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| Test Case ID | Use Case Reference | Description of Test | Test Initialisation | Test Inputs | Test Procedure | Expected Results | Passed? |
| 01 | Register Player Use Case | Testing the registering of players | Enter player names | Niamh  Daniel  Charlotte | Enter the names Niamh, Daniel, Charlotte | The player names Niamh, Daniel and Charlotte have been registered as a player | Yes- the names have been registered as players and are offered a list of options they can take as turns |
| 02 | Register Player Use Case | Testing the ‘start’ option without registering any players | Enter ‘start’ | start | Enter start when asked for ‘Please register players’ | The player should not be registered as a player and they will be asked to enter their player’s name again | Yes- The player is unable to register as player 0 as the word ‘start’ cannot be used as a player name |
| 03 | Register Player Use Case | Testing starting the game with only one player registered | Enter one player name followed by entering ‘start’ | Daniel  start | Enter player 1’s name as Daniel and enter ‘start’ when asked for player 2’s name | The game should not allow the player to continue without registering another player | No-the game ends |
| 04 | Register Player Use Case | Testing registering players with the same name | Enter same player name twice | Niamh  Niamh | Enter player 1’s name as Niamh and enter player 2’s name as Niamh | An error should occur telling the player this name has already been registered, choose another name | Yes- the game will tell you this is a duplicated name, and you are to enter another name |
| 05 | Register Player Use Case | Testing registering more than 8 players | Enter player names | Niamh  Daniel  Charlotte  Craig  Michael  Omar  Emma  Conor  Shane | Enter the names  Niamh  Daniel  Charlotte  Craig  Michael  Omar  Emma  Conor  Shane | The game should prevent you from registering another player after the 8th player has been registered to the game | Yes- the game starts after the 8th player has been registered preventing anyone else from registering |
| 06 | Register Player Use Case | Testing the start option after registering players | Enter start after players have been registered | Niamh  Daniel | Enter the names Niamh  Daniel  And enter start | The list of options that a player can take will show | Yes- A list of options that a player can take will show |
| 07 | Roll Dice Use Case | Testing the option ‘1. Roll Dice’ after registering the players | Enter option 1 after the players have been registered | 1 | Enter option 1 | The dice will roll and tell the player what they have rolled, the priority, they have therefore landed (with all its details) on and the list of options they can take on this priority | Yes- all the required information has shown |
| 08 | Tackle Priority Use Case | Testing the option ‘2. Tackle Priority’ after registering the players | Enter option 2 after the players have been registered | 2 | Enter option 2 | The game should tell the player they have no priorities, and they can make another choice | Yes- the game states that specific player ‘has no priorities’ and can make another choice |
| 09 | Remove Player Use Case | Testing the option ‘3. Leave Game’  after registering the players | Enter option 3 after the players have been registered | 3 | Enter option 3 | The game should ask the player are they sure they want to quit giving them the option to continue with the game | Yes- the game gives the player the opportunity to reconsider quitting |
| 10 | Take Turn Use Case | Testing the option ‘4. Show Player Details’  after registering the players | Enter option 4 after the players have been registered | 4 | Enter option 4 | The game should show the player’s details i.e.  Name  Balance  Priorities own (if any), and they can make another choice | Yes- the game provides the player with the information required and they can make another choice |
| 11 | Take Turn Use Case | Testing the option ‘5. Rules’  after registering the players | Enter option 5 after the players have been registered | 5 | Enter option 5 | The game should provide the player with a short set of rules | Yes- the game provides the player with the list of rules |
| 12 | Take Turn Use Case | Testing the option ‘6 Board’ after registering the players | Enter option 6 after the players have been registered | 6 | Enter option 6 | The game should provide the player with an overview of the board | Yes- the game provides the player with an overview of the board |
| 13 | Take Turn Use Case | Testing an invalid option choice i.e., a choice number that is not between 1-4 when it is a player’s turn | Enter an option that is not between 1-4 after the players have been registered | 5 | Enter an invalid option of 5 | The game should tell the player this is an invalid choice and allow them to enter a valid choice | Yes- the game tells the player to enter a valid choice |
| 14 | Tackle Priority Use Case | Testing the option ‘1. Acquire Priority’ (with sufficient funds) within option ‘1. Roll Dice’ after registering the players | Enter option 1 after rolling dice | 1 | Enter option 1 | The player will have acquired the priority as they have sufficient funds, and their new balance will be shown. The player turn count will increase | Yes- The player has acquired the priority and their new balance is shown. The next player can now take their turn |
| 15 | Take Turn Use Case | Testing the option ‘2. Pass within option ‘1. Roll Dice’ after registering the players | Enter option 2 after rolling dice | 2 | Enter option 2 | The player will be able to pass on this priority their turn onto the next player | Yes- the player can pass on the priority and the turn has changed to the next player |
| 16 | Take Turn Use Case | Testing an invalid option within option ‘1 Roll Dice’ after registering the players | Enter an option that is not 1 or 2 after rolling the dice | 3 | Enter option 3 | The player will be told this is an invalid option and to enter a valid option | Yes-the player is unable to make this selection as it in invalid and they are told to enter a value between 1-5 |
| 17 | Take Turn Use Case | Testing when the player passes go | Roll dice until a player passes GO | 1 | Enter option 1 on each player until someone passes go | The player will be told they have passed go and they collect £200 | Yes- the £200 is added to the player’s balance |
| 18 | Tackle Priority Use Case | Testing option ‘2. Tackle Priority’ after acquiring a priority | Enter option 2 after the player has acquired a priority. | 2 | Enter option2 on your next turn after acquiring a priority | The player should be shown the list of priorities they own. | Yes- The player will be shown the correct priorities they own |
| 19 | Tackle Priority Use Case | Testing entering a correct number of a priority owned by a player | Enter the number of a priority owned by a player | 1 | Enter 1 when asked to ‘provide name of priority tackling’ | The player should be given information on what the can/need to do regarding the priority | Yes- The player is given information on what the can/need to do regarding the priority |
| 20 | Tackle Priority Use Case | Testing entering an incorrect number of a priority | Enter a number (of a priority) which does not exist | 15 | Enter 15 when asked to ‘provide number of priority tackling’ | The player will be unable to tackle this priority | Yes- the player will be unable to tackle this priority and will be asked again to ‘provide number of priority tackling’ |
| 21 | Tackle Priority Use Case | Testing entering a number of a priority owned by another player | Enter a number of a priority that is owned by another player | 2 | Enter 2 when asked to ‘provide number of priority tackling’ | The player will be unable to tackle this priority | Yes- the player will be unable to tackle this priority and will be asked again to ‘provide number of priority tackling’ |
| 22 | Tackle Priority Use Case | Testing the ‘2. Tackle Priority’ option without owning all priorities in this area | Enter option 2 to tackle priority | 2 | Enter option 2 on your next turn after acquiring a priority | The player should be told they need to own all priorities in the area before taking steps | Yes- The player is told they need to own all priorities in the area before taking steps |
| 23 | Tackle Priority Use Case | Testing the ‘2. Tackle Priority’ option after the own all priorities in this area | Enter option 2 to tackle priority | 2 | Enter option 2 on your next turn after acquiring a priority | The player will be offered how many steps they can take on this priority | Yes- the player will be shown how many steps they can take towards tackling the priority and how much it is |
| 24 | Tackle Priority Use Case | Testing an invalid number of steps within the how many steps you want to take towards tackling the property within the option of 2.’Tackle Priority | Enter an invalid step amount | 9 | Enter 9 when asked how many steps you want to take towards tackling the property | The player should not be able to tackle the priority and will be asked to insert a correct number of steps shown. | Yes- the game tells the player they must provide a valid number of steps (maximum 4) as well as how many steps they have currently taken |
| 25 | Tackle Priority Use Case | Testing the option ‘4. Show Player Details’ after acquiring a priority | After acquiring a priority select option 4. Show Player Details | 4 | Enter option 4 on your next turn after acquiring a priority | The player will be shown what squares they own with all the details about the priority | Yes- The priority name, priority value and the priority value of the priorities will be shown. |
| 26 | Contribution Transaction Use Case | Testing when a player lands on a priority already owned by another player | Roll dice until you land on a priority that is owned by another player | 1 | Enter option 1 until you land on a priority that is owned by another player | The game will tell you who owns the priority, how much is the contribution cost and the player’s new balance | Yes- The game tells you who owns the priority, how much the contribution costs and the player’s new balance |
| 27 | Tackle Priority Use Case | Testing when a player lands on a priority they already owned | Roll dice until you land on a priority the player already owns | 1 | Enter option 1 until you land on a priority you already own | The game will tell the player they already won this priority | Yes- The game tells you that you already own the priority |
| 28 | Tackle Priority Use Case | Testing when a player cannot afford to buy a priority | Roll dice until you land on a priority | 1 | Enter option 1 until you land on a priority | The game will tell you that you need more resources to take the initiative | Yes- The game tells you that you need more resources to take this initiative |
| 29 | Remove Player Use Case | Testing when a player runs out of money | Roll dice until you run out of money | 1 | Enter option 1 roll dice and play the game, acquiring properties, giving resources to other players and tackling action areas | The player will be told they have run out of funds and their remaining resources will be donated. | Yes- the player is told they have run out of fund and their remaining resources are donated; they are removed from the game |