Test Plan

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A. Identification and Classification

Test Case 0001: Type non-existent command

    System: Memedemic   Phase: 1

    Player movement

    Severity: 1

B. Instructions

    1. Type nonsense

C. Expected Result

    1. Error message is printed to the output

    2. Player turn continues

A. Identification and Classification

Test Case 0002: Type command with interesting capitalization

    System: Memedemic   Phase: 1

    Player movement

    Severity: 2

B. Instructions

    1. Type inputs in mixed or upper case

C. Expected Result

    1. All input strings are converted to lowercase

    2. Player turn continues

A. Identification and Classification

Test Case 0101: Access adjacent website

    System: Memedemic   Phase: 1

    Player movement

    Severity: 1

B. Instructions

    1. Type "access " followed by the name of an adjacent website

C. Expected Result

    1. Player pawn moves to the requested adjacent website

A. Identification and Classification

Test Case 0102: Try Access non-adjacent website

      System: Memedemic   Phase: 1

      Player movement

      Severity: 2

B. Instructions

      1. Type "access " followed by the name of a non-adjacent website

C. Expected Result

      1. Error message is printed to the output

      2. Player turn continues

A. Identification and Classification

Test Case 0103: Access nonsense

      System: Memedemic   Phase: 1

      Player movement

      Severity: 1

B. Instructions

      1. Type "access " followed by nonsense

C. Expected Result

      1. Error message is printed to the output

      2. Player turn continues

A. Identification and Classification

Test Case 0201: Access website on held card

      System: Memedemic   Phase: 1

      Player movement

      Severity: 1

B. Instructions

      1. Type "access " followed by the name of the website on the card

C. Expected Result

      1. Assuming the player holds the card, player piece moves to the requested website

A. Identification and Classification

Test Case 0301: Access any website given holding current location card

      System: Memedemic   Phase: 2

      Player movement

      Severity: 1

B. Instructions

      1. Type "access " followed by the name of the desired website

C. Expected Result

      1. Assuming the player holds the site card for their current location, player's piece moves to the requested website

A. Identification and Classification

Test Case 0401: Access CMC Server from another CMC Server location

      System: Memedemic   Phase: 2

      Player movement

      Severity: 1

B. Instructions

      1. Type "access " followed by the name of the website to access

C. Expected Result

      1. Given player is at a CMC Server and website typed is another CMC Server, player piece is moved to the requested location

A. Identification and Classification

Test Case 0501: Build CMC Server given holding current location card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "build"

C. Expected Result

      1. Assuming player holds site card for current location, CMC server is built

A. Identification and Classification

Test Case 0502: Build CMC Server without current location card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "build"

C. Expected Result

      1. Error message is printed to the output

      2. Player turn continues

A. Identification and Classification

Test Case 0601: Ban meme at current location

      System: Memedemic   Phase: 1

      Player actions

      Severity: 1

B. Instructions

      1. Type "ban <meme>"

C. Expected Result

      1. One meme cube is removed from player's current location of type <meme>

A. Identification and Classification

Test Case 0602: Ban nonsense

      System: Memedemic   Phase: 1

      Player actions

      Severity: 1

B. Instructions

      1. Type "ban" nonsense

C. Expected Result

      1. Error message is printed to output

      2. Player turn continues

A. Identification and Classification

Test Case 0603: Ban filtered meme

    System: Memedemic   Phase: 1

    Player actions

    Severity: 1

B. Instructions

    1. Type "ban <meme>"

C. Expected Result

    1. Given that a meme filter has been discovered for <meme>, remove all cubes from that location

A. Identification and Classification

Test Case 0701: Share website cards

    System: Memedemic   Phase: 2

    Player actions

    Severity: 1

B. Instructions

    1. Type 'give/take <card> <player name>'

C. Expected Result

    1. Assuming the sharee is in the same website as the sharer, game gives/takes the website card to/from the sharer/sharee

A. Identification and Classification

Test Case 0702: Share website cards with player at another location

    System: Memedemic   Phase: 2

    Player actions

    Severity: 1

B. Instructions

    1. Type 'give/take <card> <player name>' where the name is of a player in another location

C. Expected Result

    1. Error message is printed to output

    2. Player turn continues

A. Identification and Classification

Test Case 0703: Share nonsense card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type 'give/take <card> <player name>' where the card is not a valid card

C. Expected Result

      1. Error message is printed to output

      2. Player turn continues

A. Identification and Classification

Test Case 0704: Share website cards with nonsense player

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type 'give/take <card> <player name>' where the name is not a valid player

C. Expected Result

      1. Error message is printed to output

      2. Player turn continues

A. Identification and Classification

Test Case 0801: Develop meme filter at CMC Server

      System: Memedemic   Phase: 1

      Player actions

      Severity: 1

B. Instructions

      1. Type 'filter <card#> <card#> <card#> <card#> <card#>' where each card# is the number of the card displayed to the user in the card list

C. Expected Result

      1. Cure is displayed in the cured list

      2. Internal game flags are set

A. Identification and Classification

Test Case 0802: Develop meme filter with insufficient cards

    System: Memedemic   Phase: 1

    Player actions

    Severity: 1

B. Instructions

    1. Type 'filter <card#> <card#> <card#> <card#> <card#>' except the number of cards is less than required

C. Expected Result

    1. Error message is printed to output

    2. Player turn continues

A. Identification and Classification

Test Case 0803: Develop meme filter with excessive cards

    System: Memedemic   Phase: 1

    Player actions

    Severity: 1

B. Instructions

    1. Type 'filter <card#> <card#> <card#> <card#> <card#>' except the number of cards is more than required

C. Expected Result

    1. Error message is printed to output

    2. Player turn continues

A. Identification and Classification

Test Case 0804: Develop meme filter with non-held card numbers

    System: Memedemic   Phase: 1

    Player actions

    Severity: 1

B. Instructions

    1. Type 'filter <card#> <card#> <card#> <card#> <card#>' except the numbers typed do not match cards held

C. Expected Result

    1. Error message is printed to output

    2. Player turn continues

A. Identification and Classification

Test Case 0805: Develop meme filter with nonsense cards

    System: Memedemic   Phase: 1

    Player actions

    Severity: 1

B. Instructions

    1. Type 'filter <card#> <card#> <card#> <card#> <card#>' except the numbers expected for the cards are nonsense

C. Expected Result

    1. Error message is printed to output

    2. Player turn continues

A. Identification and Classification

Test Case 0806: Develop meme filter with non-matching cards

    System: Memedemic   Phase: 1

    Player actions

    Severity: 1

B. Instructions

    1. Type 'filter <card#> <card#> <card#> <card#> <card#>' except the cards are not in the same group

C. Expected Result

    1. Error message is printed to output

    2. Player turn continues

A. Identification and Classification

Test Case 0806: Develop meme filter not at CMC Server

    System: Memedemic   Phase: 1

    Player actions

    Severity: 2

B. Instructions

    1. Type 'filter <card#> <card#> <card#> <card#> <card#>' except the player is not at a CMC Server

C. Expected Result

    1. Error message is printed to output

    2. Player turn continues

A. Identification and Classification

Test Case 0900: Play Nonsense Event Card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "event <nonsense>" where nonsense is a not held valid event card

C. Expected Result

      1. Print error message to output

      2. Player turn continues

A. Identification and Classification

Test Case 0901: Play Serious Discussion Event Card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 2

B. Instructions

      1. Type "event serious discussion"

      2. Type "<card>" where card is the name of a location they would like to remove

C. Expected Result

      1. Assuming the player holds the Serious Discussion event card, player is prompted to choose a card

      2. The chosen infection card is removed from play

A. Identification and Classification

Test Case 0902: Play Serious Discussion Event Card with Invalid Location

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "event serious discussion"

      2. Type "<card>" where card is nonsense

C. Expected Result

      1. Assuming the player holds the Serious Discussion event card, player is prompted to choose a card

      2. Error message is printed to output

      3. Player turn continues

A. Identification and Classification

Test Case 1001: Play Power Outage Event Card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 2

B. Instructions

      1. Type 'event power outage'

C. Expected Result

      1. Assuming the player holds the Power Outage card, the game skips the infection state of the current user's turn

A. Identification and Classification

Test Case 1101: Play Meme Forecast Event Card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 2

B. Instructions

      1. Type "event meme forecast"

      2. Type "<card#> <card#> <card#> <card#> <card#> <card#>" where each number is the number of one of the displayed cards

C. Expected Result

      1. Assuming the player holds the Meme Forecast card, the user is prompted, and the top six cards of the infection deck are rearranged in the order provided

A. Identification and Classification

Test Case 1102: Play Meme Forecast Event Card with nonsense card numbers

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "event meme forecast"

      2. Type "<card#> <card#> <card#> <card#> <card#> <card#>" where at least one of the numbers provided is not valid

C. Expected Result

      1. Assuming the player holds the Meme Forecast card, the user is prompted

      2. Error message is printed to the output

      3. Player turn continues

A. Identification and Classification

Test Case 1103: Play Meme Forecast Event Card with excess card numbers

       System: Memedemic   Phase: 2

       Player actions

       Severity: 1

B. Instructions

       1. Type "event meme forecast"

       2. Type "<card#> <card#> <card#> <card#> <card#> <card#>" except too many card numbers are provided

C. Expected Result

       1. Assuming the player holds the Meme Forecast card, the user is prompted

       2. Error message is printed to the output

       3. Player turn continues

A. Identification and Classification

Test Case 1104: Play Meme Forecast Event Card with insufficient card numbers

       System: Memedemic   Phase: 2

       Player actions

       Severity: 1

B. Instructions

       1. Type "event meme forecast"

       2. Type "<card#> <card#> <card#> <card#> <card#> <card#>" except not enough card numbers are provided

C. Expected Result

       1. Assuming the player holds the Meme Forecast card, the user is prompted

       2. Error message is printed to the output

       3. Player turn continues

A. Identification and Classification

Test Case 1105: Play Meme Forecast Event Card with duplicate card numbers

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "event meme forecast"

      2. Type "<card#> <card#> <card#> <card#> <card#> <card#>" except a card number is repeated one or more times

C. Expected Result

      1. Assuming the player holds the Meme Forecast card, the user is prompted

      2. Error message is printed to the output

      3. Player turn continues

A. Identification and Classification

Test Case 1201: Play VPN Event Card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 2

B. Instructions

      1. Type "event vpn",

      2. Type "<player name> <location>"

C. Expected Result

      1. Assuming that the player holds the VPN event card, the player is prompted

      2. The player piece of <player name> is moved to <location>

A. Identification and Classification

Test Case 1202: Play VPN Event Card with nonsense location

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "event vpn",

      2. Type "<player name> <location>" where the location is not valid

C. Expected Result

      1. Assuming that the player holds the VPN event card, the player is prompted

      2. Error message is printed to the output

A. Identification and Classification

Test Case 1203: Play VPN Event Card with nonsense player

      System: Memedemic   Phase: 2

      Player actions

      Severity: 1

B. Instructions

      1. Type "event vpn",

      2. Type "<player name> <location>" where the player name is not valid

C. Expected Result

      1. Assuming that the player holds the VPN event card, the player is prompted

      2. Error message is printed to the output

A. Identification and Classification

Test Case 1301: Play Government Grant Event Card

      System: Memedemic   Phase: 2

      Player actions

      Severity: 2

B. Instructions

      1. Type "event government grant"

C. Expected Result

      1. Assuming that the player holds the Government Grant event card, and that the current location does not already have a CMC server, a CMC server is built at the player's location

A. Identification and Classification

Test Case 1302: Play Government Grant Event Card in location with CMC server already

      System: Memedemic   Phase: 2

      Player actions

      Severity: 2

B. Instructions

      1. Type "event government grant" in a location with a CMC Server

C. Expected Result

      1. Error message printed to output

      2. Player turn continues

A. Identification and Classification

Test Case 1303: Play Government Grant Event Card when CMC servers are maxed

> System: Memedemic   Phase: 2
>
> Player actions
>
> Severity: 2

B. Instructions

> 1. Type "event government grant" in a location with a CMC Server when there are already MAX_CMC_SERVERS servers

C. Expected Result

> 1. Error message printed to output
>
> 2. Player turn continues

A. Identification and Classification

Test Case 1401: View Outbreak Track

> System: Memedemic   Phase: 1
>
> Game information display
>
> Severity: 1

B. Instructions

> 1. Type 'outbreak track'

C. Expected Result

> 1. Outbreak track is displayed

A. Identification and Classification

Test Case 1501: View Viral Quotient

> System: Memedemic   Phase: 1
>
> Game information display
>
> Severity: 2

B. Instructions

> 1. Type 'viral quotient'

C. Expected Result

> 1. Viral quotient is displayed

A. Identification and Classification

Test Case 1601: View Meme Status

      System: Memedemic   Phase: 1

      Game information display

      Severity: 2

B. Instructions

      1. Type 'meme status'

C. Expected Result

      1. Meme status is displayed

A. Identification and Classification

Test Case 1701: View Player Roles

      System: Memedemic   Phase: 1

      Game information display

      Severity: 2

B. Instructions

      1. Type 'players roles'

C. Expected Result

      1. Player roles are displayed

A. Identification and Classification

Test Case 1801: View Held Cards

      System: Memedemic   Phase: 1

      Game information display

      Severity: 1

B. Instructions

      1. Look at UI

C. Expected Result

      1. User's cards are displayed on the UI and are available to the user

A. Identification and Classification

Test Case 1901: View Meme Levels in Location

       System: Memedemic   Phase: 1

       Game information display

       Severity: 2

B. Instructions

       1. Look at UI

C. Expected Result

       1. Number and color of cubes displayed next to each website name

A. Identification and Classification

Test Case 2001: View Connections between Websites

       System: Memedemic   Phase: 1

       Game information display

       Severity: 1

B. Instructions

       1. Look at UI

C. Expected Result

       1. Lines between websites represent connections

A. Identification and Classification

Test Case 2101: View Locations of CMC Servers

       System: Memedemic   Phase: 2

       Game information display

       Severity: 2

B. Instructions

       1. Type 'cmc servers'

C. Expected Result

       1. CMC server icon is displayed next to each website name, CMC server locations printed

A. Identification and Classification

Test Case 2201: View Player Locations

      System: Memedemic   Phase: 1

      Game information display

      Severity: 2

B. Instructions

      1. Type "players"

C. Expected Result

      1. Player locations are printed

A. Identification and Classification

Test Case 2301: Win the Game

      System: Memedemic   Phase: 2

      Gameplay

      Severity: 1

B. Instructions

      1. Game reaches a state where all cures have been found

C. Expected Result

      1. Displays "Victory" dialog to all players

A. Identification and Classification

Test Case 2401: Lose the Game by Running Out of Player Cards

      System: Memedemic   Phase: 2

      Gameplay

      Severity: 1

B. Instructions

      1. Game reaches a state where no more player cards can be drawn

C. Expected Result

      1. Displays "Game Over" dialog to all players

A. Identification and Classification

Test Case 2402: Lose the Game by Outbreak Marker Reaching Rank 8

      System: Memedemic   Phase: 2

      Gameplay

      Severity: 1

B. Instructions

      1. Game reaches a state where the outbreak marker reaches rank 8

C. Expected Result

      1. Displays "Game Over" dialog to all players

A. Identification and Classification

Test Case 2403: Lose the Game by Running Out of Meme Cubes

      System: Memedemic   Phase: 2

      Gameplay

      Severity: 1

B. Instructions

      1. Game reaches a state where the number of meme cubes remaining is zero

C. Expected Result

      1. Displays "Game Over" dialog to all players

A. Identification and Classification

Test Case 2501: Draw Cards

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

C. Expected Result

      1. Two new cards are drawn for the player

      2. Player's cards are updated to display the new cards

A. Identification and Classification

Test Case 2502: Draw Cards From a Deck with Less Than Two Cards

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

C. Expected Result

      1. Displays "Game Over" dialog to all players

A. Identification and Classification

Test Case 2503: Draw Cards with Six Cards Already in Hand

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

      2. Type 'discard <card#>'

C. Expected Result

      1. Two new cards are drawn for the player

      2. Player's cards are updated to display the new cards

      3. Player must discard one cards from their hand

      4. Player's cards are updated to display the remaining cards

A. Identification and Classification

Test Case 2504: Draw Cards with Seven Cards Already in Hand

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

      2. Type 'discard <card#> <card#>'

C. Expected Result

      1. Two new cards are drawn for the player

      2. Player's cards are updated to display the new cards

      3. Player must discard two cards from their hand

      4. Player's cards are updated to display the remaining cards

A. Identification and Classification

Test Case 2505: Draw Cards with Six Cards Already in Hand and Attempting to Discard a Nonsense Card

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

      2. Type 'discard <card#>', where the number provided is not valid

C. Expected Result

      1. Two new cards are drawn for the player

      2. Player's cards are updated to display the new cards

      3. Player must discard one card from their hand

      4. An error message is printed

      5. Player continues to choose a card to discard

A. Identification and Classification

Test Case 2506: Draw Cards with Seven Cards Already in Hand and Attempting to Discard a Nonsense Card

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

      2. Type 'discard <card#> <card#>', where one of the numbers provided is not valid

C. Expected Result

      1. Two new cards are drawn for the player

      2. Player's cards are updated to display the new cards

      3. Player must discard two cards from their hand

      4. An error message is printed

      5. Player continues to choose two cards to discard

A. Identification and Classification

Test Case 2507: Draw Cards with Six Cards Already in Hand and Attempting to Discard Too Many Cards

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

      2. Type 'discard <card#> <card#>', where the number of cards provided is greater than one

C. Expected Result

      1. Two new cards are drawn for the player

      2. Player's cards are updated to display the new cards

      3. Player must discard one card from their hand

      4. An error message is printed

      5. Player continues to choose a card to discard

A. Identification and Classification

Test Case 2508: Draw Cards with Seven Cards Already in Hand and Attempting to Discard Too Many Cards

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'draw cards'

      2. Type 'discard <card#> <card#> <card#>', where the number of cards provided is greater than two

C. Expected Result

      1. Two new cards are drawn for the player

      2. Player's cards are updated to display the new cards

      3. Player must discard two cards from their hand

      4. An error message is printed

      5. Player continues to choose two cards to discard

A. Identification and Classification

Test Case 2509: Draw Cards with Seven Cards Already in Hand and Attempting to Discard One Card

       System: Memedemic   Phase: 1

       Gameplay

       Severity: 1

B. Instructions

       1. Type 'draw cards'

       2. Type 'discard <card#>'

C. Expected Result

       1. Two new cards are drawn for the player

       2. Player's cards are updated to display the new cards

       3. Player must discard two cards from their hand

       4. An error message is printed

       5. Player continues to choose two cards to discard

A. Identification and Classification

Test Case 2601: See Other Player's Cards

       System: Memedemic   Phase: 2

       Gameplay

       Severity: 1

B. Instructions

       1. Type 'cards <player name>'

C. Expected Result

       1. Desired player's cards are displayed

A. Identification and Classification

Test Case 2602: See Nonsense Players' Cards

       System: Memedemic   Phase: 2

       Gameplay

       Severity: 1

B. Instructions

       1. Type 'cards' followed by a nonsense player name

C. Expected Result

       1. Error message is displayed to the user

       2. Player turn continues

A. Identification and Classification

Test Case 2701: Board Updates each Turn

      System: Memedemic   Phase: 1

      Gameplay

      Severity: 1

B. Instructions

      1. Type 'end turn'

C. Expected Result

      1. Game board is updated

A. Identification and Classification

Test Case 2801: Game Autosaves

      System: Memedemic   Phase: 2

      Game performance

      Severity: 3

B. Instructions

      1. After ending a turn, force close the game

C. Expected Result

      1. Upon reopening the game, it should be in the exact same state it was in prior to the force close

A. Identification and Classification

Test Case 2901: Start a new game from active game session

      System: Memedemic   Phase: 2

      Game performance

      Severity: 1

B. Instructions

      1. Type 'new game'

C. Expected Result

      1. Game prompts to ask if user is sure

      2. After user responds 'yes', user is prompted to choose the number of players

      3. After user responds, new game is started

A. Identification and Classification

Test Case 3001: Start a new game with invalid number of players

      System: Memedemic   Phase: 1

      Game performance

      Severity: 1

B. Instructions

      1. Type 'new game'

      2. Respond 'yes' to the first prompt

      3. Respond with a value less than 2 or greater than 4 to the second prompt

C. Expected Result

      1. Game notifies user that the inputted value is invalid, and re-prompts

A. Identification and Classification

Test Case 3002: Naming players at the start of a new game

      System: Memedemic   Phase: 1

      Game performance

      Severity: 3

B. Instructions

      1. Type 'new game'

      2. Respond to all prompts appropriately

      3. Type 'players'

C. Expected Result

      1. All players should be displayed with their corresponding names

A. Identification and Classification

Test Case 3101: Initialize game

      System: Memedemic   Phase: 1

      Game performance

      Severity: 3

B. Instructions

      1. Setup new game

C. Expected Result

      1. Player roles are distributed

      2. Players are placed on start location

      3. Decks are shuffled and cards are dealt

      4. Meme cubes are distributed to randomly assigned locations

      5. Infection rate and viral quotient are set to lowest levels

A. Identification and Classification

Test Case 3201: Infection phase of turn

      System: Memedemic   Phase: 2

      Game performance

      Severity: 1

B. Instructions

      1. Draw four cards and complete two actions (end turn)

C. Expected Result

      1. Cards are drawn from infection card deck

      2. Meme cubes are distributed based on drawn cards

A. Identification and Classification

Test Case 3202: Infection phase of turn with propagation

      System: Memedemic   Phase: 2

      Game performance

      Severity: 1

B. Instructions

      1. Draw four cards and complete two actions (end turn)

C. Expected Result

      1. Cards are drawn from infection card deck

      2. Meme cubes are distributed based on drawn cards

      3. Location with 3 cubes present will experience an outbreak, spreading 1 cube to each adjacent location

A. Identification and Classification

Test Case 3203: Infection phase of turn where drawn card was eradicated

      System: Memedemic   Phase: 2

      Game performance

      Severity: 1

B. Instructions

      1. Draw four cards and complete two actions (end turn)

C. Expected Result

      1. Cards are drawn from infection card deck

      2. Meme cubes are distributed based on drawn cards

      3. Cube is not added if its meme was eradicated

A. Identification and Classification

Test Case 3301: Meme epidemic card drawn

      System: Memedemic   Phase: 2

      Game performance

      Severity: 2

B. Instructions

      1. Draw meme epidemic card

C. Expected Result

      1. Viral quotient increased by 1

      2. Card drawn from infection deck; 3 meme cubes placed on that website; card discarded

      3. Cards in infection discard pile shuffled and placed on top of the infection deck

A. Identification and Classification

Test Case 3401: Meme Studies Professor Special Ability 1 - Build CMC server without card

      System: Memedemic   Phase: 2

      Player action

      Severity: 2

B. Instructions

      1. Type 'build'

C. Expected Result

      1. If player has the role of Meme Studies Professor, whether or not they hold the site card of their current location, a CMC server will be built

A. Identification and Classification

Test Case 3402: Meme Studies Professor Special Ability 2 - Discard card to move to any city

      System: Memedemic   Phase: 2

      Player action

      Severity: 2

B. Instructions

      1. Type 'access <location>'

C. Expected Result

      1. If the player has the role of Meme Studies Professor, assuming they hold one or more cards, whether or not those are the appropriate cards to move to the desired city, the game will prompt the user to discard a card, after which they will be moved to the specified location

A. Identification and Classification

Test Case 3403: H4cker Special Ability - Discover meme filter with only four cards of the same color

      System: Memedemic   Phase: 2

      Player action

      Severity: 2

B. Instructions

      1. Type 'develop filter <card#> <card#> <card#> <card#>

C. Expected Result

      1. Assuming all other criteria for the development of a meme filter are satisfied, meme filter is created

A. Identification and Classification

Test Case 3404: Moderator Special Ability 1

      System: Memedemic   Phase: 2

      Player action

      Severity: 2

B. Instructions

      1. Type 'ban <meme>'

C. Expected Result

      1. If the player has the role of the Moderator, assuming that the player is in a website which has meme cubes, then the player can remove all cubes of the same color from the website.

A. Identification and Classification

Test Case 3405: Moderator Special Ability 2

      System: Memedemic   Phase: 2

      Player action

      Severity: 2

B. Instructions

      1. When the player enters or is moved into a website.

C. Expected Result

      1. If the player has the role of the Moderator, assuming that the city has cubes of a banned meme, then the player can remove all cubes of the same color from the website without using an action.

A. Identification and Classification

Test Case 3406: Router Special Ability - Move another player

  System: Memedemic   Phase: 2

  Player action

  Severity: 2

B. Instructions

  1. Type 'move <player> <location>'

C. Expected Result

  1. If the player has the role of Router, assuming the location is adjacent to the player being moved, or the Router has the appropriate card, or another player resides at the location, move the desired player to this location

A. Identification and Classification

Test Case 3407: Firewall Special Ability

  System: Memedemic   Phase: 2

  Player action

  Severity: 2

B. Instructions

  1. Access a website

C. Expected Result

  1. If the player has the role of Firewall, memes should not spread to the player's current location, or any of the location adjacent to them

A. Identification and Classification

Test Case 3408: Millennial Special Ability

  System: Memedemic   Phase: 2

  Player action

  Severity: 2

B. Instructions

  1. Type 'exchange <website card> <player>'

C. Expected Result

  1. If the player has the role of the millennial, assuming that the player is in a website with another, then the player can exchange a website card with the other player.

A. Identification and Classification

Test Case 3501: Player Turn Actions

      System: Memedemic   Phase: 1

      Game performance

      Severity: 1

B. Instructions

      1. Take 4 actions on a turn

C. Expected Result

      1. Play will continue for player as long as actions remain

A. Identification and Classification

Test Case 3502: Player Takes Excess Actions

      System: Memedemic   Phase: 1

      Game performance

      Severity: 1

B. Instructions

      1. Take more than 4 actions on a turn

C. Expected Result

      1. Play will continue for player as long as actions remain

      2. Error message will be printed to output after the 4th action for any additional actions

A. Identification and Classification

Test Case 3601: Meme Outbreak

      System: Memedemic   Phase: 2

      Game performance

      Severity: 1

B. Instructions

      1. Assuming the board is in a state where a meme outbreak can occur (level 3 adjacent to a level 3), end turn or draw a card that begins an infection state

C. Expected Result

      1. For the meme outbreak location, a cube should be distributed to each adjacent location

      2. Viral quotient should increase by 1

      3. Additional propagations after the first should not increase the quotient further