

**Note:** All tests assume that the user is logged in.

## Positive Tests

Test #	Given (I am):	When I:	Then
1	On the "Game Selection" page	Click the "Create Game" button	I go to the "Create Game" page
2	<ul style="list-style-type: none"><li>On the "Game Selection" page</li><li>A game has previously been created</li></ul>	Click the "Resume Game" button for a game	I go to the current Game Loop page for that game
3	On the "Create Game" page	<ul style="list-style-type: none"><li>Input a name for the game</li><li>Select a civilization</li><li>Click the "Create Game" button</li></ul>	<ul style="list-style-type: none"><li>A game with the input name and the selected civilization is created</li><li>I go to the "Phase 1-14" page for the new game</li></ul>
4	On the "Phase 1-14" page	<ul style="list-style-type: none"><li>Enter a number between 0 and 9 (inclusive) in the "Cities" field</li><li>Click the "Done" button</li></ul>	<ul style="list-style-type: none"><li>The "Civ Status" page displays the number entered as the number of owned cities when loaded</li><li>I go to the "Phase 15.1" page</li></ul>
5	On the "Phase 15.1" page	<ul style="list-style-type: none"><li>Record the number of each Trade Card I have</li><li>Enter my available treasury in the "Treasury" field (0-55, inclusive)</li><li>Click the "Buy Advancements" button</li></ul>	I go to the "Phase 15.2" page. The total value of my trade cards and treasury is displayed on the new page as "available funds".
6	On the "Phase 15.2" page	Select an advancement	<ul style="list-style-type: none"><li>The "cart total" value is updated</li><li>Advancements that cost more than ("available funds" - "cart</li></ul>

			total”) are disabled
7	<ul style="list-style-type: none"> <li>On the “Phase 15.2” page</li> <li>No advancements are selected</li> </ul>	Click the “Buy Selected Advancements” button	<ul style="list-style-type: none"> <li>No advancements are marked as purchased</li> <li>I go to the “Phase 16” page</li> </ul>
8	<ul style="list-style-type: none"> <li>On the “Phase 15.2” page</li> <li>One or more advancements are selected</li> </ul>	Click the “Buy Selected Advancements” button	<ul style="list-style-type: none"> <li>The selected advancements are marked as purchases (and can be checked on the “Civ Status” page)</li> <li>I go to the “Phase 16” page</li> </ul>
9	<ul style="list-style-type: none"> <li>On the “Phase 16” page</li> <li>Meet the requirements to advance the AST</li> </ul>	<No action>	The AST Advancement message is displayed
10	<ul style="list-style-type: none"> <li>On the “Phase 16” page</li> <li>Do not meet the requirements to advance the AST and have at least 1 city</li> </ul>	<No action>	The AST Stuck message is displayed
11	<ul style="list-style-type: none"> <li>On the “Phase 16” page</li> <li>Have no cities and the AST is not in the Stone Age</li> </ul>	<No action>	The AST Regresses message is displayed
12	<ul style="list-style-type: none"> <li>On the “Phase 16” page</li> <li>The AST has not reached the Finish position</li> </ul>	<No action>	<ul style="list-style-type: none"> <li>The “Next Turn” button is displayed</li> <li>The “End of Game” button is not displayed</li> </ul>
13		Click the “Next Turn” button	I go to the “Phase 1-14” page
14	<ul style="list-style-type: none"> <li>On the “Phase 16” page</li> <li>The AST has reached the Finish position</li> </ul>	<No action>	<ul style="list-style-type: none"> <li>The “Next Turn” button is not displayed</li> <li>The “End of Game” button is</li> </ul>

			displayed
15		Click the “End of Game” button	I go to the “Results” page
16	On the “Results” page	<No action>	Final data for my civilization is displayed
17		Click the “Return to Game Selection” button	I go to the “Game Selection” page
18	On the “Phase 1-14” page	Click the “Civilization Status” button	A new window or tab opens on the “Civilization Status” page
19	On the “Phase 15.1” page		
20	On the “Phase 15.2” page		
21	On the “Phase 16” page		
22		Click the “Advancement Reference” button	A new window or tab opens on the “Advancement Reference” page
23	On the “Advancement Reference” page	Click the entry for an advancement	I go to the Advancement Detail page for that advancement

## Negative Tests

### Numeric Input Bounds Test Set

Set Test #	Given (I am):	When I:	Then
1	On the “<PAGE>” page	Type a non-numeric value in the “<FIELD>” field	The entry is marked as invalid using the standard out-of-range behavior for HTML5

2		Type a value above <MAX> in the “<FIELD>” field	
3		Type a value below 0 in the “<FIELD>” field	
4		Attempt to input a value (by clicking the input arrows or using the arrow keys) above <MAX> in the “<FIELD>” field	The entry stops increasing at <MAX> (in accordance with the standard behavior for max in HTML5)
5		Attempt to input a value (by clicking the input arrows or using the arrow keys) below 0 in the “<FIELD>” field	The entry stops decreasing at 0 (in accordance with the standard behavior for max in HTML5)

### Numeric Input Bounds Test Values

Test #s	<PAGE>	<FIELD>	<MAX>		Test #s	<PAGE>	<FIELD>	<MAX>
1-5	Phase 1-14	Cities	9		6-10	Phase 15.1	Treasury	55
11-15	Phase 15.1	Clay (1)	7		16-20	Phase 15.1	Ochre (1)	7
21-25	Phase 15.1	Hides (1)	7		26-30	Phase 15.1	Flax (1)	7
31-35	Phase 15.1	Bone (1)	8		36-40	Phase 15.1	Iron (2)	8
41-45	Phase 15.1	Papyri (2)	7		46-50	Phase 15.1	Stone (2)	7
51-55	Phase 15.1	Furs (2)	8		56-60	Phase 15.1	Wax (2)	8
61-65	Phase 15.1	Fish (3)	8		66-70	Phase 15.1	Fruit (3)	9
71-75	Phase 15.1	Salt (3)	9		76-80	Phase 15.1	Timber (3)	8
81-85	Phase 15.1	Ceramics (3)	8		86-90	Phase 15.1	Oil (4)	8

91-95	Phase 15.1	Wool (4)	7		96-100	Phase 15.1	Cotton (4)	7
101-105	Phase 15.1	Sugar (4)	8		106-110	Phase 15.1	Grain (4)	8
111-115	Phase 15.1	Wine (5)	6		116-120	Phase 15.1	Textiles (5)	7
121-125	Phase 15.1	Livestock (5)	7		126-130	Phase 15.1	Lacquer (5)	6
131-135	Phase 15.1	Glass (5)	6		136-140	Phase 15.1	Copper (6)	6
141-145	Phase 15.1	Tin (6)	5		146-150	Phase 15.1	Silver (6)	5
151-155	Phase 15.1	Bronze (6)	6		156-160	Phase 15.1	Lead (6)	6
161-165	Phase 15.1	Resin (7)	5		166-170	Phase 15.1	Incense (7)	6
171-175	Phase 15.1	Spice (7)	6		176-180	Phase 15.1	Jade (7)	5
181-185	Phase 15.1	Herbs (7)	6		186-190	Phase 15.1	Gemstones (8)	5
191-195	Phase 15.1	Marble (8)	4		196-200	Phase 15.1	Dye (8)	4
201-205	Phase 15.1	Tea (8)	5		206-210	Phase 15.1	Obsidian (8)	4

211-215	Phase 15.1	Gold (9)	5		216-220	Phase 15.1	Ivory (9)	4
221-225	Phase 15.1	Silk (9)	4		226-230	Phase 15.1	Pearls (9)	5
231-235	Phase 15.1	Amber (9)	4					