	Open Software test			
Test Case Name:	Open Software test			
Test ID:	TI - 1.1			
Test Suite(s):	TS - 1			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15mins			
Effort:	45 mins			
Setup:	1. Turn on computer/laptop			
	2. locate Illuminati game icon			
Teardown:	1.close the program			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Double click the game executable file see if software opens			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Checking Login with Valid Data test				
Test Case Name:	Checking login with valid data	Test Data:	user: name	
Test ID:	TI - 2.1			
Test Suite(s):	TS - 2			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 mins			
Effort:	45 mins			
Setup:	1. Open game software			
	2. Locate username input textbox			
Teardown:	1. Remove inputted username from lobby			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	User enters valid username from test data			
2	User click enter game button			
3	Username is accepted			
4	Username shows up in lobby			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Login with invalid data			
Test Case Name:	Login with invalid data	Test Data:	user: @@@	
Test ID:	TI - 2.2			
Test Suite(s):	TS - 2			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 mins			
Effort:	45 mins			
Setup:	1. open game software			
	2. locate username input textbox			
Teardown:	None			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	User enters a username into login screen			
2	Software checks to see if username is within constraints that we defined			
3	Username is not added into lobby			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	login with same name			
Test Case Name:	login with same name	Test Data:	user: name	
Test ID:	TI - 2.3		user: name	
Test Suite(s):	TS - 2			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 mins			
Effort:	45 mins			
Setup:	1. open game software			
	2. locate username input textbox			
Teardown:	1. Remove inputted username from lobby			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	User enters a username into login screen			
2	User enters the same username again			
3	System checks if lobby already has player			
4	Player already in lobby and does not get added			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Login while lobby is full			
Test Case Name:	Login while lobby is full			
Test ID:	TI - 2.4			
Test Suite(s):	TS - 2			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 mins			
Effort:	45 mins			
Setup:	1. Open game software			
	2. Add 8 players into the lobby			
Teardown:	1. Remove all inputted username from lobby			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Add another player name into the lobby			
2	Add unsuccessful because the lobby is full			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Remove player from lobby test			
Test Case Name:	Remove player from lobby test			
Test ID:	TI - 3.1			
Test Suite(s):	TS - 3			
Priority:	Low			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Open game software			
	2. Locate username input textbox			
	3. Add at least one player			
	4. Find remove game button			
Teardown:	None			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	User clicks on the remove button			
1.1	All player tags will have a minus button show up			
1.2	The remove button becomes a done button			
2	Click on the minus button next to player name			
2.1	Player is removed from lobby			
3	Clicks the done button			
3.1	Done button becomes remove button again			
3.2	Minus next to players name disappears			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Starting a game with enough players			
Test Case Name:	Starting a game with enough players			
Test ID:	TI - 4.1			
Test Suite(s):	TS - 4			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Open game software			
	2. Locate username input textbox			
	3. Added at least 2 players			
	4. Locate start game button			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Click the start game button			
2	Game successfully starts			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Starting a game with not enough players			
Test Case Name:	Starting a game with not enough players			
Test ID:	TI - 4.2			
Test Suite(s):	TS - 4			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Open game software			
	2. Add one player to the lobby			
	3. Locate start game button			
Teardown:	1. remove player added from the lobby			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Click the start game button			
2	Game does not starts			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Beginning the game test			
Test Case Name:	Beginning the game test			
Test ID:	TI - 5.1			
Test Suite(s):	TS - 5			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Turn on computer			
	2. Open Illuminati			
	3. Add at least 2 players			
	4. Start game			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	See if all the Illuminati cards are being placed properly faceddown on screen			
2	Check to see if players can click on the cards faceddown			
2.1	The card flips over once clicked			
3	The card goes next to the players name that picked it on the square table			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	bank distributes money test			
Test Case Name:	Bank distributes money test			
Test ID:	TI - 5.2			
Test Suite(s):	TS - 5			
Priority:	high			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Turn on computer			
	2. Open Illuminati			
	3. Add players			
	4. Start game			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Each player in the lobby picks an illuminati card			
2	Check if bank distributes correct amount of money to each player			
3	Turn goes back to the first player			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Deck test			
Test Case Name:	Deck test			
Test ID:	TI - 5.3			
Test Suite(s):	TS - 5			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Open Illuminati			
	2. Start Game			
	3. all players pick their illuminati card and recieves money			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Deck is generated from all non-Illuminati cards			
2	Deck is shuffled			
3	Deck is placed in the center of the table			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Check if uncontrolled group section is valid			
Test Case Name:	Check if uncontrolled group section is valid			
Test ID:	TI - 5.4			
Test Suite(s):	TS - 5			
Priority:	high			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Add 2 players			
	2. Start game			
	3. All players pick their illuminati card and recieves money			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Check if there are only four groups in the uncontrolled group section			
2	Check to see if there is no special card in the uncontrolled group section			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

		starting a turn test				
Test Case Name:	starting a turn test					
Test ID:	TI - 6.1					
Test Suite(s):	TS - 6					
Priority:	High					
Hardware Required:	Laptop or Computer					
Software Required:	GoDotEngine, Windows 10					
Duration:	1 hour					
Effort:	3 hours					
Setup:	1.Start game					
	2.Go through the beginning game use case					
Teardown:	1. Close the software					
	2. Open software					
ID	Test Step/Substep		Result	BugID	Bug RPN	
1	System gives the player income to their group and illuminati card					
Execution Summary	Status					
	System Config ID					
	Tester					
	Date Completed					
	Effort					
	Duration					

	Check if player is able to draw card			
Test Case Name:	Check if player is able to draw card			
Test ID:	TI - 6.2			
Test Suite(s):	TS - 6			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1.Start game			
	2.Go through the beginning game use case			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player clicks the deck to pick a card			
2	The card is flipped over			
3	Depending on the card drawn the game will decide what to do with it			
3.1	If card drawn is a special card it is placed next to your name on the table			
3.2	if card drawn is a group card it is placed in the uncontrolled group			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Check if player drew special card			
Test Case Name:	Check if player drew special card			
Test ID:	TI - 6.3			
Test Suite(s):	TS - 6			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. In code, fill deck with only special cards			
	2.Go through the beginning game use case			
Teardown:	1. Fill deck with normal pool of cards			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Draw special card from the deck			
2	System announces that player drew a special card			
3	Card is placed next to the players name on the table			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Check if player drew group card			
Test Case Name:	Check if player drew group card			
Test ID:	TI - 6.3			
Test Suite(s):	TS - 6			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1.fill the deck with group cards			
	2.Go through the beginning game use case			
Teardown:	1.fill deck with normal pool of cards			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Draw a group card from the deck			
2	Check if group card is placed in the uncontrolled area			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Attack to control test			
Test Case Name:	Attack to control test			
Test ID:	TI - 7.1			
Test Suite(s):	TS - 7			
Priority:	high			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1.start game with enough players			
	2.Go through the beginning game use case			
	3.it is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player is able to pick attack on their turn			
2	Player is able to pick attack to control			
3	Player can choose group to attack			
3.1	Player can choose to cancel the attack			
3.2	Player can add money.			
3.3	Player can make a privileged attack			
3.4	Player can add transferrable power			
4	Player rolls the two dice			
4.1	Attack gets cancelled if 11 or 12 is rolled			
4.2	Attack is successful			
4.3	Attack is unsuccessful			
Execution Summary	Status			

	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Attack to neutralize test			
Test Case Name:	Attack to neutralize test			
Test ID:	TI - 8.1			
Test Suite(s):	TS - 8			
Priority:	high			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1.start game with enough players			
	2.Go through the beginning game use case			
	3.it is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player is able to pick attack on their turn			
2	Player is able to pick attack to neutralize			
3	Player can choose group to attack			
3.1	Player can choose to cancel the attack			
3.2	Player can add money.			
3.3	Player can make a privileged attack			
3.4	Player can add transferrable power			
4	Player rolls the two dice			
4.1	Attack gets cancelled if 11 or 12 is rolled			
4.2	Attack is successful			
4.3	Attack is unsuccessful			
Execution Summary	Status			
	System Config ID			
	Tester			

	Date Completed			
	Effort			
	Duration			

	Attack to destroy test			
Test Case Name:	Attack to destroy test			
Test ID:	TI - 9.1			
Test Suite(s):	TS - 9			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Start game with enough players			
	2.Go through the beginning game use case			
	3.it is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player is able to pick attack on their turn			
2	Player is able to pick attack to destroy			
3	Player can choose group to attack			
3.1	Player can choose to cancel the attack			
3.2	Player can add money.			
3.3	Player can make a privileged attack			
3.4	Player can add transferrable power			
4	Player rolls the two dice			
4.1	Attack gets cancelled if 11 or 12 is rolled			
4.2	Attack is successful			
4.3	Attack is unsuccessful			
Execution Summary	Status			
	System Config ID			
	Tester			

	Date Completed			
	Effort			
	Duration			

	Transferring Money			
Test Case Name:	Transferring Money			
Test ID:	TI - 10.1			
Test Suite(s):	TS - 10			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Start the game with enough players			
	2. Go through the beginning game use case			
	3. Give a player at least two groups, and one of them has money			
	4. It is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player clicks the transfer money button			
2	Player clicks on the group they want to transfer money from.			
3	Player clicks on an adjacent group to transer the money			
4	Money is transferred			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			

	Effort			
	Duration			

	Special Ability Test			
Test Case Name:	Special Ability Test			
Test ID:	TI - 11.1			
Test Suite(s):	TS - 11			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Game has started			
	2. Give player an Illuminati card/Group with a Special Ability			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Choose any of the attack option			
2	Choose the option to use a special ability			
3	Player chooses which special ability to use			
4	Special ability's effect occurs			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Moving Groups Test			
Test Case Name:	Moving Groups Test			
Test ID:	TI - 12.1			
Test Suite(s):	TS - 12			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Start the game with enough players			
	2. Go through the beginning game use case			
	3. Give player multiple groups at least two			
	4. It is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player clicks on the group they want to move			
2	Player clicks on another group that has an outwards arrow			
3	The group and all of the other groups attached to it are moved			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			

	Duration			

	Moving Groups With Overlap Test			
Test Case Name:	Moving Groups With Overlap Test			
Test ID:	TI - 12.2			
Test Suite(s):	TS - 12			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Start the game with enough players			
	2.Get a player to have multiple groups			
	3. It is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Check for overlapping groups			
1.1	If the overlapping group(s) can be placed elsewhere, do that			
1.2	If the overlapping group(s) can't be placed elsewhere, they			
	go to the uncontrolled group			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Gifting Group Test			
Test Case Name:	Gifting Group Test			
Test ID:	TI - 13.1			
Test Suite(s):	TS -13			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Start the game with enough players			
	2. Give player in lobby groups to gift			
	3. It is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player can select gift button			
2	Player selects gift group option			
3	List of players name pop up, pick anyone on that list to gift a group			
4	Player can select player to gift to			
5	Player chooses one group they want to gift			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Accepting a gifted group Test			
Test Case Name:	Accepting a gifted group Test			
Test ID:	TI - 13.2			
Test Suite(s):	TS -13			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player offered to gift a group			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player can choose to accept the gifted group			
2	Player who accepted get the group			
3	Current player loses actions for however many groups traded			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Rejecting a gifted group Test			
Test Case Name:	Rejecting a gifted group Test			
Test ID:	TI - 13.3			
Test Suite(s):	TS -13			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player offered to gift a group			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player can choose to reject the gifted group			
2	both players recieve nothing			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Gifting a Special Card Test			
Test Case Name:	Gifting a Special Card Test			
Test ID:	TI - 14.1			
Test Suite(s):	TS - 14			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Game has started			
	2. Give a player has a special card			
	3. It is the player's turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player can select gift button			
2	Player selects gift special card option			
3	List of players name pop up, pick anyone on that list			
4	Player chooses one special card they want to gift			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Accepting a special card Test			
Test Case Name:	Accepting a special card Test			
Test ID:	TI - 14.2			
Test Suite(s):	TS - 14			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player offered to gift a special card			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player chooses to accept the gifted special card			
2	Player who accepted the offer recieves a special card			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Rejecting a gifted special card Test			
Test Case Name:	Rejecting a gifted special card Test			
Test ID:	TI - 14.3			
Test Suite(s):	TS -14			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player offered to gift a group			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player chooses to reject the gifted special card			
2	both players recieve nothing			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Trading a group for a group Test			
Test Case Name:	Trading a group for a group Test			
Test ID:	TI - 15.1			
Test Suite(s):	TS - 15			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Start the game with enough players			
	2. Give two different players group to trade			
	3. It is a players turn			
teardown	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player can choose the trade option			
2	Player can choose to trade a group			
3	Player chooses group in return			
4	List of players name pop up, pick anyone on that list to gift a group			
5	Player chooses which group they will give			
6	Player chooses which group they want			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			

	Duration			

	Accepting a group for group trade Test				
Test Case Name:	Accepting a group for group trade Test				
Test ID:	TI - 15.2				
Test Suite(s):	TS -15				
Priority:	High				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	30 mins				
Effort:	1 hour 30 mins				
Setup:	1. Game has started				
	2. Another player asked for a group for group trade				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player can choose to accept the trade				
2	Both players involved in the trade recieves the others offered card				
3	Current player loses actions for however many groups were traded				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Rejecting a group for group trade Test			
Test Case Name:	Rejecting a group for group trade Test			
Test ID:	TI - 15.3			
Test Suite(s):	TS -15			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player asked for a group for group trade			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player can choose to reject the trade			
2	Both players recieve nothing			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Trading a group for money test			
Test Case Name:	Trading a group for money test			
Test ID:	TI - 16.1			
Test Suite(s):	TS -16			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Game has started			
	2. Give one player a group and the other player money			
	3. It is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player has option to trade			
2	Player chooses to trade group			
3	Player chooses money in return			
4	List of players name pop up, pick anyone on that list to gift a group			
5	Player chooses what group to give and amount of money to recieve			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Accepting a group for money trade			
Test Case Name:	Accepting a group for money trade			
Test ID:	TI - 16.2			
Test Suite(s):	TS -16			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player offered a group for money			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player has option to accept			
2	Player being offered the trade accepts			
3	The player accepting the offer recieves a group			
4	The player offering the trade recieves money			
5	Current player loses actions for however many groups were traded			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Rejecting a group for money trade			
Test Case Name:	Rejecting a group for money trade			
Test ID:	TI - 16.3			
Test Suite(s):	TS -16			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player offered a group for money			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player has option to reject			
2	Player being offered the trade rejects			
3	Both players get nothing			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Cash Transfer			
Test Case Name:	Cash Transfer			
Test ID:	TI - 17.1			
Test Suite(s):	TS -17			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Game has started			
	2. Give a player money to transfer			
	3. It is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player clicks the gift button			
2	Player chooses the cash option			
3	Player chooses player to trade with on the pop up list			
4	Player inputs amount to be traded			
4.1	Proposal is sent to player selected			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Cash Trasfer accept			
Test Case Name:	Cash Trasfer accept			
Test ID:	TI - 17.2			
Test Suite(s):	TS -17			
Priority:	high			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player has offered to gift money			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player who is sent the offer has the option to accept or reject			
1.1	Player who is sent the offer accepts the offer			
2	Player who is sent the offer receive the cash			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Cash Trasfer rejection			
Test Case Name:	Cash Trasfer rejection			
Test ID:	TI - 17.3			
Test Suite(s):	TS -17			
Priority:	high			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player has offered to gift money			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player who is sent the offer has the option to accept or reject			
1.1	Player who is sent the offer rejects the offer			
2	Player who is sent the offer doesn't recieve anything			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Selling Special Cards Test			
Test Case Name:	Selling Special Cards Test			
Test ID:	TI - 18.1			
Test Suite(s):	TS -18			
Priority:	Medium			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Game has started			
	2. Give a player a special card and other player money			
	3. It is that players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player has option to trade			
2	Player chooses to trade special card			
3	Player chooses money in return			
4	List of players name pop up, pick anyone on that list to gift a group			
5	Player chooses what special card to give and amount of money to recieve			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Accepting the Selling of a Special Card			
Test Case Name:	Accepting the Selling of a Special Card			
Test ID:	TI - 18.2			
Test Suite(s):	TS -18			
Priority:	Medium			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another offers to sell a special card			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player selects to accept the offer			
2	The player who accepts the offer recieves the card			
3	The player who made the offer recieves the money			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Rejecting the Selling of A Special Card Test			
Test Case Name:	Rejecting the Selling of A Special Card Test			
Test ID:	TI - 18.3			
Test Suite(s):	TS -18			
Priority:	Medium			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another offers to sell a special card			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player selects to reject the offer			
2	Both players recieve nothing			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Trade Special card for a Group test			
Test Case Name:	Trade Special card for a Group test			
Test ID:	TI - 19.1			
Test Suite(s):	TS - 19			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Game has started			
	2. Give Player a special card and other players groups			
	3. It is a players turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player selects trade option			
2	Player chooses to trade special card			
3	Player chooses a group in return			
4	List of players name pop up, pick anyone on that list to gift a group			
5	Player selects which special card to trade with			
6	Player selects group they want to trade for			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Accepting Special card for a Group test			
Test Case Name:	Accepting Special card for a Group test			
Test ID:	TI - 19.1			
Test Suite(s):	TS - 19			
Priority:	high			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another players offer a special card for a group			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Players accepts the trade			
2	Player offered the trade get the special card offered			
3	Player offering the trade get the group card he/she trading for			
4	Player loses actions for however many groups were traded			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Rejecting Special card for a Group test			
Test Case Name:	Rejecting Special card for a Group test			
Test ID:	TI - 19.3			
Test Suite(s):	TS - 19			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	30 mins			
Effort:	1 hour 30 mins			
Setup:	1. Game has started			
	2. Another player has offered to gift money			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Players rejects the trade			
2	Players do not recieve items from the trade			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Leaving the Game test			
Test Case Name:	Leaving the Game test			
Test ID:	TI - 20.1			
Test Suite(s):	TS - 20			
Priority:	Medium			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 minutes			
Effort:	45 minutes			
Setup:	1. Game has started			
	2. It is the player's turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player locates the leave game button			
2	Clicks the leave game button			
2.1	The player's name is removed from table			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Groups moving to uncontrolled pile test			
Test Case Name:	Groups moving to uncontrolled pile test			
Test ID:	TI - 20.2			
Test Suite(s):	TS - 20			
Priority:	Medium			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 minutes			
Effort:	45 minutes			
Setup:	1. Game has started			
	2. It is the player's turn			
	3. Player clicks the leave game button			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	The groups of the player who left moves to the uncontrolled pile			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Move money back to bank test			
Test Case Name:	Move money back to bank test			
Test ID:	TI - 20.3			
Test Suite(s):	TS - 20			
Priority:	Medium			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 minutes			
Effort:	45 minutes			
Setup:	1. Game has started			
	2. It is the player's turn			
	3. Olayer clicks the leave game button			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	The money of the player who left moves to the bank			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Discard Illuminati Card test			
Test Case Name:	Discard Illuminati Card test			
Test ID:	TI - 20.4			
Test Suite(s):	TS - 20			
Priority:	Medium			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	15 minutes			
Effort:	45 minutes			
Setup:	1. Game has started			
	2. It is the player's turn			
	3. Player clicks the leave game button			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	The Illuminati Card of the player who left is discarded from the game			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Dropping a Group Test			
Test Case Name:	Dropping a Group Test			
Test ID:	TI - 21.1			
Test Suite(s):	TS - 21			
Priority:	High			
Hardware Required:	Laptop or Computer			
Software Required:	GoDotEngine, Windows 10			
Duration:	1 hour			
Effort:	3 hours			
Setup:	1. Game has started			
	2.Give player a power structure with groups			
	3. It is the player's turn			
Teardown:	1. Close the software			
	2. Open software			
ID	Test Step/Substep	Result	BugID	Bug RPN
1	Player selects the option to drop group			
2	Group is detached from player's power structure			
3	Dropped group is moved to the uncontrolled group			
Execution Summary	Status			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

		Dropping a Group that controls Groups Test				
Test Case Name:	Dropping a Group that controls Groups Test					
Test ID:	TI - 21.2					
Test Suite(s):	TS - 21					
Priority:	High					
Hardware Required:	Laptop or Computer					
Software Required:	GoDotEngine, Windows 10					
Duration:	1 hour					
Effort:	3 hours					
Setup:	1. Game has started					
	2.Give player a power structure with groups					
	3. It is the player's turn					
Teardown:	1. Close the software					
	2. Open software					
ID	Test Step/Substep		Result	BugID	Bug RPN	
1	Player selects the option to drop group					
2	Group and its puppets are removed from player's power structure					
3	Dropped groups are moved to the uncontrolled group					
Execution Summary	Status					
	System Config ID					
	Tester					
	Date Completed					
	Effort					
	Duration					

	Ending a Turn				
Test Case Name:	Ending a Turn				
Test ID:	TI - 22.1				
Test Suite(s):	TS - 22				
Priority:	High				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	10 minutes				
Effort:	30 minutes				
Setup:	1. Game has started				
	2. It is the player's turn				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player selects option to end their turn				
2	Player's turn ends				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Passing a Turn				
Test Case Name:	Passing a Turn				
Test ID:	TI - 22.2				
Test Suite(s):	TS - 22				
Priority:	High				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	10 minutes				
Effort:	30 minutes				
Setup:	1. Game has started				
	2. It is the player's turn				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player selects option to end their turn				
2	System recognizes player has not done any actions or free actions				
3	Player collects 5 MB				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Verifying a win condition				
Test Case Name:	Verifying a win condition				
Test ID:	TI - 22.3				
Test Suite(s):	TS - 22				
Priority:	High				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	10 minutes				
Effort:	30 minutes				
Setup:	1. Game has started				
	2. Make a player fulfull the win condition				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player ends their turn				
2	System verifies if there is a winner				
3	Game ends				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Checking rank test				
Test Case Name:	Checking rank test				
Test ID:	TI - 23.1				
Test Suite(s):	TS - 23				
Priority:	Medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	1 hour				
Effort:	3 hours				
Setup:	1. Add username and win records into database				
	2. Open the game software				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Click the ranking button				
2	Check if the ranking list appears				
2.1	Check if the data added is correctly displayed on the ranking list				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Playing a Special Card test				
Test Case Name:	Playing a Special Card test				
Test ID:	TI - 24.1				
Test Suite(s):	TS - 24				
Priority:	High				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	1 hour				
Effort:	3 hours				
Setup:	1. A game has started.				
	2. Give player a special card to play				
	3. It is the player's turn				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player chooses the option to play a special card at the				
	beginning of their turn				
2	Player picks special card to play				
3	Card effect is used				
4	Special card is discarded				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Playing Contradicting Special Cards test				
Test Case Name:	Playing Contradicting Special Cards test				
Test ID:	TI - 24.2				
Test Suite(s):	TS - 24				
Priority:	High				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	1 hour				
Effort:	3 hours				
Setup:	1. A game has started.				
	2. Give player contradicting special cards				
	3. It is the player's turn				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player chooses the option to play a special card at the				
	beginning of their turn				
2	Player picks special cards to play				
3	The effect of the first card played is ignored.				
4	The last special card played has it's effect activated.				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Collecting income test				
Test Case Name:	Collecting income test				
Test ID:	TI - 25.1				
Test Suite(s):	TS - 25				
Priority:	high				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	15 minutes				
Effort:	45 minutes				
Setup:	1. A game has started.				
	2. Give player groups cards				
	3. It is the player's turn				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	System calculates how much money needs to be given.				
2	Player receives money from the bank				
3	Money is shown on the cards the player has				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Turning Off Music test				
Test Case Name:	Turning Off Music test				
Test ID:	TI - 26.1				
Test Suite(s):	TS - 26				
Priority:	Low				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	10 mins				
Effort:	30 mins				
Setup:	1. Open the software				
	2. Start a game with enough players				
Teardown:	1. Turn the music back on.				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player opens the menu while in game				
2	Player selects to mute music.				
2.1	Check to see if music cannot be heard				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Turning On Music test				
Test Case Name:	Turning On Music test				
Test ID:	TI - 27.1				
Test Suite(s):	TS -27				
Priority:	Low				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	10 mins				
Effort:	30 mins				
Setup:	1. Open the software				
	2. Start a game with enough players				
	3. When in game navigate to the menu and turn music off				
Teardown:	1. Turn the music off.				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player can open the menu while in game				
2	Player selects to turn on music.				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Music Starts When Game Starts test				
Test Case Name:	Music Starts When Game Starts test				
Test ID:	TI - 27.2				
Test Suite(s):	TS -27				
Priority:	Medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	10 minutes				
Effort:	30 minutes				
Setup:	1. Open the software				
	2. Start a game with enough players				
Teardown:	None				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	When a game is started, the music starts playing as well.				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	AFK Detector test				
Test Case Name:	AFK Detector test				
Test ID:	TI - 28.1				
Test Suite(s):	TS - 28				
Priority:	Medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	30 mins				
Effort:	1 hour 30 mins				
Setup:	1. Open the software				
	2. Start a game with enough players				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Do nothing for 90 secs				
2	System sees that player hasn't done anything in 90 seconds.				
3	System ends the player's turn.				
4	Next player is able to take his/her turn				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Update Rankings test		Result	BugID	Bug RPN
Test Case Name:	Update Rankings test				
Test ID:	TI - 29.1				
Test Suite(s):	TS - 29				
Priority:	Medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	1 hours				
Effort:	3 hours				
Setup:	1. A game has started.				
	2. play a full game				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	System recognizes that a game has finished				
2	System adds in the new players that weren't already in the				
	ranking system				
3	System updates the score for players who were already in the				
	ranking system				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Exit illuminati				
Test Case Name:	Exit illuminati				
Test ID:	TI - 30.1				
Test Suite(s):	TS - 30				
Priority:	Medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	5 minutes				
Effort:	15 minutes				
Setup:	1. Open the game software				
Teardown:	1. Open the game software again				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Locate the exit button on the home screen				
1	Click the exit button				
2	The game closes				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Play Again button Test				
Test Case Name:	Play Again button Test				
Test ID:	TI - 31.1				
Test Suite(s):	TS - 31				
Priority:	Medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	15 minutes				
Effort:	45 minutes				
Setup:	1. Open the game software				
	2. Click the end whole game option				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Give user the option to play again or go back to lobby				
2	User clicks play again button				
3	A new game is started				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Back to lobby				
Test Case Name:	Back to lobby				
Test ID:	TI - 31.2				
Test Suite(s):	TS - 31				
Priority:	Medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	15 minutes				
Effort:	45 minutes				
Setup:	1. Open the game software				
	2. Click the end whole game option				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Give user the option to play again or go back to lobby				
2	User clicks to go back to lobby button				
3	Game ends and home screen displays				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Pause Button test				
Test Case Name:	Pause Button test				
Test ID:	TI - 32.1				
Test Suite(s):	TS - 32				
Priority:	medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	15 minutes				
Effort:	45 minutes				
Setup:	1. A game has started				
	2. Start a game with enough players				
Teardown:	1. Unpause the game				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Locate the pause button on the screen				
2	Player clicks the pause button.				
3	Timer for afk detector pauses.				
4	Screen with unpause button appears				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Unpause button test				
Test Case Name:	Unpause button test				
Test ID:	TI - 33.1				
Test Suite(s):	TS - 33				
Priority:	medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	15 minutes				
Effort:	45 minutes				
Setup:	1.Start a game				
	2. Pause the game				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	When paused a screen with unpause button appears				
2	Player clicks the unpause button.				
3	Timer for afk detector continues.				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Trading Money for Group(s) test				
Test Case Name:	Trading Money for Group(s) test				
Test ID:	TI - 34.1				
Test Suite(s):	TS - 34				
Priority:	High				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	1 hour				
Effort:	3 hours				
Setup:	1. Start the game with enough players				
	2.Give a player money and give other players groups				
	2. It is a players turn				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player can click the trade button.				
2	Player chooses to money				
3	Player chooses a group in return				
4	List of players name pop up, pick anyone on that list to gift a group				
5	Player sets the amount of money they will give.				
6	Player chooses the group(s) they want				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Accepting Money for Group(s) Trade test				
Test Case Name:	Accepting Money for Group(s) Trade test				
Test ID:	TI - 34.2				
Test Suite(s):	TS - 34				
Priority:	medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	30 minutes				
Effort:	1 hour 30 mins				
Setup:	1. A game has started				
	2. Player has been offered a money for group(s) trade.				
Teardown:	1. Close the software				
	2. Open software				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player clicks the accept trade button.				
2	Player who was offered the trade gets the money				
3	Player who wanted to group recieve the group				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				

	Rejecting Money for Group(s) Trade test					
Test Case Name:	Rejecting Money for Group(s) Trade test					
Test ID:	TI - 34.3					
Test Suite(s):	TS - 34					
Priority:	medium					
Hardware Required:	Laptop or Computer					
Software Required:	GoDotEngine, Windows 10					
Duration:	15 minutes					
Effort:	45 minutes					
Setup:	1.A game has started					
	2. Player has been offered a money for group(s) trade.					
Teardown:	1. Close the software					
	2. Open software					
ID	Test Step/Substep		Result	BugID	Bug RPN	
1	Player can click the reject trade button.					
2	Both players recieve nothing					
Execution Summary	Status					
	System Config ID					
	Tester					
	Date Completed					
	Effort					
	Duration					

	End Whole Game test				
Test Case Name:	End Whole Game test				
Test ID:	TI - 35.1				
Test Suite(s):	TS - 35				
Priority:	medium				
Hardware Required:	Laptop or Computer				
Software Required:	GoDotEngine, Windows 10				
Duration:	10 minutes				
Effort:	30 minutes				
Setup:	1. Open software				
	2. Start a game with enough players				
Teardown:	None				
ID	Test Step/Substep		Result	BugID	Bug RPN
1	Player click Main Menu button while in game.				
2	Player click end game button.				
3	Game ends and players are taken back to home screen.				
Execution Summary	Status				
	System Config ID				
	Tester				
	Date Completed				
	Effort				
	Duration				