**Team 6: Test Plan**

**Script that will be used during the demo to show the successful completion of implemented features.**

-Demonstrate networking by starting the same game on 2 separate machines.

-Will choose to run in cheat mode.

-Then place the dwellings, Lost Castle and City, treasures, warnings and sounds across board.

-Will run the game with 2 players, picked to be the Amazon and the Dwarf. Demonstrating that we have incorporated the characters needed for 3 programmers.

-To ensure we could demonstrate that the coding was finished for the Cloak of Mists and Magic Spectacles; both were given to the starting profile of the Amazon.

-Also since the Amazon and the Dwarf have several of the most obvious special abilities.

-Starting location will be picked as the Inn for both of the characters, instead of the other start location options.

-Also how Victory Points will be calculated at the end will be determined now.

-Now the game will start. The map will now have all player icons and dwellings visible.

-The game will determine how many phases each player gets based on whether they are in a cave and/or they are a Dwarf. Our Amazon will get 4, and the Dwarf will get 2.

-Next the game will prompt player to record their turn during the period of Birdsong. The Amazon will choose to do her Special Move, Move, Special Search from Spectacles, Search, Rest, Rest, Special Hide from Cloak. The Dwarf will Move, Move.

-Seeing as it will be day 1 none of the prowling monsters will reset to start positions but will instead just prowl.

-Then the players will in a random order execute their pre-recorded turns.

-The Amazon will choose to use the Locate table and cheat to succeed with a 4. Then she will loot some of it with a 3.

-On day 2 we will go through the process and we will use the actions to move both of our characters into the same clearing; so that we can demonstrate combat.

-1 vs 1 Multi-Round Player Combat implemented. Wounded and Fatigued chits will be created during this fight. The fight can be ended with death or if both players choose to do nothing. If we kill off a character it will drop all his stuff in a pile.

-On day 3 we will have the Dwarf Rest as one of his phase actions, so we can show off his special recovery.

-On the rest of the days we will have players search and locate hidden paths with ‘3’.

-At the end of 28 days the game will end and the Total Score will be calculated for all players using their original Victory Point values picked at the beginning. This will be presented to the user and his opponent.