Sam Lee

CS 626

Program 9: A Game

**Exceptions Test Plan:**

Add Three (3) Players

**Testing Invalid Data**

Enter integer instead of color code option Correct: ‘Invalid Data. Try again’

**Testing Invalid Data**

Enter non-valid color code : S Correct: ‘Invalid Data. Try again’

1. Orange Sam (successfully added)

**Testing Bad Name**

Try to use same name again, Sam Correct: ‘Name already in use. Try again’

1. Green Jeff (successfully added)

**Testing Bad Color**

Try to pick G: Green again Correct: ‘Color already in use. Try again’

**Testing Bad Name & Color**

Try to add G: Green Sam Correct: ‘Both name and color already in use.’

1. Brett Blue (successfully added) Correct: Starting Game…..

**Play Entire Game:**

**Action Fake Dice Result\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. Sam Roll, Then Resign 1 1 5 5 T in 2 and 10, Jeff’s turn
2. Jeff Roll 2 1 1 1 T in 3 and 2
3. Jeff Roll again 2 1 6 6 Move T in 3 and start T in 12
4. Jeff Stop G in 3 (2nd square), 2, and 12
5. Brett Roll 2 1 2 2 T in 3 and 4
6. Brett Roll 2 1 2 2 Move T in 3 and 4
7. Brett Roll 2 1 2 4 Move T in 3 and start T in 6
8. Brett Roll 2 1 2 1 Move T in 3 , Move T in 3 (Pending)
9. Brett Stop 3 Captured, B in 4 and 6
10. Jeff Roll 1 1 6 6 T in 2 and 12
11. Jeff Roll 1 1 6 4 2 Pending, T in 10
12. Jeff Stop 2 Captured, G in 12 (2nd square), G in 10 (1st sq)
13. Brett Roll 4 3 5 4 T in 7 and 9
14. Brett Roll 5 5 5 4 T in 10 move T in 10
15. Brett Roll 6 5 2 2 Bust (all Towers removed)
16. Jeff Roll 6 6 5 5 12 Pending, T in 10 (2nd square)
17. Jeff Roll 5 5 6 4 Move T twice in 10 (4th square)
18. Jeff Roll 5 5 6 4 Move T twice in 10 (6th square)
19. Jeff Roll 5 5 5 5 Move T to last square (Pending)
20. Jeff Stop 12 and 10 Captured, Wins Game!!!