**Test Case（part 1）**

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| Test Case | Description | Pass/Not Pass |
| 1 | 1. Test: ALL the islands are at the right place, the ship is in the Pirates’ Island and the button appears at the right place to let users choose which island to go. | Pass |
| 2 | 1. Activity: Choose A   Test: The ship goes to Shipwreck Bay.   1. Activity: Choose A   Test: The ship goes to Musket Hill.   1. Activity: Choose B   Test: The ship goes to Mutineer’s Island.   1. Activity: Choose A   Test: The ship goes to Smugglers’ Cove   1. Activity: Choose B   Test: The ship goes to Treasure Island and the button disappears. | Pass |
| 3 | 1. Activity: Choose B   Test: The ship goes to Musket Hill.   1. Activity: Choose A   Test: The ship goes back to Pirates’ Island. | Pass |
| 4 | 1. Activity: Choose B   Test: The ship goes to Musket Hill.   1. Activity: Choose B   Test: The ship goes to Mutineer’s Island.   1. Activity: Choose B   Test: The ship goes to Dead Man’s Island.   1. Activity: Choose B   Test: The ship goes to Shipwreck Bay.   1. Activity: Choose B   Test: The ship goes to Dead Man’s Island.   1. Activity: Choose A   Test: The ship goes to Musket Hill. | Pass |
| 5 | 1. Activity: Choose B   Test: The ship goes to Musket Hill.   1. Activity: Choose B   Test: The ship goes to Mutineer’s Island.   1. Activity: Choose A   Test: The ship goes to Smugglers’ Cove.   1. Activity: Choose A   Test: The ship goes back to Pirates’ Island. | Pass |

**Test Case（part 2）**

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| Test Case | Description | Pass/Not Pass |
| 1 | 1. Test: At first, a ready button appears on the screen which allows users to click when they get ready. 2. Activity: press the get ready button   Test: An output appears to tell users that we are waiting for other players getting ready.   1. Activity: When all the players get ready   Test: The play begins and there is a table to show that every player is at Pirates’ Island. |  |
| 2 | 1. Activity: After the play begins, choose A for player 1.   Test: Player 1 goes to Shipwreck Bay. Other players get the information that the player 1 is at Shipwreck Bay.   1. Activity: Close and reopen the Greenfoot for player 1.   Test: Player 1 is at Shipwreck Bay at first and can continue to play.   1. Activity: Open another Greenfoot as a new player.   Test: The player get the refuse message and wait for the game finished. |  |
| 3 | 1. Activity: Make the player 1 to get the Treasure Island.   Test: All other players’ screens show that the game has finished as well as the name of the winner. Also, there is a button which allows users’ to try again. |  |
| 4 | Test all the test cases in part1 |  |
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