

	Test Case: Purchasing/Playing Favor Cards						
Test Case ID: TC-601							
<b>Test Suites</b> Gameplay							
<b>Priority:</b> High							
<b>Hardware Required:</b> Computer (Desktop, Laptop, Personal Computer), Wifi Connector							
<b>Software Required:</b> <b>Operating System (Windows, OSX, Linux)</b> , Internet Browser (Google Chrome, Microsoft Edge, Mozilla Firefox)							
<b>Duration:</b> 1-2 minutes							
<b>Effort:</b> 3-4 minutes							
<b>Setup:</b> User has finished rolling dice, has finished healing, and has finished moving and had location checked							
<b>Teardown:</b> User's turn come around again; has finished rolling dice, has finished healing, and has finished moving and had location checked							
<b>Steps</b>	<b>Description of Step</b>	<b>Expected Result</b>	<b>Actual Result</b>				
	1 Player clicks on the "Purchase Favor" option	Player can now see the three community favor cards available for purchase. Option to reset cards is available.					
	2 Player selects "Reset" option	Cards in the shop are discarded. Three new cards are revealed face-up from the deck					
	3 Player selects card to purchase and preview. Options "Buy" and "Cancel"	System makes the card further viewable to player. "Cancel" option will deselect the card and unzoom from the card					
	4 Player clicks on "Buy" and purchases the selected card	System checks the player's pearl count and compares to the card cost. If greater than or equal to card cost, then card is purchased and given to the player					
	5 Card is checked for condition	System checks card conditions: Immediate, End-of-Turn, or Continuous					
	7 If card is Immediate:	Card effect immediately changes values in the game. Card is shown to the screen briefly and is sent to discard pile. Players can still read the card effects from the list of previously played cards					
	8 If card is Continuous:	Card effect is checked for conditions during player turns. Card is shown to the screen briefly. Players can still read the card effects by clicking on opponent profile and selecting the card					
	9 If card is End-of-Turn:	Card effect is applied at the end of the player's turn and changes values in the game. Card is shown to the screen briefly and is sent to discard pile. Players can still read the card effects from the list of previously played cards					

		Opponent character is selected as the target of an effect and corresponding values change according to card effect					
10	Player clicks on opponent player's character to cast an effect						

Test Logs

Date	Execution Summary	Status	Bug ID	System Confuguration ID	Tester	Effort	Duration
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