

Testing sheet

Test number	Description	Pass?
Game Start		
1	Can the user enter the desired names?	Y
2	Entry of number of players – this is calculated from the amount of names entered	Y
3	Initial clear of the board (every tile set to no cheese)	Y
4	Can the players place cheese?	Y
5	Do we prevent cheese being placed on a tile that already contains cheese?	Y
6	Do we prevent cheese being placed on the corner tiles?	Y
7	Do we always place 16 pieces of cheese, regardless of player count?	Y
8	Do we have a test mode for placing cheese?	Y
	Do we place the players on the correct squares initially?	Y
Game Play		
10	Display of player names, scores and positions at start of turn	Y
11	Can we enter a test die value?	Y
12	Can we roll a die?	Y
13	Can we detect which way the player wants to go?	Y
14	Does the player move around the board correctly?	Y
15	Do we detect cheese on the square when we land on it?	Y
16	Do we increase our score if we land on cheese?	Y
17	Do we remove the cheese after landing on it and incrementing our score?	Y
18	Do we detect when there is cheese to steal from another player?	Y
19	Does 1 get added to the thief's score?	Y
20	Does the poor victim lose a piece?	Y
21	Can we choose the player to steal from if there's more than one? NOTE – if the player lands on 3 players, and only one has cheese to steal, the user will not receive an option, and will steal automatically	Y
22	Detection of game over	Y
23	Restart of a new game	Y
24	Player and board reset	Y