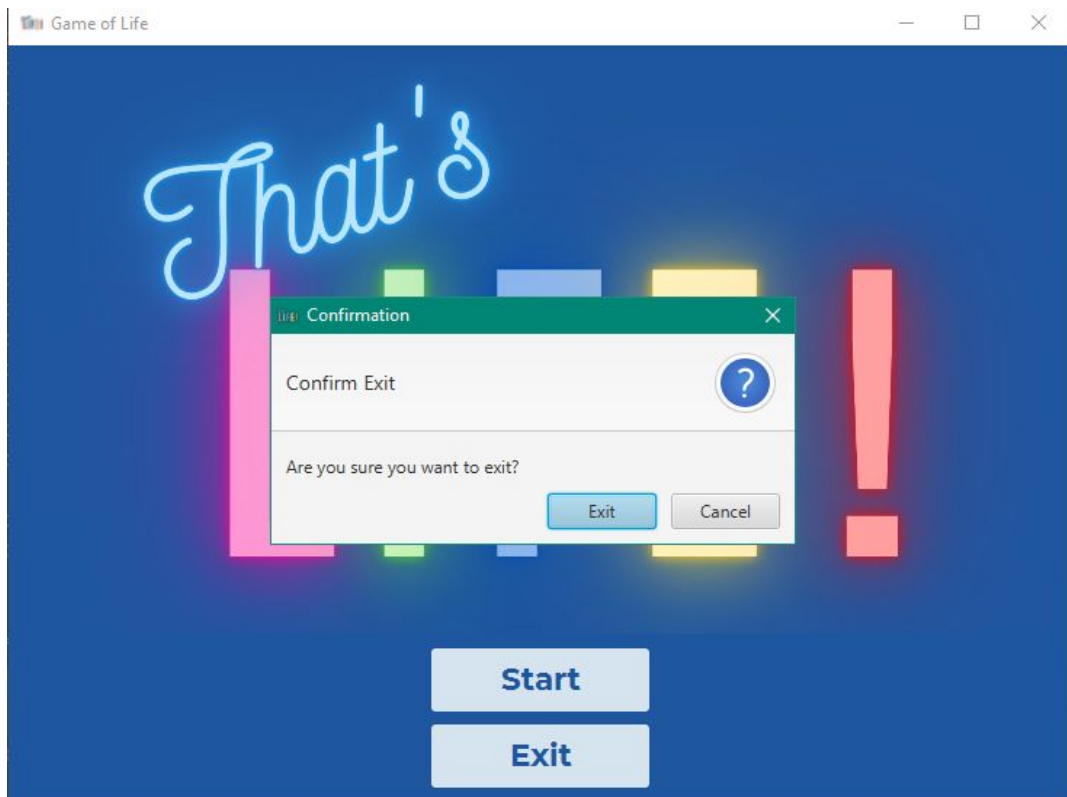


## Test Case #1

**Scenario:** Game Screen closed

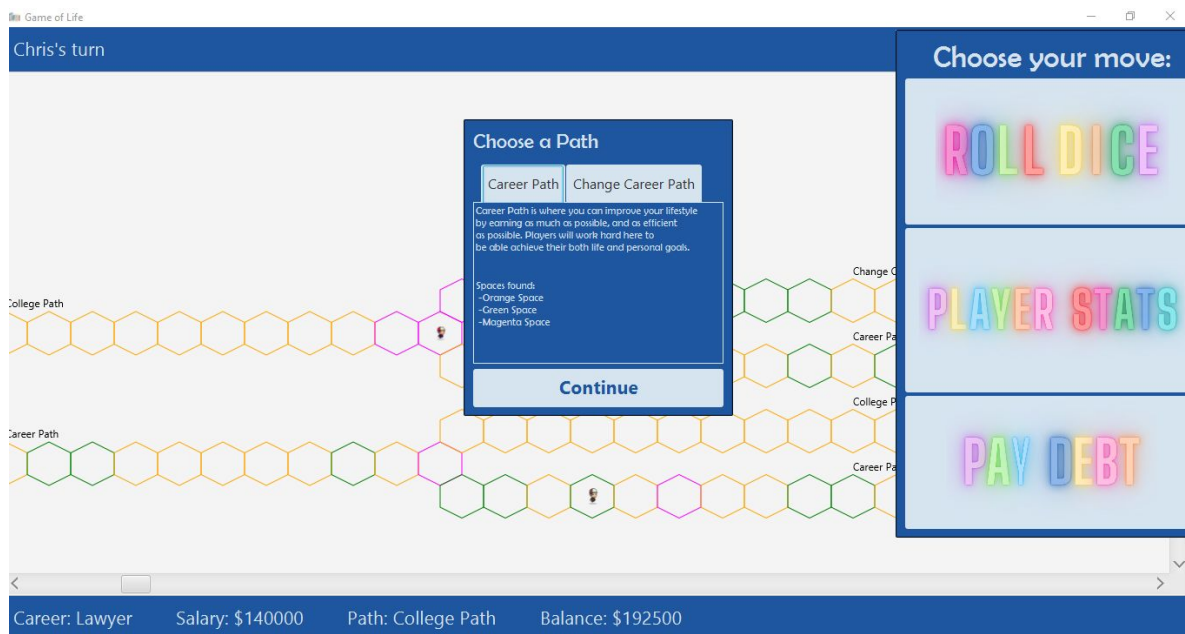
**Expected:** Asks user if he/she is sure



## Test Case #2

**Scenario:** Player passes through a junction leading to 2 paths

**Expected:** After player chooses a Path, player will be moved to the start of that path.

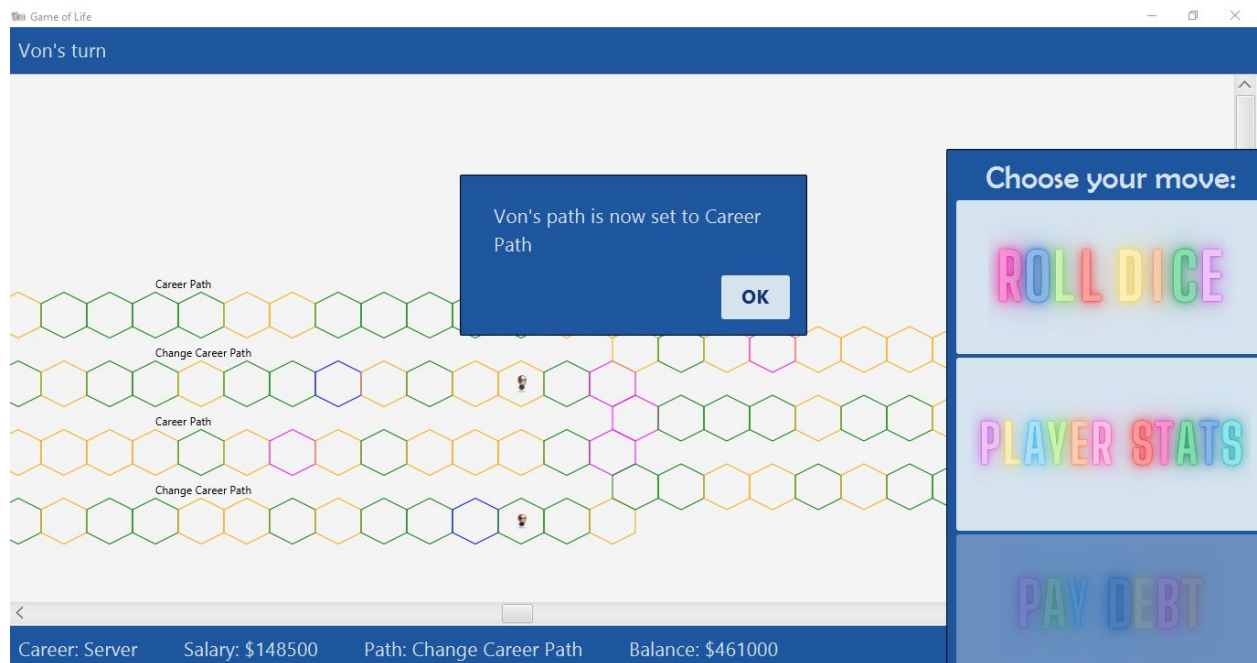


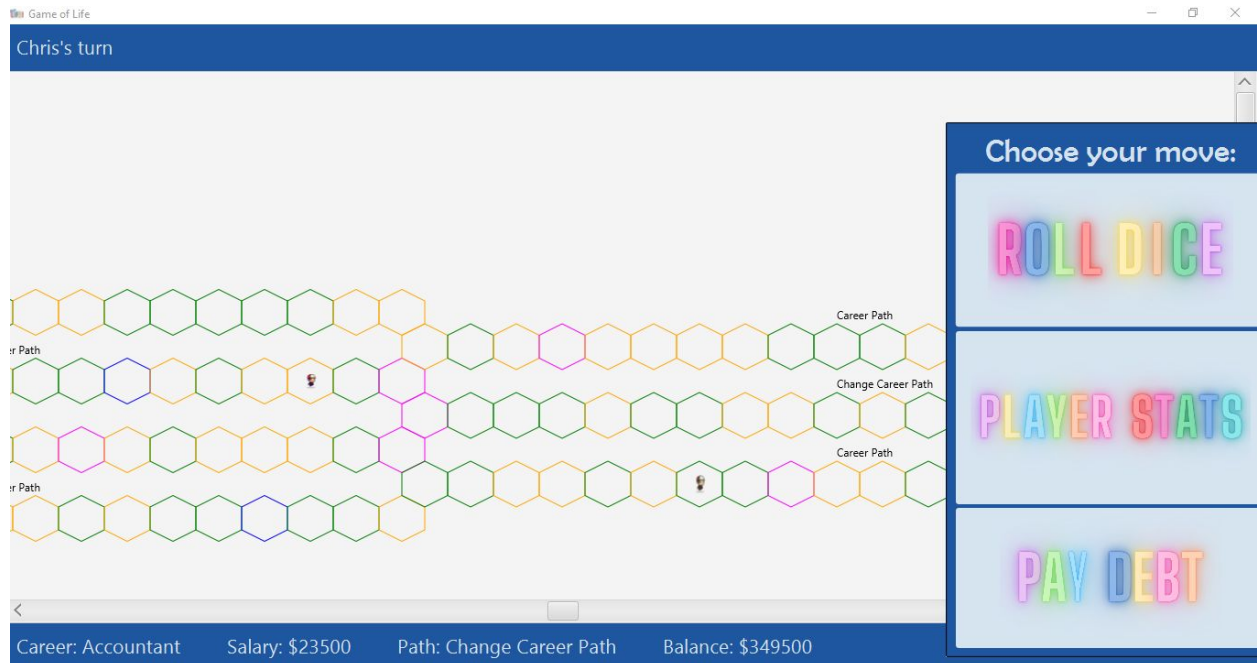


### Test Case #3

**Scenario:** Player passes through a junction leading to only 1 path

**Expected:** Player is automatically assigned to that junction

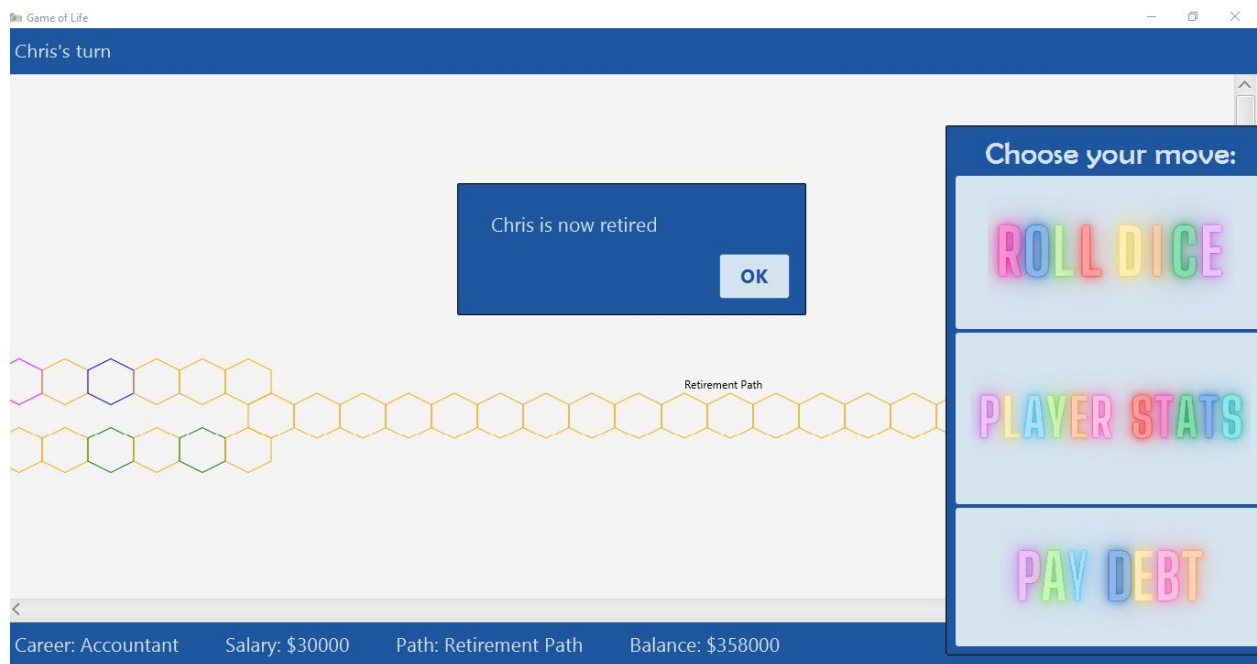


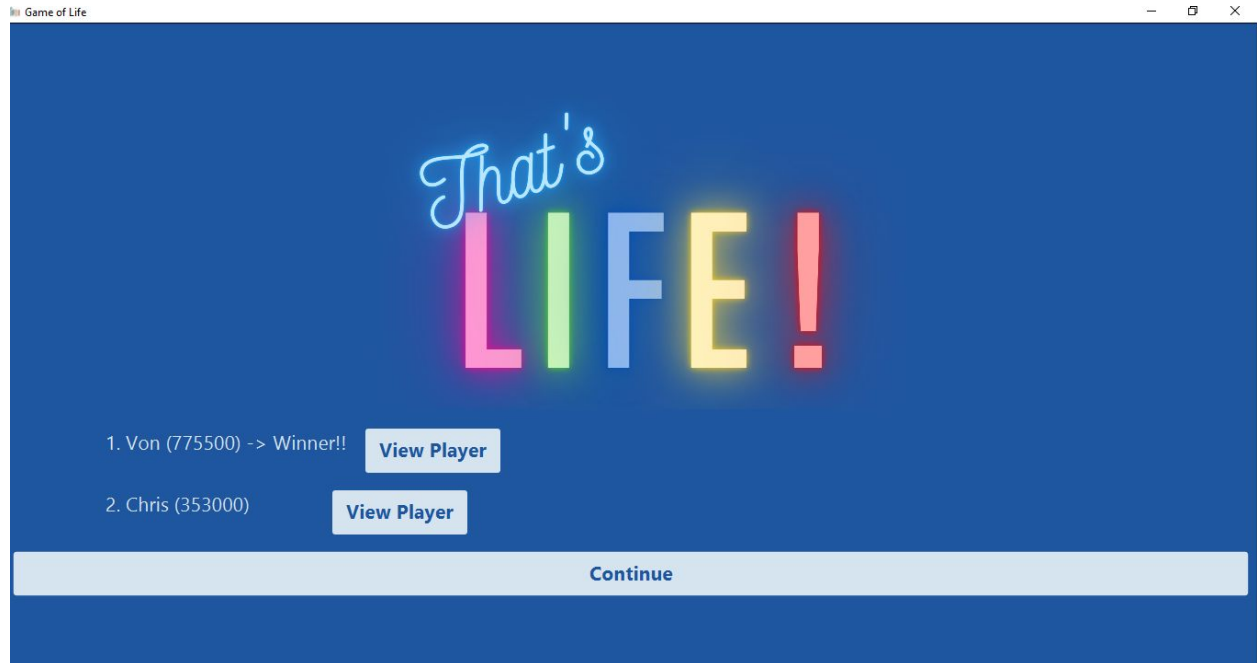


## Test Case #4

**Scenario:** All players are retired

**Expected:** End Game and display winner/leaderboard

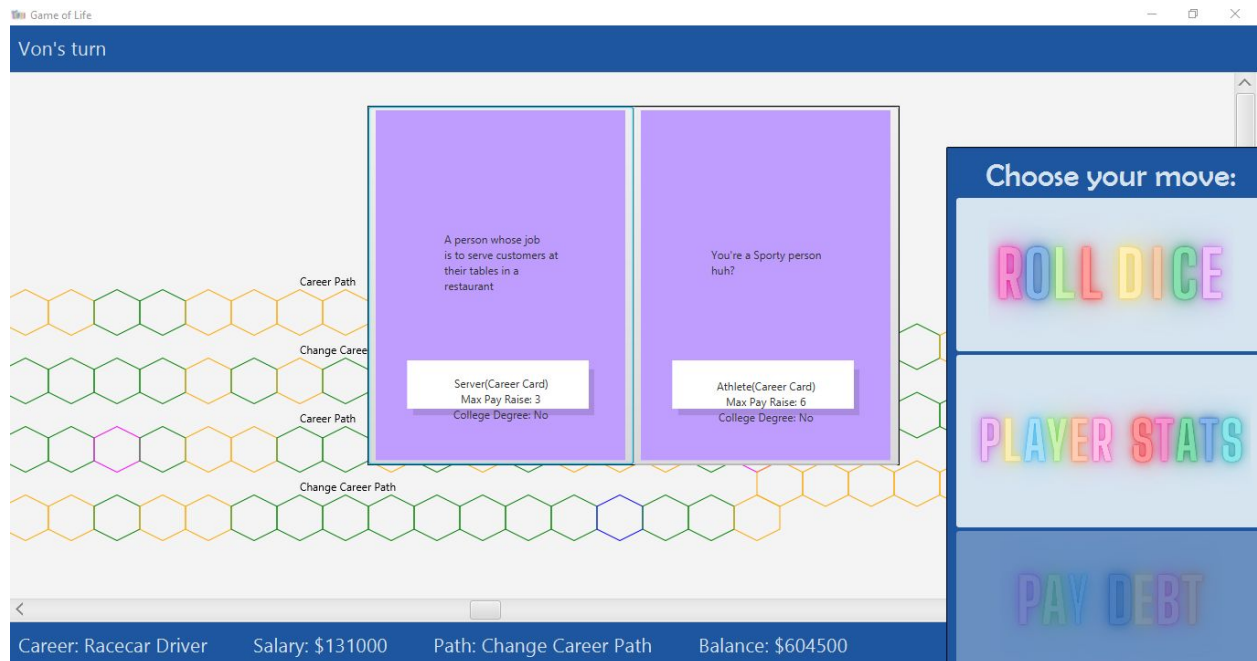




## Test Case #5

**Scenario:** A Player which hasn't Graduated passes through College Career Space.

**Expected:** Only shows Career Cards which doesn't need a player to Graduate first.



## Test Case #6

**Scenario:** A Player which hasn't Graduated pass through College Career Space but there aren't any Career Cards left which doesn't need a Player to Graduate first.

**Expected:** Alert the user that there are no more cards left, then nothing will happen.

