrier get destinations when not logged in Municipal Control Contr					User is logged in. Game has started.			
Part				User can get destinations with valid credentials.				
F. 20   Color   User carrier get destrations when not him familiar in the registring in the registri		1.5.0	061-2			1. Call get/Jestifiations with valid injute.	Life diewit.	
Part   Capta		F.3.6	Get-3	User cannot get destinations when not his/her turn.	It is not User's turn.	Call getDestinations with valid inputs.	Error thrown.	
F. 36   Ges   User cannot get destinations with invalating typus.   Ell User Sum.   C. old perceivations with invalating typus.   Environment typus.   Env		F.3.6	Get-4			Draw train card.     Call getDestinations with valid inputs.	Error thrown.	
Gains has Safeting F. 3.6 Gard 6 User cannot get destination if none remain.  F. 3.6 Gard 6 User cannot get destination with ratio credentials.  F. 3.6 Select. 3 User cannot select destinations with valid credentials.  F. 3.6 Select. 3 User cannot select destinations with valid credentials.  F. 3.6 Select. 3 User cannot select destinations with ratio credentials.  F. 3.6 Select. 3 User cannot select destinations with ratio credentials.  F. 3.6 Select. 3 User cannot select destinations with ratio credentials.  F. 3.6 Select. 3 User cannot select destinations with ratio credentials.  F. 3.6 Select. 3 User cannot select destinations with ratio credentials.  F. 3.6 Select. 3 User cannot select destinations with ratio credentials.  F. 3.6 Select. 4 User cannot select destinations with ratio credentials.  F. 3.6 Select. 4 User cannot select destination with ratio credentials.  F. 3.6 Select. 4 User cannot select destination with ratio destination with ratio destination with ratio place.  F. 3.6 Select. 5 User cannot select destination with ratio destination with ratio destination.  F. 3.6 Select. 5 User cannot select destination with ratio destination with ratio destination with ratio in place.  F. 3.6 Select. 5 User cannot select destination with ratio destination with ratio destination with ratio place.  F. 3.6 Select. 5 User cannot select destination with ratio destination with ratio destination with ratio destination with ratio place.  F. 3.6 Select. 5 User cannot select destination with ratio destination with ratio destination with ratio place.  F. 3.6 Select. 5 User cannot select destination with ratio destination with ratio destination with ratio destination with ratio place.  F. 3.6 Select. 5 User cannot select destination with ratio place.  F. 3.6 Select. 6 User cannot select destination with ratio destination with ratio destination with ratio destination with ratio place.		F.3.6	Get-5	User cannot get destinations with invalid/null inputs.	User is logged in. Game has started. It is User's turn.	Call getDestinations with invalid inputs.	Error thrown.	
Select Destinations    F.3.6   Select.1   User can select destinations with valid cradentials.   It is before the turn.   2 call select-Destinations on ServerFacade.   Destinations are added to the player.   The advances to the player.		F 3 6	Get-6	User cannot get destinations if none remain	Game has started. It is User's turn	1 Call netDestination on ServerEgrade	Error thrown	
F 3.8 Select 1 User can related destinations with valid condentation. Garden has started. F 3.6 Select 2 User cannot select destinations when not bigged in. F 3.6 Select 3 User cannot select destinations when not higher ham. F 3.6 Select 3 User cannot select destinations when not higher ham. F 3.6 Select 3 User cannot select destinations when not higher ham. F 3.6 Select 3 User cannot select destinations when not higher ham. F 3.6 Select 3 User cannot select destinations when not higher ham. F 3.6 Select 3 User cannot select destination if already drawn train card this turn. F 3.6 Select 3 User cannot select destination if having a select higher ham. F 3.6 Select 3 User cannot select destination if having a select ham have been destinated in the ham. F 3.6 Select 3 User cannot select destination if having already drawn train card this turn. F 3.6 Select 3 User cannot select destination if having already drawn train card this turn. F 3.6 Select 3 User cannot select destination if having already drawn train card this turn. F 3.6 Select 3 User cannot select destination with invalid inputs. F 3.6 Select 3 User cannot select destination with invalid inputs. F 3.6 Select 3 User cannot select destination with invalid inputs. F 3.6 Select 4 User cannot select destination have were not offered to them. F 3.6 Select 5 User cannot select destination with invalid inputs. F 3.6 Select 5 User cannot select destination with invalid inputs. F 3.6 Select 6 User cannot select destination with invalid inputs. F 3.6 Select 7 User cannot select destination with invalid inputs. F 3.6 Select 8 Selecting destinations can integer end of game. F 3.6 Select 8 Selecting destinations can input end of game. F 3.6 Select 8 Selecting destinations can input end of game. F 3.6 Select 8 Selecting destinations can update the some. F 3.6 Select 8 Selecting destinations can update the some. F 3.7 Select 8 Selecting destination and path were not offered to the selecting turn to the selection of game and the selection of the selection of the selectin	SELECT DESTINATIONS	1 .0.0	OULO	oser carnot get desarrations in note remain.	TO GOODING OF GOTON	1. Our getstermann en serven adde.	LIGHT WIGHT.	
F.3.6 Select 3 User cannot select destinations when not logged in.  F.3.6 Select 3 User cannot select destinations when not lisher turn.  F.3.6 Select 4 User cannot select destinations when not lisher turn.  F.3.6 Select 4 User cannot select destination if already drawn fain card this turn.  F.3.6 Select 4 User cannot select destination if already drawn fain card this turn.  F.3.6 Select 5 User cannot select destination if harm already gotten destinations this turn. It is User's turn.  F.3.6 Select 6 User cannot select destination if harm already gotten destinations this turn. It is User's turn.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 8 Select 8 Selecting destinations with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.6 Select 7 User cannot select destination with invalid full inputs.  F.3.7 User cannot select destination with invalid inputs.  F.3.8 Select 8 Select 8 Selecting destinations with invalid inputs.  F.3.8 Select 8 Select 9 Select					User is logged in. Game has started.	Call getDestinations on ServerFacade.	Destinations are added to the player.	
F 3.6 Select-3 User cannot select destinations when not his her turn.  F 3.6 Select-4 User cannot select destination when not his her turn.  F 3.6 Select-4 User cannot select destination if already drawn train card this turn.  F 3.6 Select-5 User cannot select destination if haart already gotten destinations this turn if it is before turn.  F 3.6 Select-6 User cannot select destination with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations with invalid inputs.  F 3.6 Select-7 User cannot select destinations w							Turn advances to next player.	
F.3.6 Select-3 User cannot select destinations when not his/her furn.  F.3.6 Select-4 User cannot select destination if already drawn train card this turn.  F.3.6 Select-5 User cannot select destination if already drawn train card this turn.  F.3.6 Select-5 User cannot select destination if already drawn train card this turn.  F.3.6 Select-5 User cannot select destination if harm's already gotten destinations his turn (Juer is logged in Game has started.  F.3.6 Select-6 User cannot select destination in harm's already gotten destinations with value in logged in Game has started.  F.3.6 Select-7 User cannot select destination that were not offered to them.  F.3.6 Select-7 User cannot select destination that were not offered to them.  F.3.6 Select-7 User cannot select destination that were not offered to them.  F.3.6 Select-8 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-8 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-8 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-8 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-8 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-8 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-8 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-9 Select-1 User cannot select destination that were not offered to them.  F.3.6 Select-1 User is logged in Game has started.  F.3.6 Select-1 Select-1 Select-1 User is logged in Game has started.  F.3.6 Select-1 Select-1 Select-1 User is logged in Game has started.  F.3.6 Select-1 Select-1 Select-1 User is logged in Game has started.  F.3.6 Select-1 Select-1 Select-1 User is logged in Game has started.  F.3.6 Select-1 Se		1			User is logged in.			
F 3.6 Select.4 User cannot select destination if already drawn train card this turn. It is User's turn.  F 3.6 Select.5 User cannot select destination if already grawn train card this turn.  F 3.6 Select.6 User cannot select destination if hasn't already gotten destinations this turn. If is User's turn.  F 3.6 Select.6 User cannot select destination if hasn't already gotten destinations this turn. If is User's turn.  F 3.6 Select.6 User cannot select destination if hasn't already gotten destinations with invalidinguits.  F 3.6 Select.6 User cannot select destination with invalidinguits.  F 3.6 Select.7 User cannot select destination that were not offered to them.  F 3.6 Select.7 User cannot select destination that were not offered to them.  F 3.6 Select.8 Select.9 Selecting destinations can trigger end of game.  F 3.6 Select.9 Select.9 Selecting destinations can update the score.  F 3.6 Select.9 Select.9 Selecting destinations can update the score.  F 3.6 Select.9 Select.9 Selecting destinations can update the score.  F 3.6 Select.9 Selecting destinations can update the score.  F 3.6 Select.9 Select.9 Selecting destinations can update the score.  F 3.6 Select.9 Selecting destinations can update the score.  F 3.7 Select.9 Select.9 A game model can be loaded from a file.  F 3.8 Select.9 Selecting destinations can update the score.  F 3.8 Select.9 Selecting destinations can update the score.  F 3.9 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selecting destinations can update the score.  F 3.0 Select.9 Selectin		F.3.6	Select-3	User cannot select destinations when not his/her turn.	Game has started. It is not User's turn.	Call selectDestinations with valid inputs.	Error thrown.	
F3.6 Select-5 User cannot select destination if hasn't already gotten destinations this turn. It is User's turn.  User is logged in Game has started. It is User's turn.  1. Call selectDestinations with valid inputs.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  1. Call selectDestinations with valid inputs.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  Error thrown.  1. Call getDestinations on ServerFacade. 2. Call selectDestinations on ServerFacade. 3. Call selectDestinations on ServerFacade. 4. Call selectDestinations on ServerFacade. 5. Select-8 Selecting destinations can trigger end of game.  Each other player has had their final turn.  1. Call getDestinations on ServerFacade. 2. Call selectDestinations on ServerFacade. 3. Call selectDestinations on ServerFacade. 4. Call selectDestinations on ServerFacade. 5. Call selectDestinations with valid inputs.		F.3.6	Select-4		Game has started. It is User's turn.	Draw train card.     Call selectDestinations with valid inputs.	Error thrown.	
F.3.6 Select-6 User cannot select destinations with invalid inputs. Game has started. It is User's turn.  F.3.6 Select-7 User cannot select destination that were not offered to them.  It is User's turn.  F.3.6 Select-7 User cannot select destination that were not offered to them.  It is User's turn.  It i		F.3.6	Select-5	User cannot select destination if hasn't already gotten destinations this turn.	User is logged in. Game has started. It is User's turn.	Call selectDestinations with valid inputs.	Error thrown.	
F.3.6 Select-8 User cannot select destination that were not offered to them. Game has started. It is User's turn. 2 Call gedDestinations on ServerFacade.  F.3.6 Select-8 Selecting destinations can trigger end of game.  F.3.6 Select-9 Selecting destinations can update the score. User is togged in Game has started. It is User's turn. Each other piper has had their final turn. 2 Call gedDestinations on ServerFacade.  F.3.6 Select-9 Selecting destinations can update the score. User is togged in Game has started. It is User's turn. Each other piper has had their final turn. 2 Call gedDestinations on ServerFacade.  F.3.6 Select-9 Selecting destinations can update the score. User is togged in Game has started. It is User's turn. 2 Call gedDestinations on ServerFacade. Player's points update correctly for destinations already completed.  F.3.6 Select-9 Selecting destinations can update the score. It is User's turn. 2 Call gedDestinations such that User obtains destination they already have. Player's points update correctly for destinations already completed. Selecting des		F.3.6	Select-6	User cannot select destinations with invalid/null inputs.	Game has started	Call selectDestinations with invalid inputs.	Error thrown.	
User is logged in. Game has started. It is User's typer. It is before the final turn. User is logged in. Game has started. It is User's typer. It is before the final turn. User is logged in. Game has started. It is User's typer. It is before player has had their final turn. User is logged in. Game has started. It is User's typer. It is User's typer's points update correctly for destinations aready completed. It is User's typer. It is User's typer's points update correctly for destinations aready completed. It is User's typer. It is User's typer's points update typer's points update correctly for destinations aready completed. It is User's typer's points update typer's points update correctly for destinations aready completed. It is User's typer's points update typer's points update correctly for destinations aready completed. It is User's typer's points update typer's points update correctly for destinations aready completed. It is User's typer's points update typer's poi		F.3.6	Select-7	User cannot select destination that were not offered to them.	User is logged in. Game has started. It is User's turn.	Call getDestinations on ServerFacade.     Call selectDestinations with destinations not offered.	Error thrown.	
F.3.6 Select-9 Selecting destinations can update the score. Game has started.  It is User's turn.  Selecting destinations and Serverif-acade.  F.4.2 Load-1 A game model can be loaded from a file.  F.4.2 Save-1 A game model can be saved to a file.  F.4.2 Save-1 A game model can be saved to a file.  A game can be started.  A game can be started.  1. Call gedDestinations such that User obtains destination they already have.  Player's points update correctly for destinations aready completed.  Flayer's points update correctly for destinations such that User obtains such that User obtains destination they already have.  Flayer's points update correctly for destinations aready completed.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destination they already have.  Flayer's points update correctly for destin		F.3.6	Select-8	Selecting destinations can trigger end of game.		Call getDestinations on ServerFacade.     Call selectDestinations with valid inputs.	The game ends.	
F.4.2 Load-1 A game model can be loaded from a file. Game model can be saved to a file. 1. Call loadGameState on ServerFacade. Game model completely matches state specified in file.  F.4.2 Save-1 A game model can be saved to a file. A game can be started. 1. Call saveGameState on ServerFacade. File saved completely matches the current game model. File saved completely matches the current game model.		F.3.6	Select-9	Selecting destinations can update the score.	User is logged in. Game has started. It is User's turn.	Call getDestinations on ServerFacade.     SelectDestinations such that User obtains destination they already have.	Player's points update correctly for destinations already completed.	
F.4.2 SAVE GAME STATE  F.4.2 Save-1 A game model can be saved to a file. A game can be started. I. Call saveGameState on ServerFacade. File saved completely matches the current game model.	LOAD GAME STATE	E 4 2	Load 1	A game model can be loaded from a file	Came model can be sound to a file	1 Call loadGamaState on SequerEacade	Came model completely matches state engalified in file	
SAVE GAME STATE  F. 4.2 Save-1 A game model can be saved to a file. A game can be started. 1. Call saveGameState on ServerFacade. File saved completely matches the current game model.			L0a0-1	A game model can be loaded from a file.	Game model can be saved to a file.	Call loadGaffleState on ServerFacage.	Game inddel completely matches state specified in file.	
	SAVE GAME STATE							
SEND MODEL INFORMATION		F.4.2	Save-1	A game model can be saved to a file.	A game can be started.	Call saveGameState on ServerFacade.	File saved completely matches the current game model.	
	SEND MODEL INFORMATION							

## Server Test Spec

SERVER SPEED TEST					
	Speed-1	The server can handle between 40-50 requests per second.	Create multiple client thread that continually generate requests for 1 minute.	No exceptions are thrown, all requests have a response within 1000ms	
SERVER SYNCHRONIZATION TEST					
COMMAND GENERATING					
	Command-1	The Command Factory can correctly create command objects of each type.	Provide Command Factory with input for each command type.	Each command generated by the factory is not null	