

Postgraduates

ID	Description	Expected Outcome	Actual Outcome	Pass/Fail
1	A player is allocated one postgraduate per turn as a base rate	Players gain one postgraduate per turn to allocate to a sector they control	Players gain one postgraduate per turn to allocate to a sector they control	Pass
2	A player tries to allocate a postgraduate to a sector they control which does not already contain a postgraduate	A postgraduate is added to the sector	A postgraduate is added to the sector	Pass
3	A player tries to allocate a postgraduate to a sector they control which already contains a postgraduate	A dialog box informs the player that only one postgraduate may be contained in a sector at once	A dialog box informs the player that only one postgraduate may be contained in a sector at once	Pass
4	A player tries to allocate a number of undergraduates to a sector they control	A number of undergraduates are added to the sector	A number of undergraduates are added to the sector	Pass
5	A player tries to attack an adjacent enemy sector with a postgraduate, but cannot deal enough damage to destroy all undergraduates in it	Between 1 and 5 undergraduates are lost from the target sector	Between 1 and 5 undergraduates are lost from the target sector	Pass
6	A player tries to attack an adjacent enemy sector containing only one undergraduate, with a postgraduate	The undergraduate is destroyed and the player takes control of the sector	The undergraduate is destroyed and the player takes control of the sector	Pass
7	A player tries to attack an adjacent enemy sector containing only one undergraduate and one postgraduate, with a postgraduate	Both units are destroyed and the player takes control of the sector	Both units are destroyed and the player takes control of the sector	Pass
8	A player tries to attack an adjacent enemy sector	The undergraduate	The undergraduate	Pass

	containing only one undergraduate, with a number of undergraduates	is destroyed and the player takes control of the sector	is destroyed and the player takes control of the sector	
9	A player tries to attack an adjacent enemy sector containing only one undergraduate and one postgraduate, with a number of undergraduates	Both units are destroyed and the player takes control of the sector	Both units are destroyed and the player takes control of the sector	Pass
10	A player captures a sector and tries to move a number of undergraduates and a postgraduate to it	The specified number of undergraduates and postgraduates are moved from the attacking to the captured sector	The specified number of undergraduates and postgraduates are moved from the attacking to the captured sector	Pass
11	A player tries to move a postgraduate to a sector they control that does not already contain one	A postgraduate is moved from the start to the destination sector	A postgraduate is moved from the start to the destination sector	Pass
12	A player tries to move a postgraduate to a sector they control that already contains one	A dialog box is displayed informing the player that only one postgraduate can be contained in a sector at once	A dialog box is displayed informing the player that only one postgraduate can be contained in a sector at once	Pass
13	A player tries to move a number of undergraduates to a sector they control containing a postgraduate	A number of undergraduates are moved from the start to destination sector	A number of undergraduates are moved from the start to destination sector	Pass
14	A player tries to move a number of undergraduates to a sector they control that does not contain a postgraduate	A number of undergraduates are moved from the start to destination sector	A number of undergraduates are moved from the start to destination sector	Pass

Punishment Cards

ID	Description	Expected Result	Actual Result	Pass/Fail
1	A player has a chance to gain a punishment card from capturing a sector	Some of the time a player captures a sector they will be distributed a punishment card	On capturing a sector a player gains a punishment card	Pass
2	A player plays a Plague of Geese card	3 units are lost from all sectors of the chosen player, with postgraduates being lost from sectors containing one that drop below 1 undergraduate	3 units are lost from all sectors of the chosen player, with postgraduates being lost from sectors containing one that drop below 1 undergraduate	Pass
3	A player plays a Crippling hangover card	Turn timer counts down from 60	Turn timer counts down from 60	Pass
4	A player plays an Exceptional Circumstances card	All units and sectors are switched for the involved players	All units and sectors are switched for the involved players	Pass
5	A player plays a Strike card	Ownership of the PVC sector is transferred to the player that played the card. The player plays the minigame	Ownership of the PVC sector is transferred to the player that played the card. The player plays the minigame	Pass
6	A player plays a Golden Goose card	For the duration of the targetted players turn, sounds of geese are played	For the duration of the targetted players turn, sounds of geese are played	Pass
7	A player plays a Freshers Flu card	The strength of units in the targeted player's sector are reduced by half	The strength of units in the targeted player's sector are reduced by half	Pass
8	A player attacks a sector	Half of the	The number of	Fail

	under the influence of Freshers Flu but does not eliminate all units in the sector	original units are added back to the units that remain	units in the sector is restored to the value it was before Freshers Flu was played	
9	A player tries to play a Crippling Hangover card on a player who already is under the effects of one	A dialog box informs the player that a player may not have more than one Crippling Hangover	A dialog box informs the player that a player may not have more than one Crippling Hangover	Pass
10	A player tries to play a Freshers Flu card on a player that already is under its effects	A dialog box informs the player that a player may not have more than once instance of Freshers Flu active at once	A dialog box informs the player that a player may not have more than once instance of Freshers Flu active at once	Pass
11	A player tries to play a Strike card when they already control the PVC sector	A dialog box informs the player that they already own the PVC sector, and consequently cannot play this card	The card is played with no effect	Fail
12	A player tries to play a Strike card when the PVC sector has not been discovered	A dialog box informs the player that this card may not be played until the PVC sector has been discovered	A dialog box informs the player that this card may not be played until the PVC sector has been discovered	Pass
13	A player tries to play a Golden Goose card on a player who is already under its effects	A dialog box informs the player that only one Golden Goose may be played on a player at once	A dialog box informs the player that only one Golden Goose may be played on a player at once	Pass