Illuminati Test Plan

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I. Introduction

All tests to be conducted in this document are to ensure proper working functions for a complete Illuminati Program. Beginning the program with a fully functioning start and correct initialization in game objects (cards, deck, player, money) are to be tested for a satisfactory game experience. Dice and bank money distribution are to be tested as well for in game experience and accuracy to the original Illuminati game. Attacking to control, destroy, neutralize, eliminating other players, dropping groups and special card actions are several of many aspects to be tested using the test cases and this plan. Ending the game and leaving upon request are also critical to the Illuminati game experience. Reports of tests executed to ensure proper working function will be recorded into the TestCase spreadsheet.

II. Test Plan

Test ID	Description	Expected Results	Actual Results
00001	We will be testing if the game asks and store user's information correctly (name and age).	To successfully collect user's information.	
00002	We will be testing if the game starts the game when the players press the "start" option from the menu.	To successfully start the game.	
00003	We will be testing if the game randomizes correctly the location of the cards in the deck of cards.	To successfully shuffle the cards in the deck of cards.	
00004	To test that the game properly draws an Illuminati card for each player, and takes off the unused ones from the deck of cards.	To successfully draw an Illuminati card for each player.	
00005	To test that the program takes off four uncontrolled cards to place them in the uncontrolled area, and if the cards are special cards to burry them in the deck and draw replacements to place in the uncontrolled area.	To successfully draw four groups to place in the middle (uncontrolled area).	
00006	To test if the program rolls 2 dices at the beginning of the game to select the	To successfully roll 2 dices at the beginning of the game	

	player that will go first, and when a user decides to attack another player to find out if the player will win the attack.	and whenever a players performs an attack.
00007	To test if money is correctly given back to the bank. The bank will collect money from the users when they want to increase their chances of success during an attack, and if their group has been neutralized or destroyed.	To successfully collect money from the player whenever they need to pay the bank due to an attack.
00008	To test if the programs gives money to the players when required. The bank will give the player's their designated cards income at the beginning of each turn, and when a group performs a special power.	To successfully give money to the player whenever they need to collect their assigned income.
00009	To test if the program correctly performs the different regular actions, which are to attack, to transfer money, to move a group and give a group away. Also, test if the actions are counting against the 2 actions allowed for each player during each turn.	To successfully take any of the regular actions during the player's turn.
00010	We will be testing if the program correctly performs the different attacks from one group to another.	To successfully take any of the different attacks against other groups.
00011	We will be testing if the game performs all the steps that are required for an attack to control another group.	To successfully allow users to perform an attack to control a group.
00012	To test if the program performs all the steps required for an attack to neutralize.	To successfully allow users to perform an attack to neutralize a group.
00013	To test if the program performs all the steps required for an attack to destroy another group.	To successfully allow users to perform an attack to destroy a group.
00014	To test if the program allows the users to transfer money between players when the users select the "transfer	To successfully allow users to transfer money within their power structure.

	money" option.		
00015	To test if the program allows the users to reorganize their power structure by moving groups to vacant outgoing control arrows.	To successfully allow users to move groups within their power structure.	
00016	We will test if the program correctly gives a group away from one player to another when the collecting player claims that group (card).	To successfully allow a user to give a group away to another player.	
00017	To test if the game lets users transfer groups, special cards and money between player; this actions can be done by selling, or giving them away.	To successfully allow users to give gifts and make trades.	
00018	We will test if the game allows groups to be transferred from one player to another. There will also be testing to make sure that the puppets of the transfer group are also being transferred to the new owners.	To successful allow users to transfer groups betweenr each other.	
00019	To test if the game allows users to trade between each other. There will also be testing to make sure that a user does not just throw the game to let another player win.	To successfully allow a user to "throw the game" to perform a trade between 2 players.	
00020	We will test if game allows the users to perform "deal binding" which are immediate exchanges between each other.	To successfully let users make "deal bindings" between each other.	
00021	To test if the players can successfully skip a turn if they want and collect their 5 MB for not taking an action during their turn.	To successfully let a user pass their turn.	
00022	We will test if the game keeps track of how many cards are in the uncontrolled area throughout the game, if there are less than 2 groups cards will be drawn until there are 2 or more uncontrolled groups.	To successfully add cards to the uncontrolled group when needed.	

00023	We will test if the program allows the user to draw a card from the deck during their turn, if the card is a special card they will keep it and if its a group it will be placed in the uncontrolled area.	To successfully allow the users draw a card during their turn.	
00024	To test if the game allows the players to take of the options from the free actions. These actions are drop a group, give away money or specials, and aid an attack.	To have successfully implemented all the different types of free actions.	
00025	To test if the game allows a user to drop a group from his/her power structure and permission is being asked to the player that the group will go to.	To successfully allow a user to drop a group that he does not need/want.	
00026	To test if the program allows one group to aid another during an attack, this action will not count against the aiding group, but it will count against the attacking or defending group.	To successfully allow a user aid another during an attack.	
00027	We will test if the the option to give away groups, special cards or money is correctly implemented. The gifting or trades will happen between groups.	To successfully let users give away a group, special card or money.	
00028	To test if the program allows user in possession of special cards to use them whenever is allowed. We will also test if the implementation of the special traits of the cards are performed correctly.	To successfully allow users use special cards whenever is allowed by the rules of the game.	
00029	We will test if all the traits from the special powers in some of the group cards and Illuminati cards were implemented correctly, so user can activate the abilities when desired, there will also be testing to make sure that the program allows them to use these special powers.	To successfully implement all the special powers of the cards that have them, and let users use them.	
00030	To test if the program allows user or	To successfully allow users	

	users to interfere during an attack of another user. The interfering player can contribute money from his/her Illuminati treasury only when interfering.	to interfere in other user's attacks.	
00031	We will test if the program allows users to call of an attack. Users can call off their attacks when they are about to happen or they are in progress.	To successfully allow users to stop an attack at the beginning or in the process of it.	
00032	To test if users are allows to capture several groups at once. This can be done when a user captures a group that has other groups under his/her control.	To successfully allow users to capture several groups at once.	
00033	We will test if the game allows users to transfer money within the groups in their power structure. Money can be transferred as an action.	To successfully allow users to transfer money between their own power structure.	
00034	To test if program allows users to negotiate. To make this action happen a user must request another group to negotiate, and that group can either accept or decline.	To successfully allow users to negotiate between each other.	
00035	To test if the game keeps track of when users decide to pass. If a user does not take actions during three turns he/she will automatically be eliminated. This will only happen if the group has no control over other groups.	To successfully eliminate a player if he/she has not taken actions during three turns.	
00036	We will test to make sure that the game allows the users to leave the game. If this happens the groups under that players control go to the uncontrolled area and the money goes to the treasury.	To successfully allow a user to leave the game if she/he does not want to keep playing.	
00037	To test if the different forms of cheating are implemented correctly. We will also test to make sure that the game allows the users to cheat, and to let them decide how they want to cheat.	To successfully allow users to cheat the game, as long as it does not go against the game rules.	

00038	We will test to make sure that when one of the forms of winning occurs, the game will terminate and it will not keep looping.	To successfully end the game when one or two of the users win.	
00039	To test to make sure that users can win by completing the basic goals of the game. To complete a basic goal a user needs to take control over a certain amount of groups(the number of groups is based on the number of players)	To successfully allow a user to win, if they complete the game's basic goal.	
00040	To test to make sure that a user wins when they complete their special goals. Each player has a different special goal that is assigned on their Illuminati Card.	To successfully allow a user win if they complete their assigned special goal.	
00041	We will test to make sure that the game allows two users to share the win, when they both complete either their special or basic goals at the same time.	To successfully allow two users to share control over the world.	
00042	We will test to make sure that if a game is going for two long the program will automatically ignore the basic and special goals and once the deck runs out of cards, the player with the highest power will be declared the winner.	To successfully allow a user to win the highest power score, if the game goes on for too long.	

III. **Testing Deliverables**
    A. Test Design
        1. The Design serves as the basic outline for code to be implemented. Pregame tests will include assessing basic user info, and ensuring proper start of the program. Also, testing the order of the shuffled cards will occur in addition to drawing cards. From there, game logic will be tested for any and all possible user actions when it's that player's turn. Running the code and seeing what the outcome is the best way to see the results of our design.

B. Test Case Specification
  1. There are 42 test cases. Verifying the functions work properly by running them and recording their findings will be recorded. Determining whether getting user input works correctly and correct output displayed to monitor will be verified.
C. Test Incident Reports
  1. Results of the tests will be Recorded in the Test Case Document. The Test Case Document will hold all of the reports and will easily let us see the aspects of the code that need further work.

IV. **Environmental Requirements**
  A. Hardware
    1. Must be Using a PC (desktop or Laptop)
    2. Working Monitor Display to be able to see Game in Real Time
    3. Fully Functional Mouse and Keyboard
  B. System
    1. Must be using a Windows OS (2005+)
    2. Must have Intellij to test the Java Implementation.
  C. Other Requirements
    1. PC should be fully operational for optimal experience.

V. **Staffing**
  A. Project Manager
    1. Richard Toledo
       a) Oversees all implementation and testing of code. Monitors sub-managers and their work ethic as well as the tests conducted overall.
  B. General Manager
    1. Kathya Marquez
       a) Oversees assigned tests for user experience and monitors the floor manager. Communicates with the project and floor managers to ensure good communication in the testing phases.
  C. Floor Manager
    1. Alex Schein
       a) Oversees assigned tests for user experience and communicates with the General and Project Managers to ensure optimal testing in code for satisfactory user experience.

VI. **Schedule**

A. Phase 1
   1. Phase 1 includes pre-game tasks (refer to Use Cases Documentation to see specific Pre-Game tasks) testing to ensure the game is properly set-up and the user is capable of beginning the game. Phase 1 of testing will be performed from June 15,2019 to June 24, 2019.
B. Phase 2
   1. Phase 2 includes Game Logic, based on user actions throughout the Illuminati game. All actions including but not limited to are destroying, neutralizing, using special card abilities, and calling off attacks. Specific tests according to each task will be done to ensure a proper working digital representation of Illuminati. Phase 2 will be conducted from June 22, to June 30, 2019.
C. Phase 3
   1. Phase 3 includes End Game testing for the game. Ending the game at will, testing the specific goals per player's type, sharing the win with other player(s), and winning the highest score will all be verified to work correctly through rigorous testing in test cases. Phase 3 will run from June 26 to July 2, 2019.

VII. **Risks and Contingencies**
   A. Potential Risks
      1. Negative responses to the tests are possible and very likely. It is not expected to have complete, correct functioning code on the first run of implementation. When this occurs, code will be reviewed and likely redone where needed. The same tests will be conducted again to ensure the new code works properly.
      2. Response time to fix code is estimated to be 1 day. Time constraints in outside priorities as well as the end deadline of July 3, 2019 may create complications in finding time to fix any mistakes. All edits and revisions to the program will go through the same tests from their first rounds of phase testing.

VIII. Appendix

Test Case 1: 00001

	Test Case 1: User Information	
Test Case Name:	User Information	
Test ID:	00001	
Priority:	Moderate Priority Level	
Software Required:	Intellij IDE	
Duration:	15 minutes	
Effort:	Two Hours	
Setup:	The number of Player's needs to be specified.	
ID	**Test Step/Substep**	**Result**
1	Open Game	
1.001	Enter Number of Players	
1.002	Enter Player's name, age	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 2: 00002

	Test Case 2: Starting Game	
Test Case Name:	Starting Game	
Test ID:	00002	
Priority:	High Priority Level	
Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	Two Hours	
Setup:	The number of players and information needs to be set.	
ID	**Test Step/Substep**	**Result**
1	Open Game	
1.001	Enter Number of Players	
1.002	Enter Player's name, age	
2	Display Menu	
2.001	Select Start Game	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 3: 00003

Test Case 3: Shuffling Cards		
Test Case Name:	Shuffling Cards	
Test ID:	00003	
Priority:	Moderate Level of Priority	
Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	Two Hours	
Setup:	The players have already selected "start"	
ID	**Test Step/Substep**	**Result**
1	The playes have selected start game	
1.001	The game will automatically shuffle the cards.	
1.002	Cards will then be place in the deck of cards.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 4: 00004

	Test Case 4: Draw Illuminati Cards	
Test Case Name:	Draw Illuminati Cards	
Test ID:	00004	
Priority:	High level of Priority	
Software Required:	Intellij IDE	
Duration:	5 minutes.	
Effort:	Two Hours	
Setup:	Cards are already shuffled and placed in deck of cards.	
ID	**Test Step/Substep**	**Result**
1	Player selects "start" game.	
2	Cards are automatically shuffle	
2.001	Cards are placed in deck of cards.	
3	All Illuminati cards are placed on the top of the deck.	
3.0001	Each player selects one Illuminati card.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 5: 00005

	Test Case 5: Draw Four Uncontrolled Groups	
Test Case Name:	Four Uncontrolled Groups	
Test ID:	00005	
Priority:	High Priority Level	
Software Required:	Intellij IDE	
Duration:	3 minutes.	
Effort:	Two Hours	
Setup:	Each player already has one Illuminati card, and the unused	
	Illuminati cards have been taken off the deck.	
ID	**Test Step/Substep**	**Result**
1	Four cards are taken off the deck	
1.001	The cards are placed in the middle, facing up.	
2	If a special card is taken off, they will be burried in the deck	
2.01	Other groups will be turned over to replace the special cards.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	

	Duration	

Test Case 6: 00006

	Test Case 6: Rolling Dices	
Test Case Name:	Rolling Dices	
Test ID:	00006	
Priority:	High level of Priority	
Software Required:	Intellij IDE	
Duration:	15 minutes	
Effort:	Two Hours	
Setup:	The four uncontrolled groups have already being placed	
	in the middle of the table.	
ID	**Test Step/Substep**	**Result**
1	2 dices are roll at the beginning of the game to decide the order of the game.	
1.001	The players then take 2 actions and keep playing counter-clockwise.	
2	If a player wants to take an action of attack against another group	
2.001	the attacking groups "power" will be subtracted from the defending's	
	group "resistance".	
2.002	The 2 dices are rolled to determine if the attacking group	

	will neutralize,	
	control or destroy the attacking,	
2.003	The player needs to roll a value of the result of the subtraction or less to	
	win the attack.	
2.004	If player rolls 11 or 12, he/she receives an automatic lost.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 7: 00007

	Test Case 7: Paying the Bank	
Test Case Name:	Giving Money to Bank	
Test ID:	00007	
Priority:	High leve of priority.	
Software Required:	Intellij IDE	
Duration:	10 minutes.	
Effort:	2 hours	
Setup:	The players need to have collected income.	

ID	Test Step/Substep	Result
1	User decides to perform an any type of attack.	
1.001	User wants to increase their chances of winning.	
1.002	User pays the bank to increase their power/resistance.	
1.003	User subtracts new power - resistance or power - new resistance	
1.004	If user rolls a number equal to less than the result, the attacking	
	player wins the attack.	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 8: 00008

	Test Case 8: Collecting Money from the Bank	
Test Case Name:	Collecting Money from Bank	
Test ID:	00008	
Priority:	High priority level	
Software Required:	Intellij IDE	
Duration:	10 minutes.	

ID	Test Step/Substep	Result
Effort:	2 hours	
Setup:	Player already have drawn cards.	
ID	**Test Step/Substep**	**Result**
1	The player takes his/her turn	
1.001	Draws a card from the deck	
1.002	If the card is a group he/she collects the assigne income.	
2	During the player's turn they perform one of their special ability.	
2.001	Based on the amount assigned for that special ability, the	
	player collects income.	
3	During the player's turn he/she dedides to pass	
3.001	The player collects 5MB.	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 9: 00009

	Test Case 9: Take Regular Actions	

Test Case Name:	Take Regular Actions	
Test ID:	00009	
Priority:	High priority level	
Software Required:	Intellij IDE	
Duration:	30 minutes	
Effort:	2 hours	
Setup:	It is the player's turn and he/she has already drawn a card.	

ID	Test Step/Substep	Result
1	The player takes his/her turn.	
1.001	The player draws a card from the deck.	
1.002	The player collects incomes for the groups in his/her power structure.	
2	The player can take 2 actions during each turn.	
2.001	The player decides to take a regular action (this action will count against	
	the 2 actions allowed per turn.	

Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 10: 00010

	Test Case 10: Attack a Group	
Test Case Name:	Attack a group	
Test ID:	00010	
Priority:	High quality level	
Software Required:	Intellij IDE	
Duration:	15 minutes	
Effort:	2 hours	
Setup:	The player decided to take an "attack" action.	
ID	**Test Step/Substep**	**Result**
1	The player takes a regular action.	
1.001	The player decides to attack a group.	
1.002	The player selects what group to attack.	
1.003	The player announces what type of attack (to control,	
	to neutralize, to destroy)	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 11: 00011

	Test Plan 11: Attack to Control	
Test Case Name:	Attack to Control	
Test ID:	00011	
Priority:	From quality risk coverage analysis	
Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	2 hours	
Setup:	The player has announce he/she wants to attack to control.	
ID	**Test Step/Substep**	**Result**
1	Player announces what group he/she will attack.	
1.001	Player announces that she/he will attack to control.	
2	User subtracts power-resistance.	
2.001	Player rolls 2 dices, if the number rolled is equal to or less than the result the player wins the attack.	
2.002	The player collects the controlled group and places it on	
	the new owner's power structure.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	

	Effort	
	Duration	

Test Case 12: 00012

	Test Case 12: Attack to Neutralize	
Test Case Name:	Attack to Neutralize	
Test ID:	00012	
Priority:	High priority level	
Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	2 hours	
Setup:	Player has announce he/she will attack to neutralize.	
ID	**Test Step/Substep**	**Result**
1	Player announces what group he/she will attack.	
1.001	Player announces that she/he will attack to neutralize.	
2	User subtracts power-resistance.	
2.001	Player can pay to increase his/her chances of winning,	
	this will either increase the attackers power or the attacked	
	group's resistance.	
2.002	Player rolls 2 dices, if the number rolled is equal to or less	

	than the result the player wins the attack.	
2.003	The player collects the controlled group and places it on	
	the new owner's power structure.	
2.004	If attacker wins he/she collects +6 bonus .	
2.005	The money for the neutralize groups and all of its	
	subordinates returns to the bank	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 13: 00013

	Test Case 13: Attack to Destroy	
Test Case Name:	Attack to Destroy	
Test ID:	00013	
Priority:	High priority level	
Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	2 hours	
Setup:	Player has announce that she/he will attack to destroy.	

ID	Test Step/Substep	Result
1	Player announces what group he/she will attack.	
1.001	Player announces that she/he will attack to control.	
2	User subtracts power- power.	
2.001	If user attacks to destroy he/she gets +4 bonus for every	
	opposite alignment, and -4 for every identical.	
2.002	Player rolls 2 dices, if the number rolled is equal to or less	
	than the result the player wins the attack.	
2.003	If the attack succeeds the target group goes to the	
	"deal pile"	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 14: 00014

Test Case 14: Transfer Money		
Test Case Name:	Transfer Money	
Test ID:	00014	
Priority:	High level of priority.	

Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	2 hours	
Setup:	The player announces he/she will transfer money.	
ID	**Test Step/Substep**	**Result**
1	The player selects the transfer money option.	
1.001	The player selects to what group in his/her power structure to transfer the money to.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 15: 00015

	Test Case 15: Move a Group	
.		
Test Case Name:	Move a Group	
Test ID:	00015	
Priority:	High priority level	

Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	2 hours	
Setup:	The player's power structure is disorganize.	
ID	**Test Step/Substep**	**Result**
1	Player selects the move groups option.	
1.001	player selects the group she/he wants to move.	
1.002	Player selects the new location of the group.	
1.003	If a group and its puppets overlaps , any of the cards may	
	be moved to different arrows, as long as they are still	
	controlled by the same master.	
1.004	If a puppet cannot be prevented from overlapping it is lost.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 16: 00016

	Test Case 16: Give a Group Away	
Test Case Name:	Move a Group	
Test ID:	00015	
Priority:	High priority level	
Software Required:	Intellij IDE	
Duration:	5 minutes	
Effort:	2 hours	
Setup:	The player does not need or want a group anymore.	
ID	**Test Step/Substep**	Result
1	A player claims the group of another player.	
1.001	The players roll the dices and the player with the highest	
	value wins.	
1.002	If the claiming player wins, he/she will receive the group.	
1.003	Money is giving to the bank as a reward to the player for	
	the new group.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	

Effort		
Duration		

Test Case 17: 00017

	Test Case 17: Gifts and Trades	
Test Case Name:	Gifts and Trades	
Test ID:	00017	
Priority:	Medium Level of Priority	
Software Required:	List software in rows	
Duration:	1 hour	
Effort:	1 hour	
Setup:	The Gifts and items to be traded need to be specified	
ID	**Test Step/Substep**	**Result**
1	Select item to be transferred from illuminati card	
1.001	Select Illuminati Card for item to go to	
2	Transfer item to the card	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 18: 00018

	Test Case 18: Transfer Groups	
Test Case Name:	Transfer Groups	
Test ID:	00018	
Priority:	High Priority Level	
Software Required:	Intellij IDE	
Duration:	15 minutes	
Effort:	1 hour	
Setup:	Group(s) transferred need specification	
ID	**Test Step/Substep**	**Result**
1	Select group to transfer	
1.001	Confirm transfer with other player	
2	Confirm Successful transfer	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 19: 00019

	Test Case 19: Throwing the Game	
Test Case Name:	Attack to Destroy	
Test ID:	00019	
Priority:	Medium Level	
Software Required:	Intellij IDE	
Duration:	15 minutes	
Effort:	45 minutes	
Setup:	Testing the inability to throw game	
ID	**Test Step/Substep**	**Result**
1	Transfer group to another player (intent to let them win)	
2	Confirm player was denied transfer (other can't win)	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 20: 00020

	Test Case 20: Deal Binding	
Test Case Name:	Deal Binding	
Test ID:	00020	
Priority:	Medium Priority	
Software Required:	Intellij IDE	
Duration:	10 mins	
Effort:	30 mins	
Setup:	Both players must be ready to exchange selected item	
ID	**Test Step/Substep**	**Result**
1	First player selects item to exchange	
1.001	Second player selects item to exchange	
1.002	Exchange is confirmed between both players	
2	Items are swapped between the players	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 21: 00021

	Test Case 21: Passing	
Test Case Name:	Passing	
Test ID:	00021	
Priority:	High Priority	
Software Required:	Intellij IDE	
Duration:	10 mins	
Effort:	30 mins	
Setup:	Players needs to select option	
ID	**Test Step/Substep**	**Result**
1	Select the pass option	
1.001	Turn Should end immediately	
1.002	Turn is over for player	
2	Next Players turn begins	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 22: 00022

	Test Case 22: Add Targets	
Test Case Name:	Add Targets	
Test ID:	00022	
Priority:	High Priority	
Software Required:	Intellij IDE	
Duration:	10 mins	
Effort:	30 mins	
Setup:	Need cards to add to make two Uncontrolled Groups	
ID	**Test Step/Substep**	**Result**
1	Verify uncontrolled area has less than 2 groups	
1.001	Draw card until theres 2 uncontrolled groups	
1.002	Discard any special cards	
2	Verify theres 2 uncontrolled groups in area	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 23: 00023

	Test Case 23: Draw a Card	
Test Case Name:	Draw a Card	
Test ID:	00023	
Priority:	High Priority	
Software Required:	Intellij IDE	
Duration:	5 mins	
Effort:	30 mins	
Setup:	Card should be a group or can be a special card	
ID	**Test Step/Substep**	**Result**
1	New player turn, draw a card from the deck	
1.001	For groups, place face up on table(screen).	
2	Card should be displayed on monitor.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 24: 00024

	Test Case 24: Take any Free Action	
Test Case Name:	Take any Free Action	
Test ID:	00024	
Priority:	High Priority	
Software Required:	Intellij IDE	
Duration:	15 mins	
Effort:	30 mins	
Setup:	Specials , group to drop, or transferring power needed	
ID	**Test Step/Substep**	**Result**
1	It is currently the Player's action phase.	
1.001	Player can remove a group and return it	
1.002	Player can select to aid another group	
1.003	Player can choose give away a special card or money	
1.004	Player can select a special card use abilities	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 25: 00025

	Test Case 25: Dropping a Group	
Test Case Name:	Dropping a Group	
Test ID:	00025	
Priority:	Medium Priority	
Software Required:	Intellij IDE	
Duration:	5 mins	
Effort:	2 hours	
Setup:	Need to have a group (card) to drop	
ID	**Test Step/Substep**	**Result**
1	Select group to remved from power structure	
1.001	Group will be returned to uncontrolled area	
1.002	Puppets of the group will become uncontrolled	
2	Player no longer controls the group	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 26: 00026

	Test Case 26: Aiding a Attack	
Test Case Name:	Aiding a Group	
Test ID:	00026	
Priority:	Medium Priority	
Software Required:	Intellij IDE	
Duration:	8 mins	
Effort:	25 mins	
Setup:	Transferrable power is required	
ID	**Test Step/Substep**	**Result**
1	Player must verify they have enough transferrable power	
1.001	Player assists the group (counts as part of attack)	
2	The group successfully recieved the aid	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 27: 00027

	Test Case 27: Giving Away a Group, Special Card, or Money	
Test Case Name:	Attack to Destroy	
Test ID:	00027	
Priority:	High Priority	
Software Required:	Intellij IDE	
Duration:	10 mins	
Effort:	1 hour	
Setup:	Need to have $ or special card	
ID	**Test Step/Substep**	**Result**
1	Not during player turn	
1.001	Player selects card/$	
1.002	Card/$ given away	
2	$ transferred between	
	illuminati treasuries	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 28: 00028

	Test Case 28: Using a special Card	
Test Case Name:	Attack to Destroy	
Test ID:	00028	
Priority:	low	
Software Required:	Intellij IDE	
Duration:	1hr	
Effort:	1hr	
Setup:	receive special cards.	
Teardown:	activate card	
ID	**Test Step/Substep**	**Result**
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	
3	Run through game until you recieve a special card.	
3.01	Read the description of your special.	
4	Activate card through specified ability.	
5	Exit game.	
Execution Summary	**Status**	

	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 29: 00029

	Test Case 29: Take Special-Power Actions	
Test Case Name:	Take Special-Power Actions	
Test ID:	00029	
Priority:	low	
Software Required:	Intellij IDE	
Duration:	1 hr	
Effort:	1 hr	
Setup:	Select groups that have abilities to test	
Teardown:	Successful ability	
ID	**Test Step/Substep**	**Result**
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	

3	Attack a group that has an ability	
3.001	if you have an illuminati card with ability, say draw two cards, ability is successful.	
3.002	If you have a group with ability, activate ability.	
4	Exit game.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 30: 00030

	Test Case 30 Interference	
Test Case Name:	Interference	
Test ID:	00030	
Priority:	low	
Software Required:	Intellij IDE	
Duration:	30 min	
Effort:	30 min	
Setup:	Start game then player tries to attack to control	
Teardown:	there will be an interference by another player.	
ID	**Test Step/Substep**	**Result**
1	Open game	

1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	
3	Attack to control a group from uncontrolled area.	
3.001	A message appears if others want to intefere.	
3.002	Go through the two possibilities. Select yes.	
3.003	put money to interfere. 1 mb means one dice roll less.	
4	Check whether player has dice needed affected.	
5	Exit game.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 31: 00031

	Test Case 31: Calling of an Attack	
Test Case Name:	Calling of an Attack	
Test ID:	00031	
Priority:	low	
Software Required:	intellij ide	

Duration:	30 min	
Effort:	30 min	
Setup:	Open game and go through an attack	
Teardown:	should have a cancel attack button and go back.	
ID	**Test Step/Substep**	**Result**
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	
3	Select actions.	
3.001	Select attack.	
3.002	Select attack to control.	
4	Select cancel attack.	
4.001	You should go back to the attack options.	
4.002	Select cancel.	
4.003	you should go back to the action options.	
5	Exit game.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 32: 00032

	Test Case 32: Capturing Several Groups at Once	
Test Case Name:	Capturing Several Groups at Once	
Test ID:	00032	
Priority:	high	
Software Required:	Intellij	
Duration:	1 hr	
Effort:	1hr	
Setup:	Open game and run through beginning process.	
Teardown:	We need groups that have a lot of groups from its structure to neutralize all groups.	
ID	**Test Step/Substep**	**Result**
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	
3	Go through a few turns collecting groups.	
3.001	Attack a bunch of groups in a structure.	
4	Attack to neutralize.	
5	When attacking, make sure to attack a group from player.	
5.001	Choose a group that has a large structure.	
5.002	When attack successful, all groups from its structure goes back to uncontrolled groups.	

6	Exit game.		
Execution Summary	Status		
	System Config ID		
	Tester		
	Date Completed		
	Effort		
	Duration		

Test Case 33: 00033

	Test Case 33: Transferring Money		
Test Case Name:	Transferring Money		
Test ID:	00033		
Priority:	High		
Software Required:	Intellij IDE		
Duration:	1hr		
Effort:	1hr		
Setup:	Setup a game with income through groups.		
Teardown:	Make sure you can transfer money from adjacent groups.		
ID	**Test Step/Substep**		**Result**
1	Open game		
1.001	Enter amount of players. Least is fine		
1.002	Enter player names		

2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	
3	Make sure to attack to control a few groups.	
4	Place them in your structure.	
4.001	as turns go by, your groups collect income.	
5	for an action, select transfer money.	
6	Select a group that you want to transfer from.	
7	make sure that only the groups you're able to transfer to is adjacent to initial group.	
8	Select amount of money to transfer.	
9	Confirm amount.	
9.001	Exit game.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 34: 00034

Test Case 34: Negotiation		
Test Case Name:	Negotiation	
Test ID:	00034	
Priority:	low	

	Software Required:	Intellij IDE	
	Duration:	1hour	
	Effort:	1hour	
	Setup:	open game, select players and names	
	Teardown:	should have a negotiation button	
	ID	Test Step/Substep	Result
	1	Open game	
	1.001	Enter amount of players. Least is fine	
	1.002	Enter player names	
	2	Start Game	
	2.001	Select Illuminati card	
	2.002	Roll dice to see who determines to go first.	
	3	At beginning of turn, select "Negotiation Button"	
	4	Make sure all negotiation options are vieable	
	5	Run through all the negotiation selections to determine if they work.	
	6	End game.	
	Execution Summary	Status	
		System Config ID	
		Tester	
		Date Completed	
		Effort	
		Duration	

Test Case 35: 00035

	Test Case 35: Eliminating Player		

Test Case Name:	Eliminating Player		
Test ID:	00035		
Priority:	From quality risk coverage analysis		
Software Required:	Intellij IDE		
Duration:	1 hour		
Effort:	1 hour		
Setup:	Prepare the game from start.		
Teardown:	Go past 3rd turn. Have one player have 1 group.		
ID	**Test Step/Substep**	**Result**	
1	Open game		
1.001	Enter amount of players. Least is fine		
1.002	Enter player names		
2	Start Game		
2.001	Select Illuminati card		
2.002	Roll dice to see who determines to go first.		
3	On beginning of turn, try to take control of a group.		
4	Next player should also take control of a group.		
5	keep going past third turn.		
6	Next, attack a player to neutralize the player's group.		
6.001	if attack unsuccessful, keep attacking until successful.		
7	If attack successful, the group should go back to uncontrolled area.		

8	that player should have no more groups and they get eliminated.		
9	A window appears.		
10	The window shows the players name and stating they got eliminated.		
10.001	Run 1-9 again and try exception for servants of cthulhu.		
10.02	get close to special goal and have only one group left.		
10.03	Destroy your own group for servants of cthulhu.		
10.04	You should win even when you have no groups left meaning you lose.		
10.05	However, you finished your goal, so you actually win. Win message received.		
10.006	Exit game		
Execution Summary	Status		
	System Config ID		
	Tester		
	Date Completed		
	Effort		
	Duration		

Test Case 36: 00036

	Test Case 36: Leaving the Game	
Test Case Name:	Leaving the Game	

Test ID:	00036	
Priority:	High	
Software Required:	Intellij IDE	
Duration:	1 hour	
Effort:	1hour	
Setup:	Start game and have a player decide to leave early	
Teardown:	At the end, player should return all groups to uncontrolled area and money to bank	
ID	Test Step/Substep	Result
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	
2.003	Go through the game a few turns.	
3	Select "Leave Game" Button.	
3.001	A window will appear that says "Do you want to leave?	
3.002	Select Yes.	
4	All groups go to Uncontrolled area	
5	All money from their groups and illuminati goes to the game.	
6	Game will resume with the following player turn.	
Execution Summary	Status	

	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 37: 00037

	Test Case 37: Cheating	
Test Case Name:	Cheating	
Test ID:	00037	
Priority:	low	
Software Required:	Intellij IDE	
Duration:	1 hour	
Effort:	Person-hours	
Setup:	Have a cheat option whether we should cheat	
Teardown:	We will see if we implement a cheating option	
	If we do, then we will have a cheating button implemented.	
ID	**Test Step/Substep**	**Result**
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	

2.002	Roll dice to see who determines to go first.	
3	Select "Cheat Button"	
3.001	See all the different ways to cheat.	
4	Close Program.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 38: 00038

	Test Case 38: Ending the Game	
Test Case Name:	Ending the Game	
Test ID:	00038	
Priority:	High	
Software Required:	Intellij IDE	
Duration:	1 hour	
Effort:	1 hour	
Setup:	Open the game and run through a few turns then exit.	
ID	**Test Step/Substep**	**Result**
1	Open game	
1.001	Enter amount of players. Least is fine	

1.002	Enter player names	
2	Start Game	
2.001	Select Illuminati card	
2.002	Roll dice to see who determines to go first.	
2.003	Run through a game a few turns. About 5 turns.	
3	Select "End Game" Button.	
3.001	A window should appear asking if you are sure you want to end the game	
3.002	Select yes.	
4	You should be taken to the main menu.	
5	Close Program.	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 39: 00039

	Test Case 39: Basic Goals	
Test Case Name:	Basic Goals	
Test ID:	00039	
Priority:	high	

Software Required:	Intellij IDE	
Duration:	1 hour	
Effort:	1 hour	
Setup:	Setup a game	
Teardown:	win with the basic goal of certain amount of groups dependent of number of players.	
ID	Test Step/Substep	Result
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
2	Start Game	
2.001	Check goals Box.	
2.002	Run Through the game until you reach your basic goal from description	
2.003	Check whether you win if you reach a certain amount of groups	
2.004	Close the game.	
Execution Summary	Status	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 40: 00040

<table>
<tr><td></td><td colspan="2" align="center">**Test Case 40: Special Goals**</td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td>**Test Case Name:**</td><td colspan="2">Special Goals</td></tr>
<tr><td>**Test ID:**</td><td colspan="2">00040</td></tr>
<tr><td>**Priority:**</td><td colspan="2">From quality risk coverage analysis</td></tr>
<tr><td>**Software Required:**</td><td colspan="2">Intellij IDE</td></tr>
<tr><td>**Duration:**</td><td colspan="2">1 hour</td></tr>
<tr><td>**Effort:**</td><td colspan="2">1 hour</td></tr>
<tr><td>**Setup:**</td><td colspan="2">Selecting a card to determine special goal</td></tr>
<tr><td>**Teardown:**</td><td colspan="2">Start game, then should select card to determine a special goal</td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td align="center">**ID**</td><td>**Test Step/Substep**</td><td>**Result**</td></tr>
<tr><td align="center">1</td><td>Open game</td><td></td></tr>
<tr><td align="center">1.001</td><td>Enter amount of players. Least is fine</td><td></td></tr>
<tr><td align="center">1.002</td><td>Enter player names</td><td></td></tr>
<tr><td align="center">1.003</td><td>Start Game</td><td></td></tr>
<tr><td align="center">2</td><td>Roll Dice to see who goes first</td><td></td></tr>
<tr><td align="center">2.001</td><td>Select Illuminati Card.</td><td></td></tr>
<tr><td align="center">2.002</td><td>Determine if Special Goal is as described as the card.</td><td></td></tr>
<tr><td align="center">2.003</td><td>End Game.</td><td></td></tr>
<tr><td></td><td></td><td></td></tr>
<tr><td>**Execution Summary**</td><td>**Status**</td><td></td></tr>
<tr><td></td><td>**System Config ID**</td><td></td></tr>
<tr><td></td><td>**Tester**</td><td></td></tr>
</table>

	Date Completed	
	Effort	
	Duration	

Test Case 41: 00041

	Test Case 41: Sharing the Win	
Test Case Name:	Sharing the Win	
Test ID:	00040	
Priority:	Low priority	
Software Required:	Intellij IDE	
Duration:	1 hour	
Effort:	1 hour	
Setup:	Need to have two conditions where two players will share the win.	
Teardown:	Set two people win conditions.	
	Set a graphic or window that states the two players that won	
ID	**Test Step/Substep**	**Result**
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
1.003	Start Game	
2	Run through the game quickly and have a case for both players to win.	

2.001	You should see a status stating the two players won	
2.002	Close Program	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

Test Case 42: 00042

	Test Case: Winning with the highest Score	
Test Case Name:	Winning with the highest Score	
Test ID:	00042	
Priority:	High Priority	
Software Required:	Intellij IDE	
Duration:	1 hour	
Effort:	1 hour	
Setup:	Under a close win condition from all ways to win.	
Teardown:	A user will be close to winning	
	When they won, a Window will pop up stating how they won	

ID	Test Step/Substep	Result
1	Open game	
1.001	Enter amount of players. Least is fine	
1.002	Enter player names	
1.003	Start Game	
1.004	Run Through the game until you are close to winning	
2	Once you win, you should get a window showing a win status	
Execution Summary	**Status**	
	System Config ID	
	Tester	
	Date Completed	
	Effort	
	Duration	

IX.   Document Revision HIstory:

Version	<1.0.0>
Name(s)	ARK
Date	June 6, 2019
Change description	Original Version