King Of Tokyo Test Plan

Group E

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0. Some General Information

Project Name	King of Tokyo
Project Team	Anthony Giacolone, Omar Perez, Chris Perez, Jesse Guardado
Document Authors	Omar Perez, Chris Perez, Jesse Guardado
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Project Sponsor	Wiley Group

I. Introduction

This serves as the plan for testing all software artifacts as well as the reporting of test results. The overall purpose of testing is to ensure that the King of Tokyo application meets all the technical functionalities and project requirements. The purpose of this document is to describe the overall test plan and strategy for the testing of the King of Tokyo application. Our approach described in this document provides a framework for all testing that will be done within this application. Individual test cases will be made for each use case described in the Use Case Document found in this Project's folder. Each version of the application that will be released will have update test cases that we find necessary for greater do of this project. This document will be updated throughout the software development life cycle.

II. Test Plan

This test plan will consist of all test cases that we conduct for each use case. Each use case will be thoroughly tested in order to determine if it meets the needs. Each test case will consist of the name of the use case, the case ID, the suite it is a part of, the priority of the use case, the hardware and software required in order to test it and use, the duration of the test case in terms of nanoseconds or seconds, the amount of effort put into developing the test cases and testing the use cases, listing of the pre requirements in order to test the use case, the inputs -- if any, our expected results, the steps in the process of testing the use case, our actual results, the status of the test -- pass or fail, the developer who tested it, the date completed, and any bugs caught will be logged with a description.

III. Test Deliverables

The test cases can be found here.

IV. Environmental Requirements

Throughout the project we will be doing unit testing, we will be conducting frequent testing through the unit testing framework, TAPE. We will use this framework in order to test our variables, functions, classes, and logic. TAPE will provide a descriptive log if it is a success or fail, help lead to what is logically correct or incorrect, and much more that will help with the development of testing our use cases. We will test both the application and system dependencies to ensure everything is functionally correct. For the UI experience, we will be conducting end-to-end testing to ensure that the user is allowed to maneuver through the game seamlessly. We will only test on one OS, which will be on Windows 10, but the application will be browser based, thus it is not dependent on the OS environment. This application will not present any security risks directly from the application itself. The application will not need any kind of connection to the internet. The testing for this application will also not pose any kind of security risks as the software unit testing framework does not need to connect to the internet either. TAPE can be downloaded onto the machine, and verified to be authentic. Once the testing process is complete, we will do an integration test to ensure our data is being stored and presented correctly.

V. Staffing

The following people in the table are all part of the development of the testing process.

Team Members	Testing Responsibilities	Training
Anthony Giaccolone	Oversee testing	Project Manager
Omar Perez	System Testing	Setting up testing environment
Chris Perez	Risk assessment	Risk assessment tools
Jesse Guardaod	UI testing	Test on different browsers

VI. Schedule

The following schedule of the test cases conducted will be contained into each individual test case found here. A table will be updated here once the actual testing has been completed.

VII. Risks and Contingencies

A potential risk that may occur along the way may be not getting the components of the system to integrate together properly. Another risk that can be endured during the development of the test cases is that the application will still retain errors and bugs throughout the software development life cycle. But these bugs will be limited to the best of the developers abilities. We plan to limit the risks and contingencies that come along with the project by meeting accordingly with both the project manager and developers to ensure that the project fulfills the requirements.

VIII. Approvals

Approvals will not need to be needed for these test cases. These test cases will be conducted to the best of the ability of the developers.

IX. Document Revision History

The following chart will list the revision history of this document. As stated earlier, this document will be periodically updated and revised throughout the software development process.

Version	Date	Author	Description
1.0.0	30 October 2019	Omar Perez, Chris Perez, Jesse Guardado	Initial version

X. Test Cases Table of Contents

XI. Test Cases

General Test Case	
Test Case Name	Home button clicked
Test Case ID	TC-HBC-01
Test Suite	Application
Priority	HIGH
Hardware Required	Computer
Software Required	None
Duration (clock time)	3 ns
Effort (person hours to test)	1 minute
Setup (steps needed to begin)	Tester will be on application dashboard.
Fields	
Inputs	none
Expected Results	Home screen will be loaded or null
Execution Summary	
Steps	Minor: Tester clickes on the home screen button. Major: TC-HBC-01.1 on home screen already If the tester is on the home screen already, then the result is null and no page is loaded. TC-HBC-01.2 not on home screen The tester is not home screen and so the home screen page is loaded.
Actual Results	Page loaded if not on home screen
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Help button clicked
Test Case ID	TC-HBC-02
Test Suite	Application
Priority	HIGH
Hardware Required	Computer
Software Required	None
Duration (clock time)	3 ns
Effort (person hours to test)	2 minutes
Setup (steps needed to begin)	Tester will be on application dashboard.
Fields	
Inputs	none
Expected Results	The help screen will be loaded or null
Execution Summary	
Steps	Minor: Tester clicks on the help screen button. Major: TC-HBC-02.1 on help screen already If the tester is on the help screen already, then the result is null and no page is loaded. TC-HBC-02.2 not on help screen The tester is not help screen and so the help screen page is loaded.
Actual Results	Help screen is loaded if not on the help screen.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Play game button clicked
Test Case ID	TC-PGBC-03
Test Suite	Application
Priority	HIGH
Hardware Required	Computer
Software Required	None
Duration (clock time)	3 ns
Effort (person hours to test)	2 minutes
Setup (steps needed to begin)	Tester will be on application dashboard.
Fields	
Inputs	none
Expected Results	Game screen will be loaded
Execution Summary	
Steps	Minor: Tester clicks on the game screen button. Major: TC-HBC-03.1 on game screen already If the tester is on the help screen already, then the result is null and no page is loaded. TC-HBC-03.2 not on game screen The tester is not game screen and so the game screen page is loaded.
Actual Results	The game screen is loaded.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Add player
Test Case ID	TC-AP-04
Test Suite	Setup
Priority	HIGH
Hardware Required	Computer
Software Required	Tape unit testing
Duration (clock time)	TBD
Effort (person hours to test)	30 minutes
Setup (steps needed to begin)	Tester will test both ways. They will test the option of adding the minimum number of players and adding more than 2 up to 6 maximum.
Fields	
Inputs	Player name inside text box, name
Expected Results	Players should be added to the list of eligible players. An exception for the number of characters being too long (12 max characters).
Execution Summary	
Steps	Minor: The first players username will be typed into the first textbox, the second players username will be typed into the second text box. Major: TC-AP-04.1 add players button clicked The add players button is clicked on and both players will be added to the list of players. TC-AP-04.2 add more players button clicked The add more players button is clicked on and another text box will be added for another username to be inserted. This can occur up to a maximum of 6 players total.
Actual Results	All players entered are added to the game
Status (pass or fail)	TBD
Tester (who tested it)	Omar P
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Launch game
Test Case ID	TC-LG-05
Test Suite	Setup
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	TBD
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	The user needs to have completed entering the players names
Fields	
Inputs	No inputs
Expected Results	The game will be launched, the game setup screen will appear
Execution Summary	
Steps	Minor: The user clicks the Launch game button, then the splash screen appears while loading the game. Major: The game is launched and loaded.
Actual Results	The game is launched and the game setup screen does appear
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Generate Character
Test Case ID	TC-GC-06
Test Suite	Setup
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	1 minute and 30 seconds
Effort (person hours to test)	30 Minutes
Setup (steps needed to begin)	The tester will be in the game setup section of the launched game
Fields	
Inputs	No inputs
Expected Results	The characters will be generated for each player
Execution Summary	
Steps	Minor: TC-GC-06.1 generating monsters The characters will be randomly generated for each player, so user will select the Generate monsters button. TC-GC-06.2 choosing monsters The users will be able to select the monster of their choosing, so user will select the Choose monster button Major: If the choice is TC-GC-06.1, then the system will determine how many users are in the game, then assign the monster to each user from the list of monsters, making sure to not duplicate characters. If the choice is TC-GC-06.2, then the user will select the monster of their choosing and the monster will be removed from the list of characters.
Actual Results	Characters are assigned to each user
Status (pass or fail)	TBD
Tester (who tested it)	Omar P
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Generate player order
Test Case ID	TC-GPO-07
Test Suite	Setup
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	TBD
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	Players roll dice, winner
Fields	
Inputs	No inputs
Expected Results	Player order will be established.
Execution Summary	
Steps	Minor: User selects the generate player order button, and then the system will randomly generated the player order based off the number of players making sure not to repeat any numbers. Every player is given a unique player order number. Major: A dialog will display the player order for all players starting from 1,2,3,...n. This popup should disappear in 10 seconds or the close button can be clicked.
Actual Results	Player order is established as we expected.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Shuffle deck
Test Case ID	TC-SD-08
Test Suite	Setup
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	15 ns
Effort (person hours to test)	HIGH
Setup (steps needed to begin)	Tester will load into the actual game, and determine if the values of the cards are randomly shuffled deck of cards
Fields	
Inputs	No inputs
Expected Results	Deck will be randomly shuffled
Execution Summary	
Steps	The game is loaded, and the deck of power cards is shuffled using the shuffle function and their unique card number is randomized.
Actual Results	Cards were randomly shuffled correctly as expected.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Roll dice
Test Case ID	TC-RD-09
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	HIGH
Setup (steps needed to begin)	Must be players turn
Fields	
Inputs	Keybind spacebar
Expected Results	The dice will be rolled onto the table.
Execution Summary	
Steps	Minor: The user presses the keybind spacebar, and the dice are dropped onto the table with physics and animation. The values of the dice roll are determined by which "face" is faced upwards. The faces are put into a list specified by each dice value. Major: Conditions are checked to determine if there are n of a kind for numbers, and if there is an energy, heart, or claw face shown.
Actual Results	Dice are successfully rolled onto the table.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Accept dice
Test Case ID	TC-AD-10
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	1 second to 11 seconds
Effort (person hours to test)	35 minutes
Setup (steps needed to begin)	User must have rolled dice already
Fields	
Inputs	Keybind A to accept all dice Keybind 1, 2, 3, 4, 5, 6 for selecting specific dice 'Accept all dice' button
Expected Results	The player will accept the dice values
Execution Summary	
Steps	Minor: Case 1: The user presses the keybind A, and all dice shown are selected. Case 2: The user doesn't select any dice, the timer will countdown and all dice will automatically be accepted after 10 seconds. The accept dice function will be called. Case 3: The user doesn't select all the dice, and chooses a minimum of one dice. The chosen dice will be added to the list of scores and now the dice roll has to be resolved. The resolved dice function will be called. This will continue to TC-RD-11. Case 4: The user selects all the dice by pressing 1, 2, 3, 4, 5, and 6. This will automatically call the acceptAll dice function. Major: These dice that have been chosen and had their values previously determined in TC-RD-09, are now added to the players list of scores.
Actual Results	Players accepted chosen dice
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Resolve dice
Test Case ID	TC-RD-11
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	1 second to 11 seconds for each TC
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	In order for this process to occur, not all dice must have been selected in TC-AD-10.
Fields	
Inputs	'Reroll' button Keybind ENTER to reroll dice
Expected Results	Dice will be resolved
Execution Summary	
Steps	Minor: The number of rolls and rerolls are counted for using a count integer. TC-RD-11.1: max rerolls reached tester rerolled the dice 3 times, then the function to display the number of rolls reached max number of rerolls is displayed. The tester must accept the last rolls remaining dice shown. The accept all dice function is called, please check TC-AD-10. TC-RD-11.2: accept all clicked The reroll hasn't reached the maximum 3 rerolls. The display what to do option is called. The tester clicks accept all dice If all dice are wanted, then accept all dice function is called. TC-RD-11.3: ENTER key pressed The reroll hasn't reached the maximum 3 rerolls. The display what to do option is called. The tester presses ENTER If all dice are wanted, then accept all dice function is called. TC-RD-11.4: resolve dice clicked he reroll hasn't reached the maximum 3 rerolls. The display what to do option is called. The tester clicks resolve dice, then resolve dice function is called only if maximum number or rerolls has not been reached. Major: All dice are resolved
Actual Results	The dice are resolved with all conditions met.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Gain victory points from roll
Test Case ID	TC-GVR-12
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	In order for this to be tested, an n of a kind must be rolled. The tester created the test to perform the time where a dice roll contains the values from 3, 4, 5, and 6 of a kind. The numbers will be referred to as x.
Fields	
Inputs	'Okay' button ENTER keybind
Expected Results	Victory points will be added to the players score card.
Execution Summary	
Steps	Minor: The number of points for the tester are checked to not exceed 20, then the function to display that a user gained x amount of victory points is displayed for 3.5 seconds. Major: TC-GVR-12.1 Okay button clicked The tester clicks the okay button. The display is closed and the victory points are added to the testers scorecard. TC-GVR-12.2 ENTER pressed The tester presses the keybind ENTER. The display is closed and the victory points are added to the testers scorecard.
Actual Results	The victory points were added to the players score card.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Gain heal points from roll
Test Case ID	TC-GHR-13
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	45 minutes
Setup (steps needed to begin)	Heal points must be rolled on. The tester created the test to perform the time where a dice roll contains 1-6 heal values. The numbers will be referred to as x.
Fields	
Inputs	'Okay' button ENTER keybind
Expected Results	Heal points will be added to heal points tally card.
Execution Summary	
Steps	Minor: The number of heal points for the tester are checked, then the function to display that a user gained x amount of heal points is displayed for 3.5 seconds. Major: TC-GHR-13.1 Okay button clicked The tester clicks the okay button. The display is closed and heal points are added to the testers tally card. TC-GHR-13.2 ENTER pressed The tester presses the keybind ENTER. The display is closed and heal points are added to the testers tally card.
Actual Results	Heal points are added to the tally card.
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Gain energy points from roll
Test Case ID	TC-GER-14
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	4 ns
Effort (person hours to test)	45 minutes
Setup (steps needed to begin)	Energy points must be rolled on. The tester created the test to perform the time where a dice roll contains 1-6 energy values. The numbers will be referred to as x.
Fields	
Inputs	'Okay' button ENTER keybind
Expected Results	Energy points will be added to tally card
Execution Summary	
Steps	Minor: The global number of energy cubes are checked, the number of energy points for the tester are checked, then the function to display that a user gained x amount of energy points is displayed for 3.5 seconds. Major: TC-GER-14.1 Okay button clicked The tester clicks the okay button. The display is closed and energy points are added to the testers tally card. TC-GER-14.2 ENTER pressed The tester presses the keybind ENTER. The display is closed and energy points are added to the testers tally card. The global number of energy cubes is decreased to the x amount of energy points gained by the tester. If the remaining energy cubes fall below 0, then the number of energy cubes are set to zero.
Actual Results	Energy points were added to the tally card
Status (pass or fail)	TBD
Tester (who tested it)	Omar P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Gain smash points from roll
Test Case ID	TC-GSR-15
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	20 minutes
Setup (steps needed to begin)	The tester created the test to perform the time where a dice roll contains 1-6 smash values. The numbers will be referred to as x.
Fields	
Inputs	'Okay' button ENTER keybind
Expected Results	Smash points will be used to attack opponents
Execution Summary	
Steps	Minor: The function to display that a user gained x amount of smash points is displayed for 3.5 seconds. Major: TC-GSR-15.1 Okay button clicked The tester clicks the okay button. The display is switched to attacking opponents. TC-GSR-15.2 ENTER pressed The tester presses the keybind ENTER. The display is switched to attacking opponents.
Actual Results	Smash points were used to attacking opponents
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Attack all players outside Tokyo
Test Case ID	TC-APO-16
Test Suite	Attack
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	1.5 hours
Setup (steps needed to begin)	User must be set inside of Tokyo. The tester created the test to be set inside of Tokyo, and set the dice roll to contain 1-6 smash points. This is a continuation from TC-GSR-15.
Fields	
Inputs	No inputs
Expected Results	Users inside Tokyo attacks the users outside of Tokyo
Execution Summary	
Steps	Minor: Display that players outside of Tokyo will be attacked an x amount of points. Major: The number of heal points for each user is checked, then their heal points are reduced an x amount. If the heal points fall below 0, then set the heal points to zero.
Actual Results	The users outside Tokyo are attacked
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Attack player inside Tokyo
Test Case ID	TC-API-17
Test Suite	Attack
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	30 minutes
Setup (steps needed to begin)	User must be set outside of Tokyo. The tester created the test to be set outside of Tokyo, and set the dice roll to contain 1-6 smash points. The tester also sets the user in Tokyo to remain in Tokyo and not leave.
Fields	
Inputs	No inputs
Expected Results	User inside of Tokyo is attacked and victory points reduced
Execution Summary	
Steps	Minor: Display that the users inside of Tokyo will be attacked an x amount of points. Major: The system waits to see if the user inside Tokyo wants leave Tokyo and the answer is set to stay. The player inside tokyo has it's victory points reduced an x amount of points. If the victory points is 0 or falls below, then the victory points total is set to 0 for the player inside Tokyo.
Actual Results	Player inside Tokyo is attacked and victory points reduced
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Monster dies
Test Case ID	TC-MD-18
Test Suite	Death
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	2 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	User's victory points must be 0. The tester will set the victory points to be set to 0.
Fields	
Inputs	No inputs
Expected Results	The monster will die and removed from the list of eligible players
Execution Summary	
Steps	Minor: The function monster dies is called. The tester checked to see if the user was inside or outside of Tokyo. TC-MD-18.1 user inside Tokyo The user was removed from the eligible players list and displays a message saying that Monster xx...x has died along with Tokyo being available to enter. This sets tokyoAvailable to true. TC-MD-18.2 user outside Tokyo The user is removed from the eligible players list and displays a message saying that Monster xx...x has died.
Actual Results	User's monster is dead and user is removed from the list of eligible players.
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Enter Tokyo City or Tokyo Bay
Test Case ID	TC-ET-19
Test Suite	Procedure
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	Tokyo must be available to enter. The tester will set the availability to enter Tokyo as true, and set 1 dice value to be a smash point.
Fields	
Inputs	No inputs
Expected Results	User enters Tokyo
Execution Summary	
Steps	Minor: User is entered into Tokyo with the preconditions met. Major: The message that tokyo is now being occupied by user xx...x is displayed. Add 1 point to the users victory points score card
Actual Results	User entered Tokyo
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Leave Tokyo City or Tokyo Bay
Test Case ID	TC-LT-20
Test Suite	Procedure
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	30 minutes
Setup (steps needed to begin)	The tester will set the user to be occupying tokyo as true. The tester will also set the opponent to have rolled a smash point, which will prompt the user inside Tokyo to either stay or leave.
Fields	
Inputs	No inputs
Expected Results	User will enter Tokyo
Execution Summary	
Steps	Minor: A message is displayed to leave or stay in Tokyo and is displayed for 3.5 seconds. The test is defaulted to leave Tokyo as the answer. Major: A message is displayed that player xx...x has left Tokyo and Tokyo is now available to enter. Tokyo availability is set to true.
Actual Results	User entered tokyo
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Evacuating Tokyo Bay
Test Case ID	TC-ETB-21
Test Suite	Procedure
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	The number of users has decreased to 4 total users The tester will begin the test with initially 5 users in the game. The tester will also set the user inside of Tokyo Bay to be killed off.
Fields	
Inputs	No inputs
Expected Results	The users will evacuate Tokyo Bay
Execution Summary	
Steps	Minor: The tester makes a A function will check to see if Tokyo Bay is being occupied. Major: TC-ETB-21.1 Tokyo Bay occupation is false A message will display that tokyo bay is no longer available to enter and TokyoBay is set to closed property. TC-ETB-21.2 Tokyo Bay occupation is true A message will display that tokyo bay is no longer available to enter and TokyoBay. The user occupying Tokyo Bay is moved outside of Tokyo City and a message is displayed that tokyo bay is no longer available to enter. TokyoBay is set to closed property.
Actual Results	Tokyo Bay has been evacuated
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Buy power cards
Test Case ID	TC-BPC-22
Test Suite	Power card
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	10 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	The user must have sufficient funds (energy cubes to purchase). The tester will set the user to have 15 energy cubes.
Fields	
Inputs	'Purchase' button P keybind
Expected Results	The user will purchase a power card
Execution Summary	
Steps	Minor: A message displays the 3 power cards available to purchase The check sufficient funds function is called and checks that the user has funds to purchase the power card and is set to true. TC-BPC-22.1 purchase button clicked The tester clicks on purchase power card, the power card is added to the user's list of power cards purchased. The properties of the power card are set into the list of power cards purchased. The users energy cube points are reduced by the number of points the card purchase was. TC-BPC-22.2 P keybind pressed The tester presses the P keybind to purchase the card that is highlighted of the 3 shown. The power card is added to the list of power cards purchased. The properties of the power card are set into the list of power cards purchased. The users energy cube points are reduced by the number of points the card purchase was.
Actual Results	Power card is purchased and added to the list of power cards purchased.
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD

General Test Case	
Test Case Name	Replace power cards on table
Test Case ID	TC-RPC-23
Test Suite	Power card
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	30 minutes
Setup (steps needed to begin)	Power cards must be in stock (not all of them have been purchased). The tester will test 2 different situations. The first will be purchasing 1 power card, and the other will be purchasing all 3 power cards (a sweep).
Fields	
Inputs	No inputs
Expected Results	The power cards will be replaced on the table
Execution Summary	
Steps	TC-RPC-23.1 Testor purchases one power card. The number of purchases is kept track of with a count. The function count purchases is called and it determined how many cards to replace on the table. The card is then replaced. TC-RPC-23.2 Testor purchases all 3 cards available. The number of purchases is kept track of with a count and when all 3 are purchased, a function sweep power cards is called and the count is set to 3. All 3 power cards are replaced
Actual Results	In both cases, the power cards were successfully replaced.
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Get "keep" power card
Test Case ID	TC-KPC-24
Test Suite	Power card
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	A power card needs to be purchased that contains the 'keep' property. The tester will set the number of energy cubes to be 1000 cubes. This will make available purchasing all cards if needed until getting a 'keep' card.
Fields	
Inputs	No inputs
Expected Results	'Keep' power card is purchased and added to the list of purchased cards.
Execution Summary	
Steps	Minor: The tester cycles through the cards until a 'keep' card is purchased. Once one is purchased, a message to display that 'keep' card is purchased is displayed. The message lets the tester know that the card is kept throughout the whole game. Major: The 'keep' power card is added to the list of purchased power cards, the list is increased by one.
Actual Results	The card is purchased and added to the list of purchased power cards.
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Get "discard" power card
Test Case ID	TC-DPC-25
Test Suite	Power card
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	10 ns
Effort (person hours to test)	30 minutes
Setup (steps needed to begin)	A power card needs to be purchased that contains the 'discard' property. The tester will set the number of energy cubes to be 1000 cubes. This will make available purchasing all cards if needed until getting a 'discard' card.
Fields	
Inputs	No inputs
Expected Results	'Discard' power card is purchased and added to the list of purchased cards.
Execution Summary	
Steps	Minor: The tester cycles through the cards until a 'discard' card is purchased. Once one is purchased, a message to display that ''discard' card is purchased is displayed. The message lets the tester know that the card only has a one time use. Major: The 'discard' power card is added to the list of purchased power cards, the list is increased by one.
Actual Results	The 'discard' power card is purchased and added to the power card list.
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Use power card
Test Case ID	TC-UPC-26
Test Suite	Power card
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	The tester initializes the test to begin with having a power card in the list of power cards purchased.
Fields	
Inputs	'Use power card' button F keybind
Expected Results	The power card will be used
Execution Summary	
Steps	Minor: TC-UPC-26.1 user clicks on use power card button The function to display which power card to use is displayed. TC-UPC-26.2 user presses the F keybind The function to display which power card to use is displayed. Major: The prompt shows the list of cards purchased most recent to least, the power card selected is then clicked on and used. If the power card is a 'discard' type, then the power card is removed from the list of power cards and the list is reduced by one.
Actual Results	Power card is used.
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Player wins
Test Case ID	TC-PW-27
Test Suite	Result
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	15 minutes
Setup (steps needed to begin)	A user must accumulate a total of 20 victory points with at least 1 health point, or all other players have died. The tester will simulate the winning of the game both ways.
Fields	
Inputs	No inputs
Expected Results	User wins the game.
Execution Summary	
Steps	TC-PW-27.1 accumulating 20 points A function is called to display that the user xx...x has won the game by accumulating 20 points for 10 seconds. TC-PW-27.2 all monsters have died A function is called to display that the user xx...x is the last man standing, user xx...x wins the game for 10 seconds.
Actual Results	User wins the game
Status (pass or fail)	TBD
Tester (who tested it)	Chris P.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Player loses
Test Case ID	TC-PL-28
Test Suite	Result
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	8 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	The player loses by obtaining 0 victory points. The tester will set up the user to have contained 0 victory points. The tester clicks on the accept button when prompted.
Fields	
Inputs	'Accept' button
Expected Results	User loses the game and is removed from the game
Execution Summary	
Steps	Minor: A function is called to display that the user xx...x has 0 victory points and loses the game for 5 seconds. The tester clicks on the accept button. Major: The user is removed from the game and is removed from the list of eligible players. The user object is still saved till the end of the game to show player stats.
Actual Results	User loses the game and is removed from the game
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Play again menu
Test Case ID	TC-PAM-29
Test Suite	Menu
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	10 seconds
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	Prompted when the end of the game is reached. The tester will set this as the end of the game has been reached. There are two options to choose from and all will be tested
Fields	
Inputs	'Yes' button 'No' button
Expected Results	Game will restart if yes button clicked on, or user will go to dashboard if the no button is clicked on
Execution Summary	
Steps	Minor: Play again menu is displayed with a yes or no option. TC-PAM-29.1 yes button clicked on Yes is clicked on, the game is reset with the same players and a new match begins with another randomly generated order of players (Check TC-GPO-). TC-PAM-29.2 no button clicked on No was clicked on, the game is closed and the user is sent back to the dashboard menu.
Actual Results	Game was restarted or game was closed and user sent to dashboard home screen.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Roll green dice
Test Case ID	TC-RGD-30
Test Suite	Dice
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	2 ns
Effort (person hours to test)	2 hours
Setup (steps needed to begin)	The green dice are rolled with certain power cards. The tester will simulate the occurrence of receiving additional dice when certain power cards are used.
Fields	
Inputs	No inputs
Expected Results	Green dice will be rolled
Execution Summary	
Steps	Minor. Tester uses the power card that grants additional dice. A function is called and displays a message letting the user know that additional dice have been granted. Major: The roll dice function is called and the x number of additional dice object(s)/cubes are added to the roll. The user now has option to accept all 6 + additional dice or resolve dice.
Actual Results	Additional dice have been added to the roll.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Use specialty mimic power card
Test Case ID	TC-SMP-31
Test Suite	Power card
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	Tester will initialize this test with having a specialty mimic card in the power card list.
Fields	
Inputs	No inputs
Expected Results	The specialty power card will mimic the opponents power card and distribute token.
Execution Summary	
Steps	Minor: The tester uses the speciality mimic card, a function is called that displays that the specialty mimic card is being used and the information about its use. Major: A function is called that assigns the opponent user the mimic token. This token is added to the opponents list of tokens. The specialty card that is used on the power card to mimic is cloned and added to the mimic power card properties. The property inUse of the power card is updated to true.
Actual Results	Power card is mimicked and token is distributed to opponent.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Use specialty poison power card
Test Case ID	TC-SPP-32
Test Suite	Power card
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	2 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	Tester will initialize this test with having a specialty poison card in the power card list.
Fields	
Inputs	No inputs
Expected Results	The specialty power card will distribute the poison tokens.
Execution Summary	
Steps	Minor: The tester uses the speciality poison card, a function is called that displays that the specialty poison card is being used and the information about its use. Major: A function is called that assigns the opponent user(s) the poison token(s). This token is added to the opponents list of tokens. The property inUse of the power card is updated to true.
Actual Results	Poison tokens are distributed to opponents.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Use specialty shrink power card
Test Case ID	TC-SSP-33
Test Suite	Power card
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	30 minute
Setup (steps needed to begin)	Tester will initialize this test with having a specialty shrink card in the power card list.
Fields	
Inputs	No inputs
Expected Results	The specialty power card will distribute the shrink tokens.
Execution Summary	
Steps	Minor: The tester uses the speciality shrink card, a function is called that displays that the specialty shrink card is being used and the information about its use. Major: A function is called that assigns the opponent user(s) the shrink token(s). This token is added to the opponents list of tokens. The property inUse of the power card is updated to true.
Actual Results	Shrink tokens are distributed to opponents.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Use specialty smoke cloud power card
Test Case ID	TC-SCP-34
Test Suite	Power card
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	5 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	Tester will initialize this test with having a specialty smoke card in the power card list.
Fields	
Inputs	No inputs
Expected Results	The specialty power card will distribute the smoke tokens.
Execution Summary	
Steps	Minor: The tester uses the speciality smokecard, a function is called that displays that the specialty smoke card is being used and the information about its use. Major: A function is called that assigns the opponent user(s) the smoke token(s). This token is added to the opponents list of tokens. The property inUse of the power card is updated to true.
Actual Results	Smoke tokens are distributed to opponents.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Receive token
Test Case ID	TC-RT-35
Test Suite	Token
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	2 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	The tester will initialize the test with having a speciality power card already used. The tester will test the process in a user receiving a token from one of the fours specialty power cards.
Fields	
Inputs	No inputs
Expected Results	User(s) will receive token(s)
Execution Summary	
Steps	Minor: Call a function that displays a message saying which players have received a token, and how many they have of the token being distributed. Major: When the user received the token, the users token list increased by x amount of tokens. The user now has the updated property of specialty token in place for them. That is, specialtyToken set to mimic or poison or shrink or cloud.
Actual Results	User receives the token and token list is updated by an x amount.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Cancel button clicked
Test Case ID	TC-CBC-36
Test Suite	System
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	4 ns
Effort (person hours to test)	30 minutes
Setup (steps needed to begin)	Tester will be applying the cancel button to all dialogs and pop ups that contain a cancel button. All dialogs will be part of the same function, with the only differences containing different explanations and other buttons.
Fields	
Inputs	'Cancel' button is clicked
Expected Results	Dialog or popup should close
Execution Summary	
Steps	A dialog or popup is called and displayed onto the screen. The tester clicks the cancel button and the dialog or popup closes.
Actual Results	The dialog or popup closed as expected.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Pause menu
Test Case ID	TC-PMB-37
Test Suite	Menu
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	4 ns
Effort (person hours to test)	30 min
Setup (steps needed to begin)	Tester will initialize this test as in game as this function can be called at any time in the game as long as the game isn't over.
Fields	
Inputs	ESC keybind
Expected Results	Pause menu will display onto the screen.
Execution Summary	
Steps	Minor: The tester presses the ESC keybind, the function pauseMenu is called and the state of the gameplay is paused/ frozen. Major: The menu is displayed onto the screen. Three options are shown to click on. Please see TC-RGP-38, TC-EGP-39, and TC-GOP-40 for testing specifics. The keybind ESC is pressed again and the event listener closes the menu and the game is resumed back to normal.
Actual Results	Pause menu is displayed and reinstated when closed.
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Resume game pressed
Test Case ID	TC-RGP-38
Test Suite	System
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	3 ns
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	In order to test this use case, the pause menu must be displayed with the game in a paused state.
Fields	
Inputs	'Resume game' button clicked
Expected Results	The game will be reinstated and resumed gameplay will continue.
Execution Summary	
Steps	Minor: The tester presses the resume game button Major: The event listener takes the input and closes the menu and the game is resumed back to normal state.
Actual Results	Pause menu is closed and the game was reinstated back to normal
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Exit game pressed
Test Case ID	TC-EGP-39
Test Suite	System
Priority	HIGH
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	10 seconds
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	In order to test this use case, the pause menu must be displayed with the game in a paused state.
Fields	
Inputs	'Exit game' button clicked 'Yes' button clicked 'No' button clicked
Expected Results	The game is exited and the user is back to the home screen
Execution Summary	
Steps	Minor: The exit game button is pressed. The exit game function is called and first displays if the user wants to really exit the game. Major: TC-EGP-39.1 yes button clicked The tester selects the yes button, the function will display a goodbye message and will continue to close the game, and then launching the user back to the dashboard home screen. TC-EGP-39.2 no button clicked The tester selects the no button, the function will return out of the exit game function and return back to the pause menu screen.
Actual Results	The yes and no buttons worked as expected
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD

General Test Case	
Test Case Name	Game options pressed
Test Case ID	TC-GOP-40
Test Suite	System
Priority	MEDIUM
Hardware Required	Computer
Software Required	TAPE unit testing
Duration (clock time)	30 seconds
Effort (person hours to test)	1 hour
Setup (steps needed to begin)	In order to test this use case, the pause menu must be displayed with the game in a paused state. There is only 1 option for game options.
Fields	
Inputs	'Game options' button clicked 'Change keybinds' button is clicked
Expected Results	The game options menu will open
Execution Summary	
Steps	Minor: The game options button is pressed. A function is called to display gameOptions menu and options are displayed. Major: The tester selects the change keybinds button and a new menu is called and displays the keybinding change options. The menu displays the current keybind for all keybinds used in the game. The tester can choose to select which keys to change or not. A cancel button is also present. Please see TC-CBC-36.
Actual Results	The game options display opens
Status (pass or fail)	TBD
Tester (who tested it)	Jesse G.
Date Completed	TBD
BugID	**Log and Description**
TBD	TBD