

Test Plan & Test Cases

Test Suite — Attack		
ID #	Test Title	Page
01	Attack to Control	3 - 4
02	Attack to Neutralize	4 - 5
03	Attack to Destroy	5 - 7
04	Spend Money to Increase Resistance	7 - 8
05	Spend Money to Increase Power	8 - 9
06	Failed Attack	9 - 10
07	Privileged Attack	11 - 12
08	Another Player Interferes to Assist an Attack	12 - 13
09	Another Player Interferes to Oppose an Attack	13 - 14
10	Call off an Attack	15 - 16

Test Suite — MoneyTransfer		
ID #	Test Title	Page
01	Money Transfer (Regular Action)	16 - 17
02	Free Money Transfers	17 - 18

Test Suite — MoveGroup		
ID #	Test Title	Page
01	Change a Group's Position in Power Structure	18 - 19
02	Drop a Group to Uncontrolled Panel	20

Test Suite — GiveAway		
ID #	Test Title	Page
01	Give Away Money to Another Player	21 - 22
02	Give Away Special to Another Player	22 - 23

Test Suite — SpecialCard		
ID #	Test Title	Page
01	Assassination	23 - 24
02	Bribery	25 - 26
03	Computer Espionage	26 - 27
04	Deep Agent	27 - 28
05	Interference	28 - 29
06	Market Manipulation	29 - 30
07	Media Campaign	30 - 31
08	Murphy's Law	31 - 33
09	Secrets Man Was Not Meant to Know	33 - 34
10	Senate Investigating Committee	34 - 35
11	Slush Fund	35 - 36
12	Swiss Bank Account	36 - 37
13	Whispering Campaign	37 - 38
14	White Collar Crime	38 - 39

Test Suite — SpeciaPower		
ID #	Test Title	Page
01	The Society of Assassins	39 - 40
02	The Network	41 - 42
03	The Discordian Society	42 - 43
04	The UFOs	43 - 44
05	The Servants of Cthulhu	44 - 45
06	The Gnomes of Zurich	46 - 47
07	The Bavarian Illuminati	47 - 48
08	The Bermuda Triangle	48 - 49

Test Suite — Goals		
ID #	Test Title	Page
01	Reach Basic Goal	49 - 50
02	Reach Special Goal — The Society of Assassins	51 - 52
03	Reach Special Goal — The Network	52 - 53
04	Reach Special Goal — The Discordian Society	53 - 54
05	Reach Special Goal — The UFOs	54 - 55
06	Reach Special Goal — The Servants of Cthulhu	56
07	Reach Special Goal — The Gnomes of Zurich	57
08	Reach Special Goal — The Bavarian Illuminati	58
09	Reach Special Goal — The Bermuda Triangle	59

Attack

Test Case ID: **TC_Attack_01**

- Test Title/Name: Attack to Control
- Test Summary/Description: Testing for a successful attack to control another group.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User does not have control of the victim group.
- Dependencies:
 - User needs to be able to attack.
 - Attacking group needs to have at least one free outward arrow.
 - User should have a high enough power to ensure success of the attack.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.

3. Selects 'Attack to Control' from Action Menu.
 4. Selects any valid attacking group.
 5. Selects any victim group.
 6. Selects 'Roll Dice' from Options Menu A.
- Test Data: Mouse clicks for selecting options
 - Expected Result:
 - The value of the user's dice roll results are greater or equal to the required attack value.
 - The side panel prints "Attack Successful".
 - The user should be able to add the new group into their power structure.
 - Post-condition: User has rolled the dice and successfully taken control of the victim group.
 - Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_Attack_02**

- Test Title/Name: Attack to Neutralize
- Test Summary/Description: Testing for a successful attack to neutralize another group.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not neutralized of the victim group.

- Dependencies:
 - User needs to be able to attack.
 - User should have a high enough power to ensure success of the attack.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.
 3. Selects 'Attack to Control' from Action Menu.
 4. Selects any attacking group.
 5. Selects any victim group.
 6. Selects 'Roll Dice' from Options Menu A.
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - The value of the user's dice roll results are greater or equal to the required attack value.
 - The side panel prints "Attack Successful".
 - The victim group should be added to the neutral card panel.
- Post-condition: User has rolled the dice and successfully neutralized a victim group.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_Attack_03**

- Test Title/Name: Attack to Destroy
- Test Summary/Description: Testing for a successful attack to destroy another group.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not destroyed a victim group.
- Dependencies:
 - User needs to be able to attack.
 - Attacking group needs to have at least one free outward arrow.
 - User should have a high enough power to ensure success of the attack.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.
 3. Selects 'Attack to Destroy' from Action Menu.
 4. Selects any valid attacking group.
 5. Selects any victim group.
 6. Selects 'Roll Dice' from Options Menu A.
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - The value of the user's dice roll results are greater or equal to the required attack value.
 - The side panel prints "Attack Successful".
 - The victim group should be added to the dead pile.
- Post-condition: User has rolled the dice and successfully destroyed the victim group.
- Test Case Execution:
 - Test Executed By:

- Test Execution Date:
- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_Attack_04**

- Test Title/Name: Spend Money to Increase Resistance
- Test Summary/Description: Testing to see if user is able to increase their defending group's resistance by spending money.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not increased their resistance.
- Dependencies:
 - User needs to be able to attack.
 - User needs to have money to spend.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.
 3. Selects 'Attack to Control' from Action Menu.
 4. Selects any valid attacking group.
 5. Selects any victim group.
 6. Selects 'Spend Money' from Options Menu A.
 7. Selects 'Defender' from Options Menu D.
 8. Inputs a valid number that is within the bounds of their treasuries.
- Test Data:
 - Mouse clicks for selecting options

- User needs to input a valid number when spending from their treasuries.
- Expected Result:
 - The defending group's resistance should increase
 - The respective treasury or treasuries should decrease
 - The bank reserve should increase
- Post-condition: User has spent money to increase their resistance.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_Attack_05**

- Test Title/Name: Spend Money to Increase Power
- Test Summary/Description: Testing to see if user is able to increase their attacking group's power by spending money.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not increased their power.
- Dependencies:
 - User needs to be able to attack.
 - User needs to have money to spend.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.

3. Selects 'Attack to Control' from Action Menu.
 4. Selects any valid attacking group.
 5. Selects any victim group.
 6. Selects 'Spend Money' from Options Menu A.
 7. Selects 'Attacker' from Options Menu D.
 8. Inputs a valid number that is within the bounds of their treasuries.
- Test Data:
 - Mouse clicks for selecting options
 - User needs to input a valid number when spending from their treasuries.
 - Expected Result:
 - The attacking group's resistance should increase
 - The respective treasury or treasuries should decrease
 - The bank reserve should increase
 - Post-condition: User has spent money to increase their power.
 - Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_Attack_06**

- Test Title/Name: Failed Attack
- Test Summary/Description: Testing for a failed attack on another group.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17

- Pre-condition: User does not have control of the victim group.
- Dependencies:
 - User needs to be able to attack.
 - Attacking group needs to have at least one free outward arrow.
 - User should have a low enough power to ensure failure of the attack.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.
 3. Selects 'Attack to Control' from Action Menu.
 4. Selects any valid attacking group.
 5. Selects any victim group.
 6. Selects 'Roll Dice' from Options Menu A.
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - The value of the user's dice roll results are less than the required attack value.
 - The side panel prints "Attack Failed".
 - Return to Main Menu
- Post-condition: User has rolled the dice and failed to take control of the victim group.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: TC_Attack_07

- Test Title/Name: Privileged Attack
- Test Summary/Description: Testing to see if user can make a privileged attack.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User does not have control of the victim group.
- Dependencies:
 - User needs to be able to attack.
 - Attacking group needs to have at least one free outward arrow.
 - User should have at least one special card to discard.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.
 3. Selects 'Yes' when asked to make attack privileged.
 4. Selects a special card to discard.
 5. Selects 'Attack to Control' from Action Menu.
 6. Selects any valid attacking group.
 7. Selects any victim group.
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - 'Interfere' should no longer be a clickable option in Options Menu A.
- Post-condition: User should be able control of the victim group without interference.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:

- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_Attack_08**

- Test Title/Name: Another Player Interferes to Assist an Attack
- Test Summary/Description: Testing to see if user is able to interfere on an attack by assisting the attacker.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not increased the attacker's power.
- Dependencies:
 - User needs to be able to attack.
 - Attack cannot be privileged.
 - User needs to have money to spend.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.
 3. Selects 'Attack to Control' from Action Menu.
 4. Selects any valid attacking group.
 5. Selects any victim group.
 6. Selects 'Intefere' from Options Menu A.
 7. Selects their player ID from Options Menu D.
 8. Selects 'Use money from Illuminati Treasury' from Options Menu C.
 9. Selects 'Assist' from Options Menu E.
 10. Inputs a valid number that is within the bounds of their treasury.

- Test Data:
 - Mouse clicks for selecting options
 - User needs to input a valid number when spending from their treasury.
- Expected Result:
 - The attacking group's power should increase
 - The respective treasury or treasuries should decrease
 - The bank reserve should increase
- Post-condition: User has spent money to increase the attacker's power.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_Attack_09**

- Test Title/Name: Another Player Interferes to Oppose an Attack
- Test Summary/Description: Testing to see if user is able to interfere on an attack by opposing the attacker.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not increased the defender's resistance.
- Dependencies:
 - User needs to be able to attack.
 - Attack cannot be privileged.
 - User needs to have money to spend.

- Test Steps:

1. User selects 'Start Game'.
2. Selects 'Attack a Group' from Main Menu.
3. Selects 'Attack to Control' from Action Menu.
4. Selects any valid attacking group.
5. Selects any victim group.
6. Selects 'Intefere' from Options Menu A.
7. Selects their player ID from Options Menu D.
8. Selects 'Use money from Illuminati Treasury' from Options Menu C.
9. Selects 'Oppose' from Options Menu E.
10. Inputs a valid number that is within the bounds of their treasury.

- Test Data:

- Mouse clicks for selecting options
- User needs to input a valid number when spending from their treasury.

- Expected Result:

- The defending group's resistance should increase
- The respective treasury or treasuries should decrease
- The bank reserve should increase

- Post-condition: User has spent money to increase the defender's resistance.

- Test Case Execution:

- Test Executed By:
- Test Execution Date:
- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_Attack_10**

- Test Title/Name: Call Off an Attack
- Test Summary/Description: Testing to see if user is able to call off their attack.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not called off their attack.
- Dependencies:
 - User needs to be able to attack.
 - User needs to have money to spend.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Attack a Group' from Main Menu.
 3. Selects 'Attack to Control' from Action Menu.
 4. Selects any valid attacking group.
 5. Selects any victim group.
 6. Selects 'Spend Money' from Options Menu A.
 7. Selects 'Attacker' from Options Menu D.
 8. Inputs a valid number that is within the bounds of their treasuries.
 9. Selects 'Call Off Attack' from Options Menu A.
- Test Data:
 - Mouse clicks for selecting options
 - User needs to input a valid number when spending from their treasuries.
- Expected Result:
 - The side panel prints "Attack Failed"
 - Return to Main Menu
- Post-condition: User has called off their attack.
- Test Case Execution:

- Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:
-

MoneyTransfer

Test Case ID: **TC_MoneyTransfer_01**

- Test Title/Name: Money Transfer (Regular Action)
- Test Summary/Description: Testing to see if user is able to make a money transfer as a regular action.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not transferred money from one adjacent group to the other.
- Dependencies:
 - User needs to have one regular action left.
 - User need to have money to transfer.
 - User needs to have an adjacent group to transfer the money over to.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Transfer Money' from Main Menu.
 3. Selects a group (w/ money in its treasury) to transfer from
 4. Selects an adjacent group to transfer to

5. Inputs a valid number that is within the bounds of their treasuries.

- Test Data:
 - Mouse clicks for selecting options
 - User needs to input a valid number when spending from their treasuries.
- Expected Result:
 - The group transferring money should see a decrease in its treasury balance.
 - The group receiving money should see an increase in its treasury balance.
- Post-condition: User has transferred money from one adjacent group to the other as a regular action.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_MoneyTransfer_02**

- Test Title/Name: Free Money Transfers
- Test Summary/Description: Testing to see if user is able to make two free money transfer as a part of their turn.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not made two free money transfers as part of their turn.
- Dependencies:
 - User need to have money to transfer.
 - User needs to have two adjacent groups to transfer the money over to.

- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Free Money Transfer' from Main Menu.
 3. Selects a group (w/ money in its treasury) to transfer from
 4. Selects an adjacent group to transfer to
 5. Inputs a valid number that is within the bounds of their treasuries.
 6. Repeat steps 3 - 5.
 - Test Data:
 - Mouse clicks for selecting options
 - User needs to input a valid number when spending from their treasuries.
 - Expected Result:
 - The group transferring money should see a decrease in its treasury balance.
 - The group receiving money should see an increase in its treasury balance.
 - Post-condition: User has made two free money transfers as part of their turn.
 - Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:
-

MoveGroup

Test Case ID: **TC_MoveGroup_01**

- Test Title/Name: Change a Group's Position in Power Structure

- Test Summary/Description: Testing to see if user is able to move a group in their power structure.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not moved a group as a regular action.
- Dependencies:
 - User needs to have one regular action left.
 - User needs to a group with a vacant outgoing arrow to move a group next to.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Move a Group' from Main Menu.
 3. Selects a group to move.
 4. Selects a valid spot to move this group to.
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - User's power structure should be successfully rearranged.
- Post-condition: User has moved a group as a regular action.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_MoveGroup_02**

- Test Title/Name: Drop a Group to Uncontrolled Card Panel
- Test Summary/Description: Testing to see if user is able to discard a group to the uncontrolled card panel
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not dropped a group.
- Dependencies:
 - User needs to have control of at least one group.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Drop a Group' from Main Menu.
 3. Selects a group to drop.
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - The group should be taken out of their power structure
 - The group should be added to the uncontrolled card panel.
- Post-condition: User has dropped a group.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: TC_GiveAway_01

- Test Title/Name: Give Away Money to Another Player
- Test Summary/Description: Testing to see if user is able to give away money to another player.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not given away money.
- Dependencies:
 - User needs to have money to give away.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Give Away Money or Specials' from Main Menu.
 3. Selects their Player ID from Options Menu.
 4. Selects 'Yes' when asked if giving away money.
 5. Selects a treasury to give money from.
 6. Inputs a valid number within the bounds of their treasury.
 7. Selects a Player ID from Options Menu to give their money to.
- Test Data:
 - Mouse clicks for selecting options
 - User inputs a valid number for giving money away.
- Expected Result:
 - The user's group should see a decrease in its treasury balance.
 - The receiving player should see an increase in its Illuminati's treasury.
- Post-condition: User has given money away.
- Test Case Execution:
 - Test Executed By:

- Test Execution Date:
- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_GiveAway_02**

- Test Title/Name: Give Away a Special to Another Player
- Test Summary/Description: Testing to see if user is able to give away a special to another player.
- Test Designed By: Kyle
- Test Designed Date: 4/10/17
- Pre-condition: User has not given away a special card.
- Dependencies: User needs to have a special card to give away.
- Test Steps:
 1. User selects 'Start Game'.
 2. Selects 'Give Away Money or Specials' from Main Menu.
 3. Selects their Player ID from Options Menu.
 4. Selects 'No' when asked if giving away money.
 5. Selects a Special Card to give away.
 6. Selects a Player ID from Options Menu to give their special to.
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - The user's special should be taken out of their special card panel.
 - That special card should appear in the recipient player's special card panel.
- Post-condition: User has given away a special card.
- Test Case Execution:

- Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:
-

SpecialCard

Test Case ID: **TC_Assassination_01**

- Test Title/Name: Special Card Assassination
- Test Summary/Description: Testing the use of Special Card "Assassination"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: A player is attempting to destroy, control or neutralize a group and the dice have been rolled
- Dependencies:
 - An attacking group has been selected
 - A defending group has been selected
 - The dice have been thrown
- Test Steps:
 2. playerA selects attack

3. playerA selects attack type: "control", "destroy" or "neutralize"
4. playerA selects any valid attacking group.
5. playerA selects any victim group.
6. playerA selects 'Roll Dice' from Options Menu A.
7. playerB selects "Use Special Card"
8. Roll is retroactively changed to 2
9. Results are displayed

- Test Data: Mouse clicks for selecting options

- Expected Result:

- The value of the user's dice roll results are changed to 2.
- The side panel prints results of dice

- Post-condition: playerA has rolled the dice and the attack is recalculated with a dice roll of 2.

- Test Case Execution:

- Test Executed By:
- Test Execution Date:
- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_Bribery_02**

- Test Title/Name: Special Card Bribery
- Test Summary/Description: Testing the use of Special Card "Bribery"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: The player uses this card during his turn and has not used up all of his actions for this turn
- Dependencies:
 - Player has actions remaining
 - There are uncontrolled groups available in the uncontrolled group area.
- Test Steps:
 10. player selects "Special Card" from main menu
 11. player is prompted to select an uncontrolled group
 12. select card and confirm
 13. card is moved to player's hand
 14. player places card on available space on grid
- Test Data: Mouse clicks for selecting options
- Expected Result:
 - The selected card is placed on the player's grid
 - The special card is moved to the discard pile

- Post-condition: User has a new group on the grid
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_ComputerEspionage_03**

- Test Title/Name: Special Card Computer Espionage
- Test Summary/Description: Testing the use of Special Card "Computer Espionage"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: None
- Dependencies: Player has the card "Computer Espionage"
- Test Steps:
 15. player selects "Special Card" from main menu
 16. player is prompted: "group money" or "special cards"
 17. player selects one option
 18. player is shown the money or special cards of the player selected
- Test Data: Mouse clicks for selecting options

- Expected Result:
 - User is shown the money or special cards of the player selected.
 - The special card is moved to the discard pile
- Post-condition: User has new knowledge on opponents
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_DeepAgent_04**

- Test Title/Name: Special Card Deep Agent
- Test Summary/Description: Testing the use of Special Card "Deep Agent"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: A player has invoked a privileged attack
- Dependencies: A player has invoked a privileged attack
- Test Steps:
 1. playerA invokes privileged attack
 2. playerB plays special card "Deep Agent"

3. The attack is marked as “permanent unprivileged”

- Test Data: Mouse clicks for selecting options
- Expected Result:
 - The attack cannot be made privileged
 - The special card is moved to the discard pile
- Post-condition: Other player have the option to interfere in the attack
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_Interference_05**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card “Interference”
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: A player has invoked a privileged attack
- Dependencies:
 - A player has invoked a privileged attack

- Test Steps:
 1. playerA invokes privileged attack
 2. playerB plays special card "Interference"
 3. playerB is allowed to interfere
- Test Data: Mouse clicks for selecting options
- Expected Result: User of the card is allowed to attack
- Post-condition: The special card is moved to the discard pile
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_MarketManipulation_06**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Market Manipulation"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: User has started his turn
- Dependencies: Player activates special card during his turn

- Test Steps:
 1. User selects "special card" from main menu
 2. User collects double income during this turn
- Test Data: Mouse clicks for selecting options
- Expected Result: User collects double income during this turn
- Post-condition: The special card is moved to the discard pile
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_MediaCampaign_07**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Media Campaign"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: The dead pile contains a group
- Dependencies: The dead pile contains a group
- Test Steps:

1. User selects "special card" from main menu
2. User selects a group from the dead pile
3. The card is moved to the uncontrolled area

- Test Data: Mouse clicks for selecting options
- Expected Result:
 - A group is revived and moved back to the uncontrolled area
- Post-condition: The special card is moved to the discard pile
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_MurphysLaw_08**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Murphy's Law"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: A player is attempting to destroy, control or neutralize a group and the dice have been rolled
- Dependencies:

- An attacking group has been selected
- A defending group has been selected
- The dice have been thrown

- Test Steps:

1. playerA selects attack
2. playerA selects attack type: "control", "destroy" or "neutralize"
3. playerA selects any valid attacking group.
4. playerA selects any victim group.
5. playerA selects 'Roll Dice' from Options Menu A.
6. playerB selects "Use Special Card"
7. Roll is retroactively changed to 12
8. Results are displayed

- Test Data: Mouse clicks for selecting options

- Expected Result:

- The value of the user's dice roll results are changed to 12.
- The side panel prints results of dice

- Post-condition: User has rolled the dice and the attack has failed.

- Test Case Execution:

- Test Executed By:
- Test Execution Date:

- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_SecretsManWasNotMeantToKnow_09**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Secrets Man Was Not Meant to Know"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: A player is attempting to use his special card
- Dependencies:
 - A player has activated a special card
- Test Steps:
 1. playerA activates a special card
 2. playerB activates the special card "Secrets Man Was Not Meant to Know"
 3. The effects of playerA's special card are negated
 4. Both special cards are discarded
- Test Data: Mouse clicks for selecting options
- Expected Result: The effects of playerA's special card are negated

- Post-condition: Both special cards are discarded
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_SenateInvestigatingCommittee_10**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Senate Investigating Committee"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: A player's turn has just started
- Dependencies: A player's turn has just started
- Test Steps:
 1. User activates special card "Senate Investigating Committee"
 2. The current player's turn is skipped
- Test Data: Mouse clicks for selecting options
- Expected Result: A player loses his turn and gets skipped
- Post-condition: The next player's turn starts

- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_SlushFund_11**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Slush Fund"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: None
- Dependencies: None
- Test Steps:
 1. User activates special card "Slush Fund"
 2. User ads 15 MB to his treasury
- Test Data: Mouse clicks for selecting options
- Expected Result: User ads 15 MB to his treasury
- Post-condition: User has 15 MB more in his treasury
- Test Case Execution:
 - Test Executed By:

- Test Execution Date:
- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_SwissBankAccount_12**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Swiss Bank Account"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: None
- Dependencies: None
- Test Steps:
 1. User activates special card "Swiss Bank Account"
 2. User ads 25 MB to his treasury
- Test Data: Mouse clicks for selecting options
- Expected Result: User ads 25 MB to his treasury
- Post-condition: User has 25 MB more in his treasury
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:

- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_WhisperingCampaign_13**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "Whispering Campaign"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: None
- Dependencies: A group with power 0 is in play
- Test Steps:
 1. User activates special card "Whispering Campaign"
 2. User rolls dice
 3. Attack is calculated
 4. Successful roll destroys card
- Test Data: Mouse clicks for selecting options
- Expected Result: Destroy selected group
- Post-condition: Discard special card to discard pile
- Test Case Execution:

- Test Executed By:
- Test Execution Date:
- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_WhiteCollarCrime_14**

- Test Title/Name: Special Card Interference
- Test Summary/Description: Testing the use of Special Card "White Collar Crime"
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: None
- Dependencies: None
- Test Steps:
 1. User activates special card "White Collar Crime"
 2. User selects a group to move money from
 3. User selects amount of money to move
 4. Select group to move the money to
 5. Repeat 10 to 12 until user selects done
 6. User gets 5 MB from the bank into his bank
- Test Data: Mouse clicks for selecting options

- Expected Result: User reorganizes his money
 - Post-condition: The special card is moved to the discard pile and 5MB is added to user's treasury
 - Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:
-

SpecialPower

Test Case ID: **TC_SocietyOfAssasins_01**

- Test Title/Name: Special Power of The Society of Assassins
- Test Summary/Description: Testing for successful application of the Society of Assassins' special power.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: User must execute an attack to neutralize
- Dependencies:
 - User must be able to attack.

- User should have sufficient attack power
- Test Steps:
 1. User selects "Start Game" from main menu.
 2. User selects "Attack to Neutralize"
 3. User selects "Attack to Neutralize"
 4. User selects a valid attacking group
 5. User selects a victim group
 6. Roll dice
- Test Data: Mouse clicks for selecting options
- Expected Result: Whatever value the attacking group has going into the attack should be raised by 4.
- Post-condition: User may or may not have neutralized the victim group and its puppets, but should have had an attack power raised by 4 and the dice should have reflected that.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_Network_02**

- Test Title/Name: Special Power of The Network

- Test Summary/Description: Testing for successful application of The Network's special power.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: User must be able to draw cards from the deck.
- Dependencies:
 - Drawing cards
- Test Steps:
 1. User selects "Start Game" from the main menu
 2. User draws cards from the deck.
 3. User draws two cards.
 4. User continues game, drawing two cards from the deck at start of turn.
- Test Data: Mouse clicks to input choices.
- Expected Result: The user should always turn over two cards at the start of a turn.
- Post-condition: At the start of the user's turn, the user should draw two cards.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):

- Notes/Comments/Questions:

Test Case ID: **TC_DiscordianSociety_03**

- Test Title/Name: Special Power of The Discordian Society
- Test Summary/Description: Testing for successful application of the The Discordian Society's special power.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: Players must be able to attack each other.
- Dependencies:
 - Alignments must be in use
 - Attack to Control must be functioning
- Test Steps:
 1. User selects "Start Game" from main menu
 2. User selects "Attack to Control" from menu
 3. User attempts to control a Weird group
 4. User's turn ends
 5. Another player attacks player with Discordian Society using a Straight or Government Card
 6. Other players attempt different types of attacks using Government or Straight groups.
 7. Game continues
- Test Data: Mouse clicks to input choices

- Expected Result: The attack to control on the Weird group should have its Power boosted by 4, and the player using Discordian Society should be immune to Government/Straight attacks.
- Post-condition: User must be immune to Government/Straight attacks and Attacks to Control Weird groups have their Power boosted by 4.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_UFOs_04**

- Test Title/Name: Special Power of The UFOs
- Test Summary/Description: Testing for successful application of The UFOs special ability.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: User must be able to attack
- Dependencies:
 - Attack to Control
 - Attack to Neutralize

- Attack to Destroy
- Test Steps:
 1. User selects "Start Game" from main menu
 2. User selects an attack, using the Illuminati Group.
 3. After that attack is concluded, user selects either the same kind of attack or another kind, also using the Illuminati Group.
 4. Game continues
- Test Data: Mouse clicks to input choices.
- Expected Result: User should be able to make two attacks in one turn using the Illuminati Group.
- Post-condition: Whether or not the attacks are successful, the Illuminati Group should be able to participate in two groups per turn.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_ServantsOfCthulhu_05**

- Test Title/Name: Special Power of The Servants of Cthulhu
- Test Summary/Description: Testing for the successful application of the Servants of Cthulhu's special ability.
- Test Designed By: Keith Farwell

- Test Designed Date: 4/10/17
- Pre-condition: User must be able to attack.
- Dependencies: Attack to Destroy
- Test Steps:
 1. User selects "Start Game" from main menu
 2. User selects "Attack to Destroy"
 3. User selects valid attacking group
 4. User selects victim group
 5. Roll dice
- Test Data: Mouse clicks to input data
- Expected Result: Attack to Destroy Power is raised by 2.
- Post-condition: Whether or not Attack to Destroy is successful, Power should be raised by two and the dice roll should reflect that value.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_GnomesOfZurich_06**

- Test Title/Name: Special Power of The Gnomes of Zurich
- Test Summary/Description: Testing the successful application of the special power of the Gnomes of Zurich.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: User should be able to move money.
- Dependencies: Move Money (regular action)
- Test Steps:
 1. User selects "Start Game"
 2. User takes actions.
 3. At the end of turn, user moves money around their Power Structure.
 4. Game continues
- Test Data: Mouse to input data
- Expected Result: User is able to move money freely at the end of their turn.
- Post-condition: User can move money around their Power Structure freely at the end of their turn.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:

- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_BavarianIlluminati_07**

- Test Title/Name: Special Power of The Bavarian Illuminati
- Test Summary/Description: Testing successful application of the special power of the Bavarian Illuminati.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: User should be able to make Privileged attacks. User must have at least 5MB in their treasury.
- Dependencies:
 - Privileged Attacks
 - Attack to Control
 - Attack to Destroy
 - Attack to Neutralize
- Test Steps:
 1. User selects "Start Game" from main menu
 2. User selects an attack type.
 3. User declares attack Privileged, at the cost of 5MB
 4. User selects valid attacking group.
 5. User selects victim group.

6. Roll dice.

- Test Data: Mouse to input choices.
- Expected Result: 5MB are deducted from the treasury and the attack is made Privileged, meaning no one is able to interfere.
- Post-condition: Whether or not the attack is successful, no one is able to interfere with it.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_BermudaTriangle_08**

- Test Title/Name: Special Power of The Bermuda Triangle
- Test Summary/Description: Testing successful application of the special power of the Bermuda Triangle.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: User is able to freely reorganize their Power Structure at the end of their turn.
- Dependencies: Organize Power Structure

- Test Steps:
 1. User selects "Start Game" from main menu.
 2. User goes about turn.
 3. User is able to reorganize Power Structure at end of turn.
 4. Game continues.
 - Test Data: Mouse clicks to input choices.
 - Expected Result: User should be able to reorganize their Power Structure at the end of their turn.
 - Post-condition: Bermuda Triangle players can freely reorganize their Power Structure at the end of their turn.
 - Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:
-

Goals

Test Case ID: **TC_BasicGoal_01**

- Test Title/Name: Achieve Basic Goal
- Test Summary/Description: Testing the basic win condition of the game.

- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: Should detect the game winner after someone controls 12 groups.
- Dependencies: None.
- Test Steps:
 1. User selects "Start Game" from main menu
 2. Each player tries to control as many groups as possible
 3. Check if the correct winner is detected once 12 groups are controlled.
- Test Data: Mouse clicks to input choices.
- Expected Result: The game should detect a winner, display it, and stop itself.
- Post-condition: A winner is detected and the game ends.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_GoalOfSocietyOfAssassins_02**

- Test Title/Name: Achieve Special Goal of The Society of Assassins
- Test Summary/Description: Testing achieving the special goal of the Society of Assassins
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: Should detect game winner when Society of Assassins player controls 6 Violent Groups.
- Dependencies: Alignments must be implemented
- Test Steps:
 1. User selects "Start Game from main menu
 2. Game runs
 3. Check if the winner is declared correctly after 6 Violent groups are controlled.
- Test Data: Mouse to input choices.
- Expected Result: The game should detect the winner, display it, and stop itself.
- Post-condition: Society of Assassins is detected as the winner and the game stops itself.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:

- Actual result:
- Status (Pass/Fail):
- Test priority (Low/Medium/High):
- Notes/Comments/Questions:

Test Case ID: **TC_GoalOfNetwork_03**

- Test Title/Name: Achieve Special Goal of The Network
- Test Summary/Description: Testing achieving the special goal of The Network.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: Should detect game winner when The Network player controls groups with a total Transferable Power of 25.
- Dependencies: Transferable Power
- Test Steps:
 1. User selects "Start Game" from the main menu
 2. Game runs
 3. Check if winner is declared correctly when The Network player has a total of 25 Transferable Power.
- Test Data: Mouse to input choices
- Expected Result: Game should detect winner, display it, and stop itself.
- Post-condition: The Network declared as the winner and the game stops itself.

- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_GoalOfDiscordianSociety_04**

- Test Title/Name: Achieve Special Goal of The Discordian Society
- Test Summary/Description: Testing achieving the special goal of The Discordian Society
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: Should detect game winner when Discordian Society player controls 5 Weird Groups.
- Dependencies:
 - Power Structure
 - Alignments
- Test Steps:
 1. User selects "Start Game" from the main menu
 2. Game runs

3. Check if winner is declared correctly when The Discordian Society controls 5 Weird groups.

- Test Data: Mouse to input choices
- Expected Result: Game detects winner, displays it, and stops itself.
- Post-condition: Discordian Society Player is declared as the winner.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_GoalOfUFOs_05**

- Test Title/Name: Achieve Special Goal of The UFOs
- Test Summary/Description: Testing achieving the special goal of The UFOs.
- Test Designed By: Keith Farwell
- Test Designed Date: 4/10/17
- Pre-condition: Should detect game winner when the goal chosen by The UFOs is achieved. Can be any of the other Illuminati goals.
- Dependencies:

- Special Goals
- Alignments
- Transferable Power
- Treasuries
- Power Structure
- Power
- Test Steps:
 1. User selects "Start Game" from main menu
 2. User selects which special goal they would like to pursue.
 3. Game runs.
 4. Check if winner is displayed correctly when the goal chosen by The UFOs is achieved.
- Test Data: Mouse to input choices.
- Expected Result: Game displays winner, displays it, and stops itself.
- Post-condition: The UFOs player is declared the winner.
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: TC_GoalOfServantsOfCthulhu_06

- Test Title/Name: Achieve Special Goal of The Servants of Cthulhu
- Test Summary/Description: Completing the special goal for “The Servants of Cthulhu” group
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: User’s illuminati group card is “The Servants of Cthulhu”
- Dependencies: The user has destroyed 7 groups
- Test Steps:
 1. User destroys a group
 2. If the total number of groups destroyed equals 8 the user wins
- Test Data: Mouse clicks for selecting options
- Expected Result: user wins
- Post-condition: game over
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_GoalOfGnomesOfZurich_07**

- Test Title/Name: Achieve Special Goal of The Gnomes of Zurich
- Test Summary/Description: Completing the special goal for "The Gnomes of Zurich" group
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: User's illuminati group card is "The Gnomes of Zurich"
- Dependencies: The user's total MegaBucks equals 150 or more
- Test Steps:
 1. User collects income
 2. If the total of user's treasures equals 150 or more the player wins
- Test Data: Mouse clicks for selecting options
- Expected Result: user wins
- Post-condition: game over
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_GoalOfBavarianIlluminati_08**

- Test Title/Name: Achieve Special Goal of The Bavarian Illuminati
- Test Summary/Description: Completing the special goal for "The Bavarian Illuminati" group
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: User's illuminati group card is "The Bavarian Illuminati"
- Dependencies: The user controls groups with a total power of 35 or more including 10 points from the "The Bavarian Illuminati" group
- Test Steps:
 1. User gains a new group under its control
 2. If the power of this group plus the power of all other groups under the user's control reaches or exceeds 35 the user wins
- Test Data: Mouse clicks for selecting options
- Expected Result: user wins
- Post-condition: game over, go outside for sun
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions:

Test Case ID: **TC_GoalOfBermudaTriangle_09**

- Test Title/Name: Achieve Special Goal of The Bermuda Triangle
- Test Summary/Description: Completing the special goal for "The Bermuda Triangle" Illuminati group
- Test Designed By: Pedro
- Test Designed Date: 4/10/17
- Precondition: User's illuminati group card is "The Bermuda Triangle"
- Dependencies: The user controls at least one group of each alignment.
- Test Steps:
 1. User gains a new group under its control.
 2. If the alignment of this card completes the set of alignments the user wins
- Test Data: Mouse clicks for selecting options
- Expected Result: user wins
- Post-condition: game over
- Test Case Execution:
 - Test Executed By:
 - Test Execution Date:
 - Actual result:
 - Status (Pass/Fail):
 - Test priority (Low/Medium/High):
 - Notes/Comments/Questions: