2014 PacMan Test Cases v1

1		Player A makes move to legal blank space
1.1	BOT	Player symbol must replace the blank symbol in the new adjacent position, Player's current position must be blank.

2		Player A makes move, and score point
2.1	BOT	Player symbol must replace the point(.) symbol in the new adjacent position, Player's current position must be blank.
2.2	SERVER	Player A points increment by 1.

3		Player A makes move, and score bonus point
3.1	BOT	Player symbol must replace the bonus point(*) symbol in the new adjacent position, Player's current position must be blank.
3.2	SERVER	Player points increment by 10.

4		Player A makes move, and consume poison pill
4.1	BOT	Player symbol must replace the poison pill(!) symbol in the new adjacent position, Player's current position must be blank.
4.2	SERVER	Player symbol must move to the center board position.

5		Player A makes move to wall
5.1	BOT	Player symbol must replace the wall(#) symbol in the new position.
5.2	SERVER	Player must be disqualified

6		Player A makes move to legal blank space and drops poison pill
6.1	BOT	Player symbol must replace the blank symbol in the new adjacent position, Player's current position must be populated with a poison pill(!)
6.2	SERVER	If Player has no poison pills, the player must be disqualified.
6.3	SERVER	If Player has a poison pill, decrement number of poison pills for that player by 1.

7		Player A makes move, score point, and drops poison pill
7.1	BOT	Player symbol must replace the point(.) symbol in the new adjacent position, Player's current position must be populated with a poison pill(!)
7.2	SERVER	If Player has no poison pills, the player must be disqualified.
7.3	SERVER	If Player has a poison pill, decrement number of poison pills for that player by 1.
7.4	SERVER	Player A points increment by 1.

8		Player A makes move, score bonus point, and drops poison pill
8.1	BOT	Player symbol must replace the bonus point(*) symbol in the new adjacent position, Player's current position must be populated with a poison pill(!)
8.2	SERVER	If Player has no poison pills, the player must be disqualified.
8.3	SERVER	If Player has a poison pill, decrement number of poison pills for that player by 1.
8.4	SERVER	Player A points increment by 10.

9		Player A makes move, drop poison pill, and consumes poison pill
9.1	BOT	Player symbol must replace the poison pill(!) symbol in the new adjacent position, Player's current position must be populated with a poison pill(!)
9.2	SERVER	If Player has no poison pills, the player must be disqualified.
9.3	SERVER	If Player has a poison pill, decrement number of poison pills for that player by 1.
9.4	SERVER	Player symbol must move to the center board position.

10		Player A makes move, and eats opponent
10.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank.
10.2	SERVER	Opponent symbol must move to the center board position.

11		Player A makes move, eats opponent, and drops poison pill
11.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be populated with a poison pill(!)
11.2	SERVER	If Player has no poison pills, the player must be disqualified.
11.3	SERVER	If Player has a poison pill, decrement number of poison pills for that player by 1.
11.4	SERVER	Opponent symbol must move to the center board position.

12		Player A makes move from (9, 10) up, and eats opponent
12.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
12.2	SERVER	Player must be disqualified.

13		Player A makes move from (9, 10) down, and eats opponent
13.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
13.2	SERVER	Player must be disqualified.

14		Player A makes move from (9, 8) down
14.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
14.2	SERVER	Player must be disqualified.

15		Player A makes move from (9, 9) down
15.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
15.2	SERVER	Player must be disqualified.

16		Player A makes move from (9, 10) left
16.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
16.2	SERVER	Player must be disqualified.

17		Player A makes move from (9, 10) right
17.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
17.2	SERVER	Player must be disqualified.

18		Player A makes move from (9, 11) up
18.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
18.2	SERVER	Player must be disqualified.

19		Player A makes move from (9, 12) up
19.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be blank
19.2	SERVER	Player must be disqualified.

20		Player A makes move from (9, 10) up, and drops poison pill
20.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be populated with a poison pill(!)
20.2	SERVER	Player must be disqualified.

21		Player A makes move from (9, 10) down, and drops poison pill
21.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be populated with a poison pill(!)
21.2	SERVER	Player must be disqualified.

22		Player A makes move from (9, 9) up, and drops poison pill
22.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be populated with a poison pill(!)
22.2	SERVER	Player must be disqualified.

23		Player A makes move from (9, 11) down, and drops poison pill
23.1	BOT	Player symbol must replace the adjacent opponent symbol in the new position, Player's current position must be populated with a poison pill(!)
23.2	SERVER	Player must be disqualified.

24		Player A makes any moves not specified in test case 1 to 23, including but not limited to, creating more than one symbol for any player, controlling player the opponent, manipulating the board state in any way other than moving Player A adjacently.
24.1	SERVER	Player must be disqualified.

25		The board has no pills remaining
25.1	SERVER	A winner must be determined based on points. The player with the most points wins.

26		The no-points round limit is reached
26.1	SERVER	A winner must be determined based on points. In the case of non-equal points, the player with the most points wins.
26.2	SERVER	A winner must be determined based on points. In the case of equal points, the player whose current turn it is, loses.