

Test Case: Begin a new game							
Test Case ID: TC-301							
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:	1-2 minutes						
Effort:	2-3 minutes						
Setup:	User must have logged into their player account and pressed "PLAY" to start the game						
Teardown:	User must exit out of the game						
Steps	Description of Step	Expected Result	Actual Result				
1	User clicks the "PLAY" button on the home screen	Screen changes to opponent type selection					
2	User picks local players option, but since the user is playing alone, no other players will join and the user selects 5 out of 5 of the others to be computer players. They then click the next button.	System updates to reflect opponent type					
3	The system makes note of the number of players to generate.	Computer players generated (and their decision making algorithms)					
4	The site loads the character selection screen.	Screen shows characters to select					
5	The player chooses a character and presses the next button.	Player's character is updated to reflect choice selected					
6	The system generates the 5 other characters and sets up the game board to the initial state as described in the postconditions of this use case.	Screen changes to gameboard, initializes values (e.g. LP to 10)					
7	The system puts translucent black screen over the game board with the words "Ready? Click anywhere to begin the game."	Black translucent screen with message appears					
8	User clicks and the game tracker starts off by printing "Game begun."	Game tracker prints "Game begun."					