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| **TestCase\_ID** | **TestCase\_Name (optional)** | **Description** | **Steps** | **Inputs** | **Expected output** | **Actual Output** | **Status**  **(Pass/ Fail)** | **Comments** |
| 1.1 | Start Option | Opens up the frame to set number of players | Click on the Start button |  | New frame (Two.java) must be opened having the option of number of players and their name | Same as expected | Pass | One.java |
| 1.2 | Quit Option | Closes up the frame i.e application is terminated | Click on the Quit button |  | Frame must be closed i.e application gets terminated | Same as expected | Pass | One.java |
| 2.1 | No selection | Initially no option is selected | Do nothing |  | No radio button must be selected and all the text field must be not editable and also the Start button must be disabled | Same as expected | Pass | Two.java |
| 2.2 | Radio button “2” selected | This option selects the number of players as 2 | Click on the radio button having name 2 |  | Radio button must get selected and the First two text fields must get to editable mode and also the start button must get enabled | Same as expected | Pass | Two.java |
| 2.3 | Radio button “3” selected | This option selects the number of players as 3 | Click on the radio button having name 3 |  | Radio button must get selected and the First Three text fields must get to editable mode and also the start button must get enabled | Same as expected | Pass | Two.java |
| 2.4 | Radio button “4” selected | This option selects the number of players as 4 | Click on the radio button having name 4 |  | Radio button must get selected and the First Four text fields must get to editable mode and also the start button must get enabled | Same as expected | Pass | Two.java |
| 2.5 | Radio button lower selected | Selected radio button has less number of players than previous selected | Click on the any radio button leaving the one having name as 2 and then select radio button having name less than the selected one e.g if 4 selected select 3 or 2 |  | The number of text filed editable on selection must be same as the selected player number i.e for respective example previously 4 text fields must be editable but on selecting 3 or 2 same number of tect fields must be editable | Same as expected | Pass | Two.java |
| 2.6 | Text filed entry | Accepting the player name in text fields | Enter all the editable text fields with the player name. If one doesn’t enter the name “null” name would be considered | Enter the players name in each text field | Player must be able to enter the name | Same as expected | Pass | Two.java |
| 2.7 | Text field wipe | On selecting different radio button after entering the player name in text field all fields must wipe off | Enter the name in the text field and then select another radio button |  | Previously entered name in text field must get wipe off | Same as expected | Pass | Two.java |
| 2.8 | Start Option | Opens up the frame to actual ludo game | Click on the Start button |  | New frame (Ludo.java) must be opened having the actual ludo game board | Same as expected | Pass | Two.java |
| 2.9 | Quit Option | Closes up the frame i.e application is terminated | Click on the Quit button |  | Frame must be closed i.e application gets terminated | Same as expected | Pass | Two.java |
| 3.1 | Quit Option | Closes up the frame i.e application is terminated | Click on the Quit button |  | Frame must be closed i.e application gets terminated | Same as expected | Pass | Ludo.java |
| 3.2 | Dice | Random number must be generated | Click on the upper most right button displaying Dice on it and later the numbers |  | A random number must be generated on clicking it | Same as expected | Pass | Ludo.java |
| 3.3 | PlayerName | Player names entered in the text field must be displayed and if not entered it must be blank | Do noting |  | Player names must be displayed | Same as expected | Pass | Ludo.java |
| 3.4 | Turn label | Players turn is displayed | Do noting |  | Turn of the player i.e the number 1,2,3 or 4 must be displayed | Same as expected | Pass | Ludo.java |
| 3.5 | Tokens off | Initially all the player tokens must be at home position | Do nothing |  | All the player tokens must be at their home position | Same as expected | Pass | Ludo.java |
| 3.6 | Dice=6 | Number on dice is 6 | Click on the dice button |  | If dice=6 all the tokens in players home position must be clickable and remaining all the tokens outside the home must be clickable(moveable) and also the turn must be given again to the same player | Same as expected | Pass | Ludo.java |
| 3.7 | Dice!=6 | Number on dice is not 6 | Click on the dice button |  | If dice!=6 all the tokens in players home position must not be click able and remaining all tokens outside the home must be clickable (moveable) and the player turn must be given to next player | Same as expected | Pass | Ludo.java |
| 3.8 | On token click(select) | Respective moves of token must be reflected | Click (select) on the token |  | If token from home is selected the token must come at starting positon of it and if anywhere else is selected respective increment of moves as number on dice should be reflected | Same as expected | Pass | Ludo.java |
| 3.9 | On die | Some Player token is on a position and if the player having turn moves the token such a way that the token goes to same position of some player | Click on the token |  | If given description takes place the “some player” token must go to its respective home position | Same as expected | Pass | Ludo.java |
| 3.10 | Selected number of players | Only selected number of players must be able to play |  |  | If players are selected as 2 or 3 or 4 respective number of players must be able to play | Same as expected | Pass | Ludo.java |
| 3.11 | Only a round | Player token must go to the path of its finish line | Click on the token who have completed one round and is near to its finish line path |  | If the player token completes one round, the token must be diverted to its finish line path rather than moving round and round | Same as expected | Pass | Ludo.java |
| 3.12 | To finish position | Player token must go to its finish position | Click on the token which is on the position of finish line and has dice number such that it can move towards the finish position |  | If respective description condition gets true the player token must go to the finish position and must not further be moveable | Same as expected | Pass | Ludo.java |
| 3.13 | All token at finish | One of players all token are at home |  |  | If all the tokens of one player are at finish position then the player must not get turn |  |  | Ludo.java |
| 3.14 | All tokens are at finish position | All of the player tokens are at finish position |  |  | If all of the tokens of all players are at finish position the frame must get closed and the Winning score board frame must be opened |  |  | Ludo.java |
| 4.1 | Score board | The list of ranking of the players | Do nothing |  | The ranking of all the players must be displayed in the tabular format where First column has name of player and Second has ranking | Same as expected | Pass | WinnerList.java |
| 4.2 | Go to main menu | Jumping to main menu i.e One.java | Click on Main Menu button |  | On clicking this frame must get closed up and the One.java frame must get open i.e the first frame | Same as expected | Pass | WinnerList.java |
| 4.3 | Quit Option | Closes up the frame i.e application is terminated | Click on the Quit button |  | Frame must be closed i.e application gets terminated | Same as expected | Pass | WinnerList.java |