ID [1]	Title [2]	Priority [3]	Description [4]	Expected Results [5]	Actual Results [6]	Comments [7]
1	*Creating a lobby server*	HIGH	1. User is on the **Main Menu** 2. User enters their **Player Name** and a unique, not already-in-use **Room Name** 3. User clicks on the "Join Game" button	A new lobby server is created with the specified room name, and it awaits a second user. When a second user joins, the game starts.	**2020-11-29 v1.0.3 - (Chris): PASS**	
2	*Connecting to an existing lobby server*	HIGH	1. User is on the **Main Menu** 2. User enters their **Player Name** and an already-existing **Lobby Name** that was created by another player. 3. User clicks on the "Join Game" button, and there is not already a second user in the lobby.	Both players should see a connected message pop up on their respective instances of the game, and the game automatically starts.	**2020-11-29 v1.0.3 - (Chris): PASS**	This test case states the game should automatically start once the second player connects. This is currently not the case (the lobby leader must press the "Load Arena" button). I am marking this as passed based on the name of the test case.
3	*Starting the game*	HIGH	1. Player launches Overlord Supreme	Game starts and shows the start menu screen	**2020-11-29 v1.0.3 - (Chris): PASS**	
4	*Capturing a piece (with a man piece)*	HIGH	1. Player is in an active game. It is their turn, and they click on a piece. 2. Player clicks on a valid empty square in a forward diagonal two squares from its original position, crossing over an enemy piece.	The enemy piece is marked as captured (but remains on the board until the end of the turn) and the player's selected piece moves to the selected square from step 2.	**2020-11-29 v1.0.7 - (Tom): PASS**	
5	*Kinging a man piece*	HIGH	1. Player is in an active game and during their turn, they direct a piece to the opposite players board section 2. Once the player has reached the other side of the board, their piece should become "kinged". 3. Once kinged, the player's piece should now when selected, be able to jump backwards and forwards.	The player piece should be promoted to a king piece (they should notice a visible change on the piece itself and it's functionality).	**2020-11-29 v1.0.3 - (Chris): PASS**	
6	*Capture a piece (with a king piece)*	HIGH	1. Player is in an active game and clicks on a piece during their turn. 2. Player clicks on a valid empty square in either a forward diagonal or backward diagonal two squares from its original position, crossing over an enemy piece.	The enemy piece is marked as captured (but remains on the board until the end of the turn) and the player's selected piece moves to the selected square from step 2.	**2020-11-29 v1.0.7 - (Tom): PASS**	
7	*Using a king piece to capture a piece twice*	HIGH	1. Player is in an active game and clicks on a king during their turn. 2. Player clicks on a valid capture square as described above. 3. Player continues capturing pieces. 4. Since a king can capture backward, and a captured piece is not removed from the board until the end of the turn, the player's king can capture the same piece twice in a single turn.	The enemy piece is still marked as captured, and only the single piece should be added to the capturing player's pile at the end of the turn.	**2020-11-29 v1.0.7 - (Tom): PASS**	
9	*Moving a man piece*	HIGH	1. Player is in an active game, and the player clicks on a man piece during their turnwhile not having any other pieces that can immediately capture. 2. Player clicks on an empty forward diagonal square	The player's selected man piece moves to the selected square.	**2020-11-29 v1.0.3 - (Chris): PASS**	
10	*Moving a king piece*	HIGH	1. Player is in an active game, and the player clicks on a king piece during their turnwhile not having any other pieces that can immediately capture. 2. Player clicks on an empty forward or backward diagonal square	The player's selected king piece moves to the selected square.	**2020-11-29 v1.0.3 - (Chris): PASS**	
11	*Playing multiple turns after a capture*	HIGH	1. When in an active game, after capturing another piece, they can get another move available for the current piece. 2. The new move available to the player only occurs when they can do another capture in it's available path.	The player piece should reactivate it's ability to move after the jump, instead of swapping to the other player's turn if another jump is possible	**2020-11-29 v1.0.7 - (Tom): PASS**	
12	*Ending turn after one or more captures*	HIGH	1. Player is in an active game and captures one or more pieces. These will be marked for capturing. 2. Once the player runs out of moves (they cannot capture any more pieces or the game ends), their turn will end.	Any opponent pieces marked for capturing should be removed from the board and added to the capturing player's pile.	**2020-11-29 v1.0.7 - (Tom): PASS**	
13	*Ending the Game*	HIGH	1. Once a player has only one piece left, they should be in a state where if their last piece is captured the game ends	Once the last piece is captured, both players should disconnect from the lobby and be presented with their respective win/loss screens. They can then from here click "Back" to return to the Main Menu.	**2020-11-29 v1.0.7 - (Tom): FAIL**	When reaching the end of the game, you are presented with an end game screen. From here the player must close the program to end the game/session.
14	*Game is running accurately on both multiplayer instances*	HIGH	1. Player should be able to join game and play the first turn. 2. Once the first turn is complete the other player must then be able to player their turn.	Once the first turn is played, the other player should see the that turn occur on their board, and the game should pass control to them.	**2020-11-29 v1.0.3 - (Tom): PASS**	
15	*Pieces render above Correct Tiles*	HIGH	1. When in an active game, a player should select a piece and attempt to move it to a new available space	Once the piece is moved, it should move to the selected tile	**2020-11-29 v1.0.3 - (Tom): PASS**	
16	*Players can close game on the main menu*	HIGH	1. When on the main menu, players should be able to click the quit game button.	After clicking quit game, the player should then notice the unity session has been closed, thus killing the game.	**2020-11-29 v1.0.3 - (Tom): PASS**	
17	*Players cannot move on top of an existing piece*	HIGH	1. A player is in an active game and attempts to move a piece on top of an existing piece during their turn.	The move is not registered. Nothing happens.	**2020-11-29 v1.0.3 - (Tom): PASS**	
18	*Man pieces cannot move backwards*	HIGH	1. A player is in an active game and attempts to move a man piece backwards diagonally.	The move is not registered. Nothing happens.	**2020-11-29 v1.0.3 - (Tom): PASS**	

19	*Pieces cannot be captured left-diagonally if there is another piece diagonally left from the threatened piece.*	HIGH	1. A player is in an active game and attempts to capture an opponent's piece left-diagonally, and there is another piece left-diagonally behind the opponent's piece	The move is not registered, because the piece would fall on top of an existing piece. Nothing happens.	2020-11-29 v1.0.3 - (Tom): PASS	
20	*Pieces cannot be captured right-diagonally if there is another piece diagonally right from the threatened piece.*	HIGH	1. A player is in an active game and attempts to capture an opponent's piece right-diagonally, and there is another piece right-diagonally behind the opponent's piece	The move is not registered, because the piece would fall on top of an existing piece. Nothing happens.	2020-11-29 v1.0.3 - (Tom): PASS	
21	*Pieces render above the Board*	HIGH	1. User is **In Game**	• **Red Pieces** are visible above the **Board** • **White Pieces** are visible above the **Board** • **Board** is visible	2020-11-29 v1.0.3 - (Tom): PASS	
22	*Pieces can be Selected*	HIGH	1. A player in an active game clicks on a piece during their turn.	• The **Piece** is selected • The **Piece** can be moved	2020-11-29 v1.0.3 - (Tom): PASS	Pieces are always selectable, however if a jump is available the player must use the piece that can jump.
23	*King pieces are visually distinct*	HIGH	1. During a game, a player kings a man piece	The newly kinged piece is visually distinct from man pieces.	2020-11-29 v1.0.3 - (Tom): PASS	
24	*Lobby Menu opens from Main Menu*	HIGH	1. User is in **Main Menu** 2. User clicks **"Play Game" Button**	Once the play game button is selected, the lobby interface should be rendered. From here the player should see they are connected to PUN and are able to connect to a lobby.	2020-11-29 v1.0.3 - (Tom): PASS	Rather than having a start game button, on launch we connect the user to the Photon server, and allow them to instantly begin a match.
25	*Players cannot capture their own pieces*	HIGH	1. A player is in an active game and attempts to capture one of their own pieces	The move is not registered. Nothing happens.	2020-11-29 v1.0.3 - (Tom): PASS	
26	*Closing the Settings Menu returns to Last Menu*	HIGH	1. User is in **Main Menu** 2. User clicks on the **Settings** button 3. (The **Settings Menu** opens) 4. User clicks Exit	• The **Settings Menu** closes • The **Main Menu** open	2020-11-29 v1.0.3 - (Tom): PASS	
27	*All UI Elements Load*	HIGH	1. User is in **Lobby Menu** 2. User **Joins** a match	All In-Game Elements Load: • Board • Complete set of Red and White Pieces • Heads-Up Display	2020-11-29 v1.0.3 - (Tom): PASS	
28	*"Resume" resumes the Game*	HIGH	1. User is **In Game** 2. User opens **Pause Menu** 3. User clicks **"Resume" Button**	• **Pause Menu** closes • All **UI** elements resume rendering • **Gameplay** resumes	2020-11-29 v1.0.7 - (Tom): FAIL	The game does not include pause functionality, and therefore it is not possible to resume the game.
29	*"Cancel" changes no Settings*	HIGH	1. User is in **Settings Menu** 2. User clicks **"Cancel" Button**	• **Settings Menu** closes • Game **settings** are unaffected	2020-11-29 v1.0.3 - (Tom): PASS	
30	*~~End Turn~~*	~~LOW~~	~~1. Player is in an active game and makes a valid move.~~ ~~2. Player clicks on the "End Turn" button.~~	~~The player's turn ends, and it is now the opponent's turn to make a move.~~	~~2020-11-01: *No Results Available*~~	The **End Turn** requirement has been *removed*. This is due to us realizing that a player *must* make a capture if they *can* make a capture.
31	*Empty Tiles Render No Contents*	LOW	1. User is **In Game** 2. User selects one of *their* Pieces 3. User selects a *different* Piece 4. User draws a **Path** 5. User cancels **Path**	• No **Unselected Tiles** show **hints** • No **Deselected Tiles** show **hints** • No **Tiles** without **Pieces** show **Pieces**	2020-11-29 v1.0.3 - (Tom): PASS	
32	*Settings menu renders*	LOW	1. User is on the main title screen and clicks on the "Settings" button.	The settings UI renders.	2020-11-29 v1.0.3 - (Tom): PASS	
33	*Hints can be turned on and off*	LOW	1. User is in the settings menu and clicks on the "Hints" button.	if "Hints" is on, it turns off, and if "Hints" is off, it turns on. When on, valid user moves are highlighted in yellow.	2020-11-29 v1.0.7 - (Tom): FAIL	Hint effects are not able to be disabled from the settings.
34	*Effects can be turned on and off*	LOW	1. User is in the settings menu and clicks on the "Effects" button.	If "Effects" is on, it turns off, and if "Effects" is off, it turns on.	2020-11-29 v1.0.7 - (Tom): FAIL	Extra Effects are not included in the game.
35	*Tiles hint at being Part of Path*	LOW	1. When in active game, a player should select a piece, and see the hint tiles change.	When looking at the hint tiles, it should be clear when an available jump is only part of a potential jump path.	2020-11-29 v1.0.3 - (Tom): PASS	
36	*Tiles hint at being End of Path*	LOW	1. When in active game, a player should select a piece, and see the hint tiles change.	When looking at the hint tiles, it should be clear when an available jump is the end of a path.	2020-11-29 v1.0.3 - (Tom): PASS	
37	*Pieces hint at being Threats*	LOW	1. When in an active game, a player can get in position to jump for another piece.	Once in position, a threat hint highlight will occur, warning that a piece is in danger.	2020-11-29 v1.0.7 - (Tom): FAIL	When entering a position where a player can be jumped, the threat pieces are not highlighted when playing the game.
38	*Board renders 8 x 8 Tiles*	LOW	1. The host should start the game for the players	Once the game is started, the board should render a checkerboard pattern of 8x8 tiles.	2020-11-29 v1.0.3 - (Tom): PASS	
39	*Board denies moves outside of the 8 x 8 board*	LOW	1. In an active game, a player can attempt to move an edge piece off the side of the board.	When that piece's move is attempted, they should not be able to click on any tiles that are not shown on the board itself.	2020-11-29 v1.0.3 - (Tom): PASS	
40	*Board renders within window*	LOW	1. In an active game, the board is rendered.	The board correctly fits within the bounds of the application window.	2020-11-29 v1.0.3 - (Tom): PASS	
41	*Pieces Hint at being Selected*	LOW	1. Once in an active game, a player should attempt to select a piece	Once a piece is selected, a highlight will appear showing it is the current active piece.	2020-11-29 v1.0.7 - (Tom): FAIL	When a piece is not selected, the game doesn't display which pieces can be selected.
42	*Pieces Hint at being Selectable*	LOW	1. Once in an active game, a player should hover over an available piece	When hovering over pieces, they should become highlighted, and clickable.	2020-11-29 v1.0.7 - (Tom): FAIL	When hovering over a piece in the game, it does not update the display, and thus does not show whether or not they are clickable.
43	*White Pieces are distinct from Red Pieces*	LOW	1. Once in an active game, a player should review the board.	When looking at the board both sides of pieces should be rendered in their unique colors.	2020-11-29 v1.0.3 - (Tom): PASS	As the decription states, both players get unique piece colors, however they display as black and red, rather than white and red.
44	*Main Menu loads First*	LOW	1. Player opens the game	When opening the game the player should reach the main menu screen.	2020-11-29 v1.0.3 - (Tom): PASS	
45	*"Exit Game" Exits the Game*	LOW	1. User is on the **Main Menu** 2. User click **"Exit Game" Button**	The Game **closes**	2020-11-29 v1.0.3 - (Tom): PASS	

46	*Settings Menu opens from Pause Menu*	**LOW**	1. User is **In Game** 2. User opens **Pause Menu** 3. User clicks **"Settings" Button**	When selecting the settings button when in-game, they should get access to an abreviated version of the settings page, this time missing the player name.	**2020-11-29 v1.0.7 - (Tom): FAIL**	The game doesn't include a pause menu, and therefore cannot reach the setting menu from the pause menu.
47	*Pause Menu opens from In Game*	**LOW**	1. User is **In Game** 2. User presses **Escape**	Once the escape button is hit, the player should see the pause menu properly rendered.	**2020-11-29 v1.0.7 - (Tom): FAIL**	The game doesn't include a pause menu, and therefore cannot reach the a pause menu when in-game.
48	*Main Menu opens from Pause Menu*	**LOW**	1. User is in the pause menu and clicks on the "Main Menu" button.	The main menu UI is loaded.	**2020-11-29 v1.0.7 - (Tom): FAIL**	The game doesn't include a pause menu, and therefore cannot reach the main menu from a pause menu.
49	*HUD indicates Player's Turn*	**LOW**	1. User is **In Game** 2. User is **Current** 3. User makes a move	**Turn Element** on **HUD** shows it is not the User's turn anymore	**2020-11-29 v1.0.7 - (Tom): FAIL**	The game doesn't included a visual indicator for which player's turn it is.
50	*User Name cannot be edited during a game*	**LOW**	1. User is **In Game** 2. User opens **Pause Menu** 3. User clicks **"Settings" Button**	In this menu they should not have the name input section rendered on-screen.	**2020-11-29 v1.03 - (Tom): PASS**	
51	*Default names can be iterated when neither players have a defined name*	**MED**	1. Two users both join the game, and neither have a defined name in the settings.	When joining the game as default names, the players names will be iterated (ie; one of the players will be Player 1 and the other will be player two, chosen at random)	**2020-11-29 v1.0.3 - (Tom): PASS**	When joining the game unnamed, the game accepts this allows the user to join without a name tied to their session. The names of the players are not displayed anywhere in the game.
52	*Default names are assigned when only one player has a defined name*	**MED**	1. One user joins a game with a defined name, and the other does not have a defined name in the settings.	The player without the defined name is assigned as "Player 1", and the other player will have their name set to whatever was set in their settings.	**2020-11-29 v1.0.3 - (Tom): PASS**	When joining the game unnamed, the game accepts this allows the user to join without a name tied to their session. The names of the players are not displayed anywhere in the game.
53	*Both players join a game with assigned names.*	**MED**	1. Two users join a game, and both of them have defined names in the settings.	Both players are assigned their defined names.	**2020-11-29 v1.0.3 - (Tom): PASS**	
54	*Players can quit when in a match*	**MED**	1. At any moment in an active game, players should be able to pause the game. 2. Once the game is paused, they should be able to select the quit button.	Once the player clicks the quit button, it should return them to the main menu. The other player will then get a window popping up that tells them the other player has disconnected, and will then provide them an OK button that returns them to the main menu.	**2020-11-29 v1.0.7 - (Tom): FAIL**	When in a match the players cannot access a pause menu, and therefore are unable to successfully end a current session through menuing.
55	*Server closes*	**MED**	1. When both players are in an active game, and one or both players disconect from the server.	The server closes and the game ends.	**2020-11-29 v1.0.7 - (Tom): FAIL**	When reaching the end of the game, the players are presented with a game end screen the game can then be closed manually.
56	*Inactive Tiles make no Hints*	**MED**	1. When in an active game, a player must select a piece	Once a piece is selected, they should only see activated hint tiles available for the current player piece	**2020-11-29 v1.0.3 - (Tom): PASS**	When entering the game, and when a turn has just begun, no clickable space hints are provided to the player, which is follows the stated requirement.
57	*Settings Menu opens from Main Menu*	**MED**	1. User in on the **Main Menu** 2. User clicks on the **"Settings" Button**	When clicking the settings button the settings menu should then be rendered.	**2020-11-29 v1.0.3 - (Tom): PASS**	When on the main menu screen, you are provided with the join options as well as options and exit game. Selecting options correctly opens up the settings menu of the game.
58	*Game opens from Lobby Menu*	**MED**	1. There are two players are in a lobby	The checkers game UI opens for both players.	**2020-11-29 v1.0.3 - (Tom): PASS**	
59	*User escapes with HUD*	**MED**	1. User is **In Game** 2. User clicks **"ESC" Button** on **HUD**	• **Pause Menu** opens	**2020-11-29 v1.0.3 - (Tom): FAIL**	Pause menu is not included in the game.

[1] A unique id for each test case.

[2] A one sentence description about the purpose of the test case.

[3] The importance of the test case (e.g., High, Medium, Low), in determining if the software meets the expected quality objectives before it can be officially released to the user community.

[4] All the steps that the user needs to perform in order to execute the test case. This includes input values and data, as appropriate. (The description should be in sufficient detail so that a person who is not familiar with the application, but who has the appropriate technical background, will be able to execute the test case.)

[5] A detailed description of the expected outcomes produced by the application following the execution of the test case. Outcomes may include observed outputs, the state of the application and its environment, etc.

[6] DON'T FILL IN ON FIRST DRAFT

The observed outcomes from the execution of the test case. The term "PASS" should be used to denote that the ACTUAL RESULTS are the same as the EXPECTED RESULTS. Otherwise, the term "FAIL" should be used with additional information about the observed ACTUAL RESULTS.

[7] This is an optional field and it can be used for any additional information related to the test case and its execution.