| Purpose | Test Data | Expected Results | Actual Results |
| --- | --- | --- | --- |
| Commission ship (Man-O-War) to squadron within budget(assumption: 1000) | Commission Victory | Addition into Squadron, war chest = -500 or -300(If Man-O-War has only two decks of cannons) |  |
| Commission ship (Frigate) to squadron within budget(assumption: 1000) | Commission Victory | Addition into squadron, war chest = -(Depends on the no. of cannon x 10) |  |
| Commission ship (Sloop) to squadron within budget(assumption: 1000) | Commission Victory | Addition into squadron, war chest = -(dependent on set price of ship) |  |
| Commission ship to squadron ( not within the budget) | Commission Defeat | Request denied and appropriate message given |  |
| Decommission ship from squadron to reserve | Decommission Victory | Addition into reserve, war chest = + (Half the commission fee of the ship) |  |
| Decommission ship that was sunk or already decommissioned to reserve | Decommission Defeat | Request denied and appropriate message given |  |
| Pick an encounter | Encounter Won | Prize money added to war chest(ship may or may not be allowed to rest) |  |
| Pick an encounter | Encounter Lost On Skill Level | Prize money deducted from war chest and ship is sunk(removed from squadron) |  |
| Pick an encounter | Encounter lost as no suitable ship available | Prize money deducted from war chest |  |
| Pick an encounter | Encounter is lost and war chest is < 0 | Prize money is deducted(0) and you lose your job |  |

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| Pick an encounter | No such encounter | Request denied and appropriate message is given |  |