Test Case 1.1: User Clicks “Play” Button

Expected:
Input: User presses Play button
Output: System changes to setup scene

Unexpected:

Input: User presses Playbutton
Output: System does not go to the setup scene

Test Case 2.1: User clicks “Begin Turn” button

Expected:
Input: User clicks “Begin Turn” button
Output: System calls Collect Income function

Unexpected:
Input: User clicks “Begin Turn” button
Output: System does not call Collect Income function

Test Case 3.1: Collect Income

Expected:
Input: User presses “Collect Income” button
Output: Each group owned by user has their balance increased by their income

Unexpected:
Input: User presses “Collect Income” button
Output: Groups owned by user do not have their balance change or decrease balance.

Test Case 4.1: Draw Card

Expected:
Input: Use presses the “Draw Card” button
Output: An additional group is in the neutral pile or user has a new special card in their hand

Unexpected:
Input: Use presses the “Draw Card” button
Output: Deck remains unchanged or Player(nonactive) receives a special card.

Test Case 5.1: User clicks “Attack” button

Expected:
Input: Use clicks “Attack” button
Output: Attack function is called.

Unexpected:
Input: Use clicks “Attack” button
Output: Attack function is not called.

Test Case 6.1: User adds money for attack

Expected:
Input: User presses the + button and done button
Output: Defending group has their resistance reduced by 1

Unexpected:
Input: User presses the + button and done button
Output: Defending group does not have their resistance changed.

Test Case 7.1: User Presses Invoke Privilege

Expected:
Input: User presses Invoke Privilege button while attacking
Output: User gains “privileged” status for attack

Unexpected:
Input: User presses Invoke Privilege button while attacking
Output: Attack ends without resolution

Test Case 8.1: User presses “Counter Privilege” Button

Expected:
Input: User presses Counter Privilege button while another player is invoking privilege
Output: Active User has privilege revoked for the attack

Unexpected:
Input: User presses Counter Privilege button while another player is invoking privilege
Output: Attack ends without resolution.

Test Case 9.1: Opposite users press “Interfere” button

Expected:
Input: Player adds 1 MB to aide defending group
Output: Defending group has their resistance increased by 1

Unexpected:
Input: Player adds 1 MB to aide defending group
Output: Defending group does not have their resistance changed.

Test Case 10.1: User presses “Interfere” Button

Expected:

Input: Player adds 1 MB to aide defending group
Output: Defending group has their resistance increased by 1

Unexpected:
Input: Player adds 1 MB to aide defending group
Output: Defending group does not have their resistance changed.

Test Case: 11.1

Expected:
Input: click “End Turn” button
Output: Player’s turn ends

Unexpected:

Input: click “End Turn” button
Output: Player’s turn does not end (i.e. the player can still add megabucks, etc.)

Test Case: 12.1

Expected:
Input: click “Pass and Collect 5MB” button.
Output: Player’s turn ends and 5 MB is added to the group of his choice.

Unexpected:

Input: click “goal achieved” button
Output: Player’s turn does not end OR the incorrect amount was added to his group.

Test Case 13.1

Expected:
Input: click “Roll Dice” button
Output: The sum of two dice should be between 2 and 12 inclusive

Unexpected:

Input: click “Roll Dice” button
Output: The sum of two dice is outside of the range 2 to 12

Test Case 14.1

Expected:
Input: clicks and drags a group card to a new spot
Output: card is in the correct alignment with arrows.

Unexpected:

Input: clicks and drags a group card to a new spot
Output: Arrows of the card do not line up after arranged.

Test Case 15.1

Expected:
Input: click “Transfer Money” button and input the amount of money in a text box
Output: The correct amount is added to the correct group of the player’s choice

Unexpected:

Input: click “Transfer Money” button and input the amount of money in a text box
Output: The incorrect amount is added OR the correct amount is added to the incorrect group

Test Case 16.1

Expected:
Input: click on the card to be used in the attack
Output: The card selected will be highlighted with a white border around.

Unexpected:

Input: click on the card to be used in the attack
Output: The card selected is not highlighted with a white border around.

Test Case 17.1

Expected:
Input: click on the card the player wants to attack
Output: The card selected will be highlighted with a red border around.

Unexpected:

Input: click on the card the player wants to attack
Output: The card selected is not highlighted with a blue border around.

Test Case 18.1

Expected:
Input: click “Confirm Attack” button
Output: The message “Attack Confirmed” is popped up on the screen.

Unexpected:

Input: click “Confirm Attack” button
Output: No message is displayed.

Test Case 19.1

Expected:
Input: click “Confirm Attack” button
Output: The message “Attack Confirmed” is popped up on the screen.

Unexpected:

Input: click “Confirm Attack” button
Output: No message is displayed.

Test Case 20.1

Expected:
Input: click “Add Megabucks” button
Output:
a. If the player is to defend with illuminati, 1 MB is taken away from the total number.

b. If the player is to defend with the group being attacked, 2 MB is taken away from the total number.

c. If the player is to interfere and add Megabucks to attack, 1 MB is taken away from the total number.

d. If the player is to interfere and add Megabucks to defend, 2 MB is taken away from the total number.

Unexpected:

Input: click “Add Megabucks” button
Output: The incorrect amount is taken from the total number.

Test Case 24.1: Click : “Attack group” controlled directly by illuminati (-10)

Expected:
Input: click “Attack group” button
Output: group attacked (-10)

Unexpected:

Input: click “Attack group” button
Output: no effect (error)

Test Case 25.1: Click “Attack group” one group away by illuminati (-5)

Expected:
Input: click “Attack group” button
Output: group attacked (-5)

Unexpected:

Input: click “Attack group” button
Output: no effect (error)

Test Case 26.1: Click “Attack group” one group away by illuminati (-2)

Expected:
Input: click “Attack group” button
Output: group attacked (-2)

Unexpected:

Input: click “Attack group” button
Output: no effect (error)

Test Case 27.1: Click “Attack group” to neutralize (+6 bonus)

Expected:
Input: click “Attack group” button
Output: group attacked (+6 bonus)

Unexpected:

Input: click “Attack group” button
Output: no effect (error)

Test Case 28.1: Click “Special” button

Expected:
Input: click “Special” button
Output: Special activated:

Unexpected:

Input: click “Special” button
Output: Special did not activate:

Test Case 29.1: Click “group effect” button

Expected:
Input: click “group effect” button
Output: group effect activated:

Unexpected:

Input: click “group effect” button
Output: group effect did not activate:

Test Case 30.1: Click “faction effect” button

Expected:
Input: click “faction effect” button
Output: faction effect activated:

Unexpected:

Input: click “faction effect” button
Output: faction effect did not activate:

Test Case 31.1: Click “end of free action 1” button

Expected:
Input: click “end of free action 1” button
Output: end of free action 1

Unexpected:

Input: click “end of free action 1” button
Output: end of free action did not end (error)

Test Case 32.1: Click “attack group” button for same alignment

Expected:
Input: click “attack group” button
Output: attack group (same alignment)

Unexpected:

Input: click “attack group” button
Output: attack group (same alignment) unsuccessful (error)

Test Case 33.1: Click “attack group” button for opposite alignment

Expected:
Input: click “attack group” button
Output: attack group (opposite alignment)

Unexpected:

Input: click “attack group” button
Output: attack group (opposite alignment) unsuccessful (error)

Test Case 34.1: Click “goal achieved” button for controlling 13 groups

Expected:
Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Goal not achieved

Test Case 35.1: Click “goal achieved” button for Bavarian

Expected:
Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Goal not achieved

Test Case 36.1: Click “goal achieved” button for Bermuda Triangle

Expected:
Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Goal not achieved

Test Case 37.1: Click “goal achieved” button for Discordian Society

Expected:
Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Goal not achieved.

Test Case 38.1: Click “goal achieved” button for Gnomes of Zurich

Expected:
Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Not enough megabucks collected

Test Case 39.1: Click “goal achieved” button for Network

Expected:
Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Not enough transferable power

Test Case 40.1: Click “goal achieved” button for Servants of Cthulu

Expected:
Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Not enough groups destroyed

Test Case 41.1: Click “goal achieved” button for Society of Assassins

Expected:

Input: click “goal achieved” button
Output: you win!

Unexpected:

Input: click “goal achieved” button
Output: Not enough violent groups controlled

Test Case 42.1: Click choose a goal button

Expected:
Input: click on Network group
Output: Your goal is to control a total of 25 transferrable power

Unexpected:

Input: click “goal achieved” button
Output: Your goal is to destroy 8 groups

Test Case 43.1: Rolling dice to decide turns

Expected:
Input: User clicks roll dice and rolls a 6
Output: you rolled a 6!

Unexpected:

Input: User clicks roll dice and rolls a 6
Output: you rolled a 5!