

Test Case: Damage Distribution							
Test Case ID: TC-501							
Test Suites Gameplay							
Priority:	High						
Hardware Required: Computer (Desktop, Laptop, Personal Computer), Wifi Connector							
Software Required: Operating System (Windows, OSX, Linux), Internet Browser (Google Chrome, Microsoft Edge, Mozilla Firefox)							
Duration:	2-3 minutes						
Effort:	5 minutes						
Setup:	User is in-game and has finished rolling dice						
Teardown:	User's turn comes around again is in-game and has finished rolling dice						
Steps	Description of Step	Expected Result	Actual Result				
1	Player rolls and keeps fish dice	At least one fish dice is kept after first roll					
2	Fish dice rolled are counted for damage	System updates damage counter based off number of fish dice rolled					
3	Damage counter is added/subtracted onto by any card affects available	Damage counter changes depending on card affects on the field					
4	System identifies player position	System checks player position					
5	When player position is inside The Island, all other players receive damage	Life points are subtracted by the damage counter for all players whose boolean position is false					
6	When player position is outside The Island, all players inside The Island take damage	Life points are subtracted by the damage counter for all players whose boolean position is true					
Test Logs							
Date	Execution Summary	Status	Bug ID	System Configuration ID	Tester	Effort	Duration