	Testing Launch Game			
Test Case Name:	Testing Launch Game			
Test ID:	TC1			
Test Suite(s):	N/A			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine			
Duration:	5 minutes			
Effort:	.3 preson hours			
Setup:	Launch Unity game engine, then open the game file.			
Teardown:	Reopening the game			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Click "run"			
2	Check if objects are in the right positions.			
3	Check for any artifacting.			
4	Check if game crashes.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Testing Starting a Game			
Test Case Name:	Testing Starting a Game			
Test ID:	TC2			
Test Suite(s):	TC1			
Priority:	Low			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C# compiler			
Duration:	5 minutes			
Effort:	.3 person hours			
Setup:	Be in the main menu screen.			
Teardown:	Click the "back to Menu" or reopen the game			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test if the button "Play" brings you into a new game.			
2	Test if the button "Setting" brings you into settings.			
3	Test if the button " Exit" closes the game.			
Branch				
1a, 2a, 3a	Test if "back to main menu" works.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Test Roll Die for Illuminati Card			
Test Case Name:	Test Roll Die for Illuminati Card			
Test ID:	TC3			
Test Suite(s):	N/A			
Priority:	Medium			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	20min			
Effort:	.5 person hours			
Setup:	Start game and be on the roll die button screen.			
Teardown:	Start game again or click "Back to menu" button			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	See if any number is outputted.			
2	See if the output is between 1-12.			
3	See if each player gets there turn to roll			
4	See if two players get the same number will it crash?			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Choose Illuminati Card			
Test Case Name:	Chooose Illuminati Card			
Test ID:	TC4			
Test Suite(s):	TC3			
Priority:	Medium			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	5 minutes			
Effort:	.3 peron hours			
Setup:	Die has been rolled and players have their 'rank'			
Teardown:	Click the "back to Menu" or reopen the game			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test if a player is able to select a card			
2	Test if players select cards in the correct order			
3	Test to make sure players have only one card			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Collect Illuminati Income			
Test Case Name:	Collect Illuminati Income Test			
Test ID:	TC5			
Test Suite(s):	Collect Income			
Priority:	Medium			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	10 minutes			
Effort:	.5 person hours			
Setup:	Launch Unity game engine, then open the game file, complete round of turns			
Teardown:	Close game and return to Main Menu			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Begin game.			
2	Play through one round of turns.			
3	Check for players earning income from illuminati cards.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Shuffle Deck			
Test Case Name:	Shuffle Test			
Test ID:	TC6			
Test Suite(s):	n/a			
Priority:	high			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	10 minute			
Effort:	.45 person hours			
Setup:	Launch Unity game engine, open the game file, start game.			
Teardown:	Quit game to return to main menu.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Start Game.			
2	Check if card objects are randomely shuffled at start of game.			
3	Start Game again.			
4	Check if card objects are randomely shuffled at start of game.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Testing Display starting uncontrolled groups			
Test Case Name:	Testing Display starting uncontrolled groups			
Test ID:	TC7			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	5 mins			
Effort:	.3 person hours			
Setup:	Deck is shuffled and card may proceed to be displayed			
Teardown:	Quit game and return to main menu or restart game			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test if the cards displayed are random			
2	Test that there are exactly four cards			
3	Test if the cards are displayed in the correct position			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Roll Die for player start			
Test Case Name:	Roll Die player start			
Test ID:	TC8			
Test Suite(s):	Roll Dice			
Priority:	Low			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	10 minutes			
Effort:	.3 person hours			
Setup:	Start Game			
Teardown:	Quit game to return to main menu			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Start Game			
2	Roll Dice and ensure dice roll is random			
3	Check that every player is prompted to roll dice and each dice roll is random			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Testing Collect Income			
Test Case Name:	Testing Collect Income			
Test ID:	TC9			
Test Suite(s):	n/a			
Priority:	Medium			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	10 minutes			
Effort:	.3 person hours			
Setup:	Game has started, everybody has their turn rank			
Teardown:	Quit game to return to main menu			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test if the amount of income is correct			
2	Test if the correct person is collecting income			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

Testing Take two "actions"

Test Case Name:	Testing Take two actions			
Test ID:	TC11			
Test Suite(s):	TC11A, TC11B, TC11C			
Priority:	high			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C# compiler			
Duration:	1 hour			
Effort:	2 person-hours			
Setup:	Income has been correctly collected and players are ready to take an action			
Teardown:	Quit game to return to main menu.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test to see if players are given the correct action options			
2	Test to see if players are able to "Attack to Control"			
3	Test to see if players are able to "Attack to Neutralize"			
4	Test to see if players are able to "Attack to Destroy"			
5	Test to see if players are able to perform "Money Transfer"			
6	Test to see if players are able to perform "Move a Group"			
7	Test to see if players are able to perform "Interference"			
Branch				
2a	Test to see if players can attack against any other group			
2b	See that the attacks are done correctly			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			

| | **Effort** | | | |
| | **Duration** | | | |

	Test draw a card			
Test Case Name:	Draw a card			
Test ID:	TC10			
Test Suite(s):	TC6			
Priority:	low			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C# compiler			
Duration:	5 minutes			
Effort:	1 person hours			
Setup:	Start Game, play through turns and draw card on your turn			
Teardown:	Quit game to return to main menu.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Check if a card is removed from deck			
2	Check if card objects are randomely shuffled at start of game.			
3	Check if stats on the cards are still there.			
4	What will happen when cards run out.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

Testing Take two "actions"(A)

Test Case Name:	Testing Attack to Control
Test ID:	TC11A
Test Suite(s):	TC11, TC11B, TC11C
Priority:	high
Hardware Required:	PC, Keyboard, Mouse, Monitor
Software Required:	Unity game engine, C# compiler
Duration:	30 mins
Effort:	1 person-hour
Setup:	Player has an option do an attack
Teardown:	Quit game to return to main menu.

ID	Test Step/Substep	Result	Bug ID	Bug RPN
1	Make sure that attacking group has an outward pointing arrow			
2	Test that a player can a perform "Aiding Attacks"			
3	Test that the Power Structure Position function is used correctly			
4	Test that Alignments power are combined correctly			
5	Test that user can spend megabucks to increase power on an attack			
6	Test that a user can spend money to defend			
7	Test that user can spend as much money as they want to increase/defend			
8	Test that "Takes" is calculated correctly			
9	Make sure that dice rolled is added up correctly			
10	Test if players may control correct cards			
11	Test that a player can connect uncontrolled cards to attacking cards			
12	Test that money is collected correctly have a capture			
12	Test that player is able to complete a money transfer post-attack			
Branch				
2a	See that a group has two power numbers			

	2b	Test to see if the transferablepower is added correctly			
	3a	Test to see if the Power Structure bonuses are applied correctly			
	8a	Test to make sure that Take is (power - reistance + megabucks)			
	9a	Test to see if the appropriate action is taken, upon seeing dice result			
Excution Summary		**Status**			
		System Config ID			
		Tester			
		Date Completed			
		Effort			
		Duration			

Testing Take two "actions"(B)

Test Case Name:	Testing Attack to Neutralize			
Test ID:	TC11B			
Test Suite(s):	TC11A, TC11C, TC11			
Priority:	high			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C# compiler			
Duration:	15 mins			
Effort:	.5 peron hour			
Setup:	Player has an option to perform an attack			
Teardown:	Quit game to return to main menu.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test to see if user can perform "Attack to Neutralize"			
2	Test to see that results of "Attack to Neutralize" are correct			
Branch				
1a	Test to make sure that target is controlled by a player			
1b	Test if player obtains correct bonus for "Attack to Neutralize"			
1c	Test that Attacker does not need an open arrow			
2a	Test that target Group is placed in the middle			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

Testing Take two "actions"(C)

Test Case Name:	Testing Attack to Destroy			
Test ID:	TC11C			
Test Suite(s):	TC11A, TC11B, TC11			
Priority:	high			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C# compiler			
Duration:	15 mins			
Effort:	.5 peron hour			
Setup:	Player has an option to perform an attack			
Teardown:	Quit game to return to main menu.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test to see if user can perform "Attack to Destroy"			
2	Result of "Attack to Destory" is correct			
Branch				
1a	Test that it runs similarly to control			
2b	Test that the target Group is removed from play			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Dropping Groups			
Test Case Name:	Drop Groups Test			
Test ID:	TC12			
Test Suite(s):	n/a			
Priority:	Medium-Low			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	7.5 minutes			
Effort:	1.25 person hours			
Setup:	Play your turn and complete your Take Two Actions			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Select a group object that is in your posession.			
2	Right click on said group.			
3	Click "Drop Group" and ensure group card is dropped from player posession.			
4	Ensure card is returned to neutral area.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Aiding an Attack			
Test Case Name:	Aiding Attack Test			
Test ID:	TC13			
Test Suite(s):	n/a			
Priority:	Medium			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	7 minutes			
Effort:	1.2 person hours			
Setup:	Play your turn and complete your Take Two Actions.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Complete two actions during your turn.			
2	Select the group/card you want to supply aid in an attack.			
3	Select "Aide Attack"			
4	Select group to be aided. Ensure attack has been aided.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Using a special card			
Test Case Name:	Using a special card			
Test ID:	TC14			
Test Suite(s):	TC10			
Priority:	Medium			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	30 min			
Effort:	2 person hours			
Setup:	Play until you draw a special card			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	See if the special card shows correct information.			
2	See if the game does what the card actually says.			
3	See if all special cards are in the deck.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Transfer Money			
Test Case Name:	Transfer Money Test			
Test ID:	TC15			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	6 minutes			
Effort:	1 person hours			
Setup:	Play your turn and complete your Take Two Actions.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Complete two actions during your turn.			
2	Right click over a MegaBucks object.			
3	Click "Move"			
4	Select the destination for money to be moved to.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Testing refilling the uncontrolled area			
Test Case Name:	Testing refilling the uncontrolled area			
Test ID:	TC16			
Test Suite(s):	n/a			
Priority:	low			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	10 minutes			
Effort:	.30 person hours			
Setup:	Play when there's not enough uncontrolled card.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	See if the game can detect if there's not enough cards			
2	See if the uncontrolled area fill up.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Win Game by Collecting Groups			
Test Case Name:	Win by Groups Test			
Test ID:	TC17			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	14 minutes			
Effort:	1 person hours			
Setup:	Start a standard game.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Play through turns collecting cards.			
2	Collect certain number of group cards.			
3	Once threshold is met, win condition is met and ensure game ends.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Test win game by Bavarian Illuminati goal			
Test Case Name:	Win game by Bavarian Illuminati goal			
Test ID:	TC18			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	50 minutes			
Effort:	2 person hours			
Setup:	Play your turns and complete your goal.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	See if the control group with the total power of 35 or more wins.			
2	Test if the game ends when goal is met.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Win Game by Bermuda Triangle Goal			
Test Case Name:	Win by Bermuda Test			
Test ID:	TC19			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	50 minutes			
Effort:	2 person hours			
Setup:	Start a standard game.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Have a player obtain a total power of 35 or more.			
2	Check to make sure win condition works and game is ended.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

Win Game by Discordian Society Goal

Test Case Name:	Win by Groups Test			
Test ID:	TC20			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	50 minutes			
Effort:	2 person hours			
Setup:	Start a standard game.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Have a player obtain five(5) Weird Groups.			
2	Check to make sure win condition works and game is ended.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

Win Game by Gnomes of Zurich Goal

Test Case Name:	Win Game by Gnomes of Zurich Goal			
Test ID:	TC21			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	50 minutes			
Effort:	2 person hours			
Setup:	Play your turns until goal is met			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test if player has 150 megabucks.			
2	Verify the winner and game is ended.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Win Game by The Network Goal			
Test Case Name:	Win Game by The Network Goal			
Test ID:	TC22			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	50 minutes			
Effort:	2 person hours			
Setup:	Play your turns until goal is met			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Test if control group has a total transferable power of 25.			
2	Verify the winner and game is ended.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Win Game by Servants of Cthulhu			
Test Case Name:	Win by Groups Test			
Test ID:	TC23			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	50 minutes			
Effort:	2 person hours			
Setup:	Start a standard game.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Have a player destroy eight(8) Groups.			
2	Check to make sure win condition works and game is ended.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

Win Game by Society of Assassins Goal

Test Case Name:	Win by Society of Assassins Goal			
Test ID:	TC24			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	50 minutes			
Effort:	2 person hours			
Setup:	Start a standard game.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Check if player is controlling six violent groups.			
2	Check to make sure win condition works and game is ended.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			

	Win Game by UFOs Goal			
Test Case Name:	Win by Groups Test			
Test ID:	TC25			
Test Suite(s):	n/a			
Priority:	High			
Hardware Required:	PC, Keyboard, Mouse, Monitor			
Software Required:	Unity game engine, C#			
Duration:	10 minutes			
Effort:	2 person hours			
Setup:	Start a standard game.			
Teardown:	Quit game to return to main menu, start new game.			
ID	**Test Step/Substep**	**Result**	**Bug ID**	**Bug RPN**
1	Have player select specific win condition at beginning of game.			
2	Achieve specified win condition.			
3	Check to make sure win condition works and game is ended.			
Excution Summary	**Status**			
	System Config ID			
	Tester			
	Date Completed			
	Effort			
	Duration			