Software Engineering Group Project
Testing Specification

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Department of Computer Science

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SY23 3DB

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1 Introduction

1.1Purpose of this Document

The purpose of this Document is to display all the system tests we have made to be carried out one the game has been made.

1.2 scope

In this document is going to be a table with all the system tests on.

1.3 objectives

The objective of this document is to show the all the testing that needs to be complete after the game is made

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2 Testing

ID	FR	Content	Input	Expected Output	Pass Criteria
1	FR1	Detection for exceeding the legal character limit for name input	Use all letters and all numbers as a name for player 1.	Game shouldn't recognise this name input as legal	Error message pops and name isn't stored
2	FR1	Detection for usage of special characters	Use one of these symbols in the name of player 1: ^%$£@	The game should allow this	Player name is saved with special character
3	FR1	Entering a name with all characters to be capital letter	For player 1 enter as name: "MICHAEL". Input a legal name for all other players and click start.	The game should start normally	Game starts
4	FR1	Entering a legal names	For player 1 enter as name: "Michael". For player 2: "Sarah". For player 3: "Tom". For Player 4: "Tony".	The game should recognise these as legal name inputs and allow the option to start game	Game starts
5	FR1	Check If the game starts correctly, showing all of the correct GUI elements once the game has started.	Enter valid names, Click the start game button.	The GUI should display the main gameboard, with all correct elements, such as the background	Game is started and the board is displayed
6	FR2	Testing randomness	Write "Michael" as a name of player one and make sure the other names are also legal. Start and exit the game 5 times with this same	At least 2 out of 5 times Michael should get assigned different port as Home port.	"Michael" is assigned 2 different ports during the multiple game start up

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			combination of names. Record which home port "Michael" gets assigned each time you started the game.		
7	FR2	Testing randomness	Write "Michael" as a name of player one. Make sure other names are also legal. Start and quit the game until Michael has been assigned at least 3 of the possible Home ports. Stop if this doesn't happen in 24 tries.	Michael should have had at least 3 different ports as Home port within 24 tries.	Michael is assigned 3 different ports during the multiple game start up
8	FR3	Testing If the queue of cards is randomly ordered every new start of a game?	Start the game and record all 20 crew cards that the players hold. (If necessary change their turns to see them). After the record is made exit the game. Do this one more time.	The sequence of crew cards for all players should be different the second time.	All players are assigned different cards on the multiple start ups
9	FR3	Testing a returned card.	Play the game until 1 of the players get chance card 10.	Card 10 sends the best crew card to go at the bottom of the crew cards deck on Pirate Island	Player obtains card 10 and his highest value crew is sent to the bottom of the crew deck
10	FR4	Checking if card 21 can be kept	When a player gets card 21 end the turn.	The chance card should be present at the player's hand on the next turn	Player obtains card 21 and is displayed in his hand
11	FR4	Checking if card 23 can be kept	When a player gets card 23 end the turn.	The chance card should be present at the player's hand on the next turn	Player obtains card 23 and is displayed in his hand

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12	FR4	Checking if card 24 can be kept	When a player gets card 24 end the turn.	The chance card should be present at the player's hand on the next turn	Player obtains card 24 and is displayed in his hand
13	FR4	Checking if card 25 can be kept	When a player gets card 25 end the turn.	The chance card should be present at the player's hand on the next turn	Player obtains card 25 and is displayed in his hand
14	FR4	Checking if card 26 can be kept	When a player gets card 26 end the turn.	The chance card should be present at the player's hand on the next turn	Player obtains card 26 and is displayed in his hand
15	FR4	Testing the random order of chance cards in Treasure Island every new game.	Start the game and let player 1 draw a chance card. After player 1 do the same with the other players. Record which chance card each player had. Exit the game and do this once more.	At least 1 player should have a different chance card the second time.	Players obtain a different chance card then they did on the first round
16	FR5	Testing if a treasure can be assigned to a ship.	Start the game and let 1 player take a diamond from Treasure Island.	The diamond should be on the player's ship the next turn.	Diamond is displayed in the player's store
17	FR5	Assigning treasure to ports	Let a player bring back a diamond to his Home Port.	When the diamond gets assigned to the port the current player's score should be incremented with 5.	Player's score is updated +5 upon return to home port
18	FR5	The holding of maximum of two treasures on a ship.	When player 1 has 2 treasures on board - attempt to obtain another treasure.	The game should clearly inform that the current player has the maximum amount of treasures possible to have on board.	The game informs the player that he has maximum treasure
19	FR5	Automatic unloading of treasures to ports upon arrival	Start the game and let 1 player take any treasure from flat island. Then let this player go on the square of his	The treasure should be removed from the ship's holdings and be placed in the Home Port's treasure array.	The treasure is removed from the players ship and is placed in the home port

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			Home Port.		
20	FR5	Test the value of a barrel of rum.	In the beginning of the game when every player's score is 0 - let player 1 acquire a barrel of rum. Then let player 1 bring this treasure to his Home Port.	Player 1's score should become 2.	Player's score is updated to 2
21	FR5	Test the value of a pearl.	In the beginning of the game when every player's score is 0 - let player 1 acquire a pearl. Then let player 1 bring this treasure to his Home Port.	Player 1's score should become 3	Player's score is updated to 3
22	FR5	Test the value of a gold bar.	In the beginning of the game when every player's score is 0 - let player 1 acquire a gold bar. Then let player 1 bring this treasure to his Home Port.	Player 1's score should become 4	Player's score is updated to 4
23	FR5	Test the value of a ruby.	In the beginning of the game when every player's score is 0 - let player 1 acquire a ruby. Then let player 1 bring this treasure to his Home Port.	Player 1's score should become 5	Player's score is updated to 5
24	FR5	Test the value of a diamond	In the beginning of the game when every player's score is 0 - let player 1 acquire a diamond. Then let player 1 bring this treasure to his	Player 1's score should become 5.	Player's score is updated to 5

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			Home Port.		
25	FR5	Whether all treasures are present at the beginning of the game	Inspect the array of all available treasures after the Game Setup () method. Check the sum of all treasures in it.	The sum of treasures should come up to be 76.	The treasures all equal 76
26	FR6	When player one has 0 crew cards try moving 2 squares ahead()	When the player has no more crew cards in his hand, but is the beginning of his turn- try and click the second square ahead. (shouldn't be highlighted)	Nothing should happen.	The ship position stays the same
27	FR6	Calculating of the fighting strength - attacking player wins	Start a fight between two players. Make sure the attacking player has more fighting power then the defence player.	The attacking player should be announced as a winner.	A pop up is shown stating that the attacking player has won
28	FR6	Calculating of the fighting strength - draw.	Start a fight between two players. Make sure the two players have the same sum for as fighting strength.	No winner should be announced.	A pop up is shown stating a draw
29	FR6	Calculating of the fighting strength - attacking player loses	Start a fight between two players. Make sure the attacking player has less fighting power than the defending player.	The game should announce that the attacking player loses and the winner is the player who is defending.	A pop up is shown stating that the defending player has won
30	FR7	Keeping information about treasures - after treasure is	Begin the game. Player 1 should have a score set to 0 at this	The score of player one should become 4.	The player deposits a treasure worth 4 in his

			deposited	point. Let player 1 bring two treasures of type barrel of rum to his Home Port.		homeport
31	FR7	Keeping information about treasures - after trade	When player 1 has the two barrels in his port let player two arrive there and exchange 1 crew card if his with a value of 2 with one barrel.	Player 1's score should decrement with 2, so it has to become 2.	Player 1's score should decrease by 2
32	FR7	Test home ports' safe zone	When player 1 has the two barrels in his port let him bring another barrel. After this is done player 1 deposits his treasure into the safe zone of his Home Port. Then player 1 end his turn. When player 2 has, his turn go to player 1's Home Port and attempt to get 1 barrels by trade.	The game should decline the trading attempt saying the barrel is in the safe zone	Pop up is shown stating the barrel is in the safe zone
33	FR8	Check that treasure can be deposited at flat island	Go to flat island and deposit some treasure	treasure is deposited	Treasure is removed from the player's hold and put on Flat Island
34	FR8	Check that cards can be deposited at flat island	Go to flat island and deposit some cards	Cards are deposited	Cards are removed from the player's hand and moved to Flat Island
35	FR9	Game should display only one available square to move if player has no crew cards	try moving two squares	the game should decline moving two squares and only one square ahead should be displayed as movable square	The player stays in the same position
36	FR9	Go to top right of	go to the top	should not be able	The player

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		the grid and try to turn north	right of the grid	to turn north	moves to the top right of the grid and faces the same position
37	FR9	Go to the top right of the grid and try to turn north, east	go to the top right of the grid and try to turn north, east	should not be able to turn north east	The player moves to the top right of the grid and faces the same position
38	FR9	Go to the top right of the grid and try to move east	go to the top right of the grid and try to move east	should not be able to turn east	The player moves to the top right of the grid and faces the same position
39	FR9	Go to the top right of the grid and try turning south east	go to the top right of the grid and try turning south east	should not be able to turn south east	The player moves to the top right of the grid and faces the same position
40	FR9	Go to the top right of the grid and try to turn south	go to the top right of the grid and try to turn south	should be able to turn south	The player moves to the top right of the grid and faces the south
41	FR9	Go to the top right of the grid and try to turn south west	go to the top right of the grid and try to turn south west	should be able to turn south west	The player moves to the top right of the grid and faces the south west
42	FR9	Go to the top right of the grid and try to turn west	go to the top right of the grid and try to turn west	should be able to turn west	The player moves to the top right of the grid and faces the west
43	FR9	Go to the top right of the grid and try to turn north west	go to the top right of the grid and try to turn north west	should not be able to turn north west	The player moves to the top right of the grid and faces the same position
44	FR9	Go to top left of the grid and try to turn north	go to the top left of the grid	should not be able to turn north	The player moves to the top left of the grid and faces the same position

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45	FR9	Go to the top left of the grid and try to turn north, east	go to the top left of the grid and try to turn north, east	should not be able to turn north east	The player moves to the top left of the grid and faces the same position
46	FR9	Go to the top left of the grid and try to move east	go to the top left of the grid and try to move east	should be able to turn east	The player moves to the top left of the grid and turns to face east
47	FR9	Go to the top left of the grid and try turning south east	go to the top left of the grid and try turning south east	should be able to turn south east	The player moves to the top left of the grid and turns to face south east
48	FR9	Go to the top left of the grid and try to turn south	go to the top left of the grid and try to turn south	should be able to turn south	The player moves to the top left of the grid and turns to face south
49	FR9	Go to the top left of the grid and try to turn south west	go to the top left of the grid and try to turn south west	should not be able to turn south west	The player moves to the top left of the grid and faces the same position
50	FR9	Go to the top left of the grid and try to turn west	go to the top left of the grid and try to turn west	should not be able to turn west	The player moves to the top left of the grid and faces the same position
51	FR9	Go to the top left of the grid and try to turn north west	go to the top left of the grid and try to turn north west	should not be able to turn north west	The player moves to the top left of the grid and faces the same position
52	FR9	Go to the bottom right of the grid and try to turn north	go to the bottom right of the grid	should be able to turn north	The player moves to the bottom right of the grid and turns to face north
53	FR9	Go to the bottom right of the grid and try to turn north, east	go to the bottom right of the grid and try to turn north, east	should not be able to turn north east	The player moves to the bottom right of the grid and faces the same position

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54	FR9	Go to the bottom right of the grid and try to move east	go to the bottom right of the grid and try to move east	should not be able to turn east	The player moves to the bottom right of the grid and faces the same position
55	FR9	Go to the bottom right of the grid and try turning south east	go to the bottom right of the grid and try turning south east	should not be able to turn south east	The player moves to the bottom right of the grid and faces the same position
56	FR9	Go to the bottom right of the grid and try to turn south	go to the bottom right of the grid and try to turn south	should not be able to turn south	The player moves to the bottom right of the grid and faces the same position
57	FR9	Go to the bottom right of the grid and try to turn south west	go to the bottom right of the grid and try to turn south west	should not be able to turn south west	The player moves to the bottom right of the grid and faces the same position
58	FR9	Go to the bottom right of the grid and try to turn west	go to the bottom right of the grid and try to turn west	should be able to turn west	The player moves to the bottom right of the grid and turns to face west
59	FR9	Go to the bottom right of the grid and try to turn north west	go to the bottom right of the grid and try to turn north west	should be able to turn north west	The player moves to the bottom right of the grid and turns to face north west
60	FR9	Go to bottom left of the grid and try to turn north	go to the bottom left of the grid	should be able to turn north	The player moves to the bottom left of the grid and turns to face north
61	FR9	Go to the bottom left of the grid and try to turn north, east	go to the bottom left of the grid and try to turn north, east	should be able to turn north east	The player moves to the bottom left of the grid and turns to face north east
62	FR9	Go to the bottom left of the grid and try to move east	go to the bottom left of the grid and try to move east	should be able to turn east	The player moves to the bottom left of the grid and

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					turns to face east
63	FR9	Go to the bottom left of the grid and try turning south east	go to the bottom left of the grid and try turning south east	should not be able to turn south east	The player moves to the bottom left of the grid and faces the same position
64	FR9	Go to the bottom left of the grid and try to turn south	go to the bottom left of the grid and try to turn south	should not be able to turn south	The player moves to the bottom left of the grid and faces the same position
65	FR9	Go to the bottom left of the grid and try to turn south west	go to the bottom left of the grid and try to turn south west	should not be able to turn south west	The player moves to the bottom left of the grid and faces the same position
66	FR9	Go to the bottom left of the grid and try to turn west	go to the bottom left of the grid and try to turn west	should not be able to turn west	The player moves to the bottom left of the grid and faces the same position
67	FR9	Go to the bottom left of the grid and try to turn north west	go to the bottom left of the grid and try to turn north west	should not be able to turn north west	The player moves to the bottom left of the grid and faces the same position
68	FR9	Go to Anchor Bay and try to turn into Anchor Bay	Go to Anchor Bay and try to turn into Anchor Bay	Should not be able to turn Anchor Bay	The player moves to the bottom left of the grid and faces the same position
69	FR10	At the beginning all trading ports sum of treasure value should be 8.	Check all ports information.	All trading ports' treasures' value should be 8.	The value of trading ports are equal 8 on start up
70	FR10	At the beginning all trading ports must have 2 crew cards each.	Check all ports information.	All trading ports should have 2 crew cards.	The trading contain 2 crew cards on start up
71	F11	Check if all move spaces are highlighted.	The user makes a move.	All squares were the player can move are highlighted and clickable.	The GUI shows highlighted squares were the player can move

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72	F11	Check if the ship has moved after first square has been selected.	Users inputs the first highlighted square.	The ship moves to the first square.	The user's position is moved to the selected highlighted square
73	F11	Check if the ship has moved after the maximum highlighted square it can move has been selected.	Users inputs the maximum highlighted square.	The ship moves to the maximum square.	The user's position is moved to the selected highlighted square
74	F11	Check if the ship has moved after the square that is one more than the maximum highlighted square has been selected.	Users inputs the square that is one more than the maximum highlighted square.	An error is thrown and the ship cannot move.	The user's position is not changed and a error is thrown
75	F11	Check if the ship has moved after 20,20 has been selected when the player is at 1,2.	Users inputs the square at 20,20.	An error is thrown and the ship cannot move.	The user's position is not changed and a error is thrown
76	F11	Check if an attack commences when the player selects a square with another player sitting on it.	User inputs a position for the ship to move to that contains another ship.	An attack commences.	A pop up showing the battle has commenced
77	F11	Check if the ship can turn North.	User inputs that the ship turns North.	The ship turns North.	The user turns to face north
78	F11	Check if the ship can turn North East.	User inputs that the ship turns North East.	The ship turns North East.	The user turns to face North East
79	F11	Check if the ship can turn East.	User inputs that the ship turns East.	The ship turns East.	The user turns to face East
80	F11	Check if the ship can turn South East.	User inputs that the ship turns South East.	The ship turns South East.	The user turns to face South East
81	F11	Check if the ship can turn South.	User inputs that the ship turns South.	The ship turns South.	The user turns to face South
82	F11	Check if the ship can turn South West.	User inputs that the ship turns South West.	The ship turns South West.	The user turns to face South West

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83	F11	Check if the ship can turn West.	User inputs that the ship turns West.	The ship turns West.	The user turns to face West
84	F11	Check if the ship can turn North West.	User inputs that the ship turns North West.	The ship turns North West.	The user turns to face North West
85	F11	Check that after a player has moved, they can turn their ship.	User makes a move.	The player can turn after movement.	The user has the option to turn
86	F11	Check that when the player moves to a port, the ports functionality runs.	The user moves to a port.	The port functionality runs.	A pop up is shown for the port
87	F11	Check that when the player moves to treasure island, the treasure island functionality runs.	The user moves to Treasure Island.	The Treasure Island functionality runs.	A pop up is shown for Treasure Island
88	F11	Check that when the player is on the Left edge of the board, they can't turn towards edge.	The user tries to turn towards the Left edge.	The user cannot turn towards the Left edge.	The user faces the same position
89	F11	Check that when the player is on the Right edge of the board, they can't turn towards edge.	The user tries to turn towards the Right edge.	The user cannot turn towards the Right edge.	The user faces the same position
90	F11	Check that when the player is on the Top edge of the board, they can't turn towards edge.	The user tries to turn towards the Top edge.	The user cannot turn towards the Top edge.	The user faces the same position
91	F11	Check that when the player is on the Bottom edge of the board, they can't turn towards edge	The user tries to turn towards the Bottom edge	The user cannot turn towards the Bottom edge	The user faces the same position
92	F11	Check that when a player moves through another player's ship, the player that has been moved through chooses	The second player chooses to attack the first player	An attack commences	A pop up is shown if the second user wants to attack the first user, which is accepted and

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		to attack			then a battle pop up is shown
93	F11	Check that when a player moves through another player's ship the, the player that has been moved through chooses not to attack	The second player chooses not to attack the first player	The first user moves to the highlighted square he selected	A pop up is shown if the second user wants to attack the first user, which is declined and then the first user moves to the position selected
94	F11	Check that when a player tries to attack another player in port, they cannot attack	The first player tries to attack the second when the second player is in a port	An attack should not commence	No attack pop up is shown
95	F11	Check that when a player tries to attack another player in Treasure Island they cannot attack	The first player tries to attack the second when the second player is on Treasure Island	An attack should not commence	No attack pop up is shown
96	F11	Check if the ship can turn in a port	The user tries to turn in the port	The ship should not be able to turn	The user faces the same position
97	F11	Check if the ship can move through an island	The user tries to move through an Island	The ship should not be able to move through the island	The user stays in the same position
98	F11	Check that the player that is assigned London goes first	The user is assigned London	The user with London goes first	The player that is assigned London has the option to move first
99	F11	Check that the user cannot move off the Left edge	The user tries to move off the Left Edge	The user cannot move off the Left edge	The player stays in the same position
100	F11	Check that the user cannot move off the Right edge	The user tries to move off the Right Edge	The user cannot move off the Right edge	The player stays in the same position
101	F11	Check that the user cannot move off the Top edge	The user tries to move off the Top Edge	The user cannot move off the Top edge	The player stays in the same position
102	F11	Check that the user cannot move off the Bottom edge	The user tries to move off the Bottom Edge	The user cannot move off the Bottom edge	The player stays in the same position

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103	F11	Check that when the user turns at 20,1 the user cannot turn into the corner	The user tries to turn at 20,1	The user is unable to turn towards the corner	The player faces the same position
104	F12	Check if the battle compares cards and a winner and loser is decided	The first user enters battle with the second user when the first user has a higher value crew cards	The first user wins	A pop up is shown stating that the first user has won
105	F12	Check that the loser treasure is given to winner	The loser has two treasure and the winner is carrying no treasure	The loser's treasure is given to the winner	A pop up is shown and the treasure from the loser's hold is given to the winner
106	F12	Check that the loser treasure is sent to Treasure Island	Winner has full treasure	The loser's treasure is return to Treasure Island	The treasure from the loser's hold is returned to treasure Island
107	F12	Check that the one of the loser's 2 treasure goes to Treasure Island	The Winner has one treasure in the hold, and the loser has 2 treasure	The winner takes one treasure, and the loser's other treasure is sent to Treasure Island	A pop up is shown and one treasure is taken from the loser's hold by the winner
108	F12	Check that the loser's two lowest value cards are given to the winner	Loser has no treasure	The loser's two lowest cards are given to the winner	A pop up is shown and the loser's lowest cards are given to the winner
109	F12	Check that the loser's lowest value card is given to the winner	Loser has no treasure and only one crew card	The loser's lowest card is given to the winner	A pop up is shown and the loser's lowest card are given to the winner
110	F12	Check that the loser moves to the first highlighted square after losing	The loser selects the first square that is highlighted	The loser moves the first square after losing the battle	The loser moves to the selected highlighted square
111	F12	Check if the loser has moved after	The loser inputs the maximum	The ship moves to the maximum	The loser moves to the

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		the maximum highlighted square it can move has been selected after loser has lost	highlighted square	square	selected highlighted square
112	F12	Check if the loser has moved after the square that is one more than the maximum highlighted square has after loser has lost	The loser inputs the square that is one more than the maximum highlighted square	An error is thrown and the ship cannot move	The loser stays in position
113	F12	Check if the loser has moved after 20,20 has been selected when the player is at 1,2	The loser inputs the square at 20,20	An error is thrown and the ship cannot move	The loser stays in position
114	F12	Check that after the loser has moved a square, the loser can turn the ship	The loser moves one square and then turns	The loser moves then turns	The loser moves the highlighted square and then turns
115	F12	Check that when there is a draw the ship that attack moves	The user that attacked moves away from the ship and no treasure is given	The user that attacks makes a legal move away	The user that attacks moves to the selected highlighted square and loses no treasure
116	FR13	Check if a player ends their turn adjacent to Treasure Island they get a card from the chance card deck	End turn by Treasure Island	The user should receive the chance card at the top of the deck.	A pop up is shown that the user has drawn a chance card
117	FR13	Check that when chance card 1 is drawn and the user is North of Treasure Island, and that the card is played	The user picks up chance card 1 from the chance deck and is North of Treasure Island	The user is moved 5 squares North away from Treasure Island	The user changes position to 5 squares North
118	FR13	Check that when chance card 1 is drawn and the user is North East of Treasure	The user picks up chance card 1 from the chance deck and is North	The user is moved 5 squares North East away from Treasure Island	The user changes position to 5 squares North East

		Island, and that the card is played	East of Treasure Island		
119	FR13	Check that when chance card 1 is drawn and the user is East of Treasure Island, and that the card is played	The user picks up chance card 1 from the chance deck and is East of Treasure Island	The user is moved 5 squares East away from Treasure Island	The user changes position to 5 squares East
120	FR13	Check that when chance card 1 is drawn and the user is South East of Treasure Island, and that the card is played	The user picks up chance card 1 from the chance deck and is South East of Treasure Island	The user is moved 5 squares South East away from Treasure Island	The user changes position to 5 squares South East
121	FR13	Check that when chance card 1 is drawn and the user is South of Treasure Island, and that the card is played	The user picks up chance card 1 from the chance deck and is South of Treasure Island	The user is moved 5 squares South away from Treasure Island	The user changes position to 5 squares South
122	FR13	Check that when chance card 1 is drawn and the user is South West of Treasure Island, and that the card is played	The user picks up chance card 1 from the chance deck and is South West of Treasure Island	The user is moved 5 squares South West away from Treasure Island	The user changes position to 5 squares South West
123	FR13	Check that when chance card 1 is drawn and the user is North West of Treasure Island, and that the card is played	The user picks up chance card 1 from the chance deck and is West of Treasure Island	The user is moved 5 squares West away from Treasure Island	The user changes position to 5 squares West
124	FR13	Check that chance card 1 is drawn and the user is North West of Treasure Island, and that the card is played	The user picks up chance card 1 from the chance deck and is North West of Treasure Island	The user is moved 5 squares North West away from Treasure Island	The user changes position to 5 squares North West
125	FR13	Check that chance card 2 is drawn, and that the card is played	The user picks up chance card 2 from the chance deck	The user chooses another user to give them 3 crew cards	The user selects another player and is given 3 crew cards
126	FR13	Check that chance card 7 is drawn and there	The user picks up chance card 7 from the	The user that is closest to the user that has the chance	The least valuable treasure is

			chance deck and one other user that has an empty hold is nearby	card is given the user with the chance card's least valuable treasure	removed from the user with the chance cards' hold and given to the user that is closest
		is only one ship nearby, and that the card is played			
127	FR13	Check that chance card 7 is drawn and there are two ships at equal distance nearby, and that the card is played	The user picks up chance card 7 from the chance deck and two other users are an equal distance from the user that has the chance card	Nothing happens	Nothing happens
128	FR13	Check that chance card 7 is drawn, there is only one ship nearby and the user has no treasure, and that the card is played	The user picks up chance card 7 from the chance deck, one other user is nearby and the user has no treasure	The user that is closest to the user that has the chance card is given the 2 crew cards from user with the chance card	2 crew cards from the user that has the chance card is given to the user that is closest
129	FR13	Check that chance card 7 is drawn, there is only one ship nearby and the user has no treasure and 1 crew card, and that the card is played	The user picks up chance card 7 from the chance deck, one other user is nearby and the user has no treasure and 1 crew card	The user that is closest to the user that has the chance card is given the 1 crew cards from user with the chance card	The 1 crew card from the user that has the chance card is given to the user that is closest
130	FR13	Check that chance card 9 is drawn, and that the card is played	The user picks up chance card 9 from the chance deck	The user's most valuable treasure is sent to flat island	The user's most valuable treasure is removed from his hold and sent to flat Island
131	FR13	Check that chance card 9 is drawn, and that the card is played	The user picks up chance card 9 from the chance deck	The user's most valuable crew card is sent to flat island	The user's most valuable crew card is removed from his crew and sent to flat Island
132	FR13	Check that chance card 10 is	The user picks up chance card	The user's most valuable crew card	The user's most valuable

		drawn, and that the card is played	10 from the chance deck	is returned to the crew card pack	crew card is removed from his crew and added to the crew card deck
133	FR13	Check that chance card 12 is drawn and the user has no treasure, and that the card is played	The user picks up chance card 12 from the chance deck	The user takes treasure that is equal to 4	The user adds treasure that equal 4 to their hold
134	FR13	Check that chance card 12 is drawn and the user has full treasure, and that the card is played	The user picks up chance card 12 from the chance deck	The user takes 2 crew cards from the deck	The user adds 2 crew cards to their crew
135	FR13	Check that chance card 18 is drawn and the player has a crew less than/equal to 7, and that the card is played	The user picks up chance card 18 from the chance deck, has an empty hold and crew value of less than/or more than 7	The user takes treasure that is equal to 4 and 2 crew cards	The user adds treasure equal to 4 and 2 crew cards
136	FR13	Check that chance card 18 is drawn the player has a crew more than 7, and that the card is played	The user picks up chance card 18 from the chance deck, has an empty hold and crew value of more than 7	The user takes treasure that is equal to 4	The use adds treasure equal to 4 to his hold
137	FR13	Check that chance card 18 is drawn and the player has a crew less than/equal to 7 and a full hold, and that the card is played	The user picks up chance card 18 from the chance deck and has a full hold and crew value of less than/ equal to 7	The user takes 2 crew cards	The user adds 2 crew cards to his crew
138	FR13	Check that chance card 18 is drawn and the player has a crew more than 7 and a full hold, and that the card is	The user picks up chance card 18 from the chance deck and has a full hold and crew value of more	Nothing happens	Nothing happens

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		played	than 7		
139	FR13	Check that chance card 19 is drawn, and that the card is played	The user picks up chance card 19 from the chance deck	The user returns all of his crew cards to the bottom of the crew deck and adds the same amount of crew cards that he deposited to his hand	The user returns all of his crew cards and gains the same number of cards from the crew deck
140	FR13	Check that chance card 20 is drawn and there is no user near Treasure Island, and that the card is played	The user picks up chance card 20 from the chance deck	The user places two of their lowest crew cards onto Treasure Island	The users two lowest value crew cards are place on Treasure Island
141	FR13	Check that chance card 20 is drawn and there is one user near Treasure Island, and that the card is played	The user picks up chance card 20 from the chance deck and there is one player near Treasure Island	The program randomly chooses 2 cards from each user to exchange	The user that picked up the chance card and the closest anchored user swap 2 random crew cards
142	FR13	Check that chance card 20 is drawn and there is more than one user near Treasure Island, and that the card is played	The user picks up chance card 20 from the chance deck and there is more than one player near Treasure Island and chooses another player to swap with	The program randomly chooses 2 cards from the user who has the chance card and the user he chose to exchange	The user chooses another user to swap and then swap 2 random crew cards
143	FR13	Check that chance card 22 is drawn and the user has a crew value equal/greater than 7, and that the card is played	The user picks up chance card 22 from the chance deck	The user chooses their extra crew cards to be returned to the deck	The user chooses the extra crew cards that then return to Treasure Island
144	FR13	Check that chance card 22 is drawn and the user has a crew less than 7, and that card is played	The user picks up chance card 22 from the chance deck and has a crew less than 7	Nothing happens	The user has less than 7 crew, therefore the user is unaffected

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	FR13	Check that chance card 22 is drawn and the user has a crew greater than/equal to 7, the card not played	The user picks up chance card 22 from the chance deck and has a crew greater than 7 and he chooses the surplus crew cards to be buried	The surplus crew cards are buried at pirate island.	The user chooses the surplus cards that are removed from his crew and are buried at Pirate Island
145	FR13	Check that chance card 24 is drawn, and that the card is played	The user picks up chance card 24 from the chance deck	The user holds the card	The card is added to the user's hand
146	FR13	Check that when the user has chance card 24 and enters a port and has an empty hold	The user holds chance card 24 and enters a port an empty hold	The user can trade the chance card for treasure up to a value of 4	The card is removed from his hand and treasure up to a value of 4 is added to the hold
147	FR13	Check that when the user has chance card 24 and enters a port and has a full hold	The user holds chance card 24 and enters a port with a full hold	Nothing Happens	The card is kept in the player's hand
148	FR13	Check that when the user has chance card 24 and enters their home port	The user holds chance card 24 and enters their home port	Nothing happens	The card stays in his hand
149	FR14	End turn by flat island with no treasure and see if you receive all the possible treasure you can fit on your ship	End turn by flat island with an empty cargo	If the user does end their turn next to flat island they will be rewarded all of the treasures that are on the island, if they can carry them on their ship.	Treasure is added from Flat Island to the user's hold
150	FR14	End turn by flat island and see if you receive all the possible cards you can fit on your ship	End turn by flat island	If the user does end their turn next to flat island they will be rewarded all of the cards that are on the island, if they can carry them on their ship.	Crew cards are added from Flat Island to your

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151	FR14	End turn by flat island with one treasure and see if you receive all the possible you can fit on your ship	End turn by flat island with one treasure	If the user does end their turn next to flat island they will be rewarded all one treasure	The user one treasure is added to the user's hold
152	FR14	Check what happens if a user leaves their ship next to flat island at the end of their turn with no more room in their ship.	End turn by flat island with a full cargo	They will not gain any treasures as they do not have the sufficient room in their ship to hold any of it also the treasures will remain on the island until someone is able to carry them. The user is given the cards on flat island	The user receives no treasure
153	FR15	Check that when a player arrives at their home port that their treasure is unloaded and that they receive their points from the treasure.	Player arrives at home port with two treasure	When the user arrives at their port that the treasure will be taken from their ship and they will be given the points equal to the treasure.	The user returns to their home port and the score is updated
154	FR15	Check if they are able to trade crew members for treasure even if they don't have room on their ship	The user enters a port with full crew and treasure	They shouldn't be allowed to trade with the port	A pop up is shown stating that they can't trade
155	FR16	Check that the user can enter anchor bay with chance card 25	The user enters anchor bay with chance card 25	The user enters anchor bay and can trade for treasure	A pop up is shown stating they can trade
156	FR16	Check that the user can enter anchor bay with chance card 26	The user enters anchor bay with chance card 26	The user enters anchor bay and can trade for treasure	The user enters anchor bay
157	FR16	Check that when entering anchor bay without the card	The user tries to enter anchor bay without cards 25 or 26	The code should see that the user does not have the required card and nothing should happen	The user does not enter anchor bay
158	FR17	Check that when the user has	The user collects enough	The moment a user reaches 20 points,	The user's score equals

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		acquired 20 points, he is declared the winner	treasure to equal 20	they should be declared winner.	20 and a pop up is shown stating the user's victory
159	FR17	Check that when the user has 19 points and then bring a treasure with value of 2 or more to see if the user is still declared winner after passing 20 points	The user has collected 19 points in treasure and deposits treasure with a value of 2 or more	The moment a user reaches or goes past 20 points, they should be declared winner.	The user's score is greater than 20 and a pop up is shown stating the user's victory
160	FR17	Check that when a user wins the game is there some kind of congratulations animation to show that the user has won the game.	The user collects enough treasure to equal 20	When a user wins the game a winning animation should be displayed.	A pop up is shown stating victory

3 Document History

Version	Changes	Changed by
0.1	Initial creation Added tests	Deo4
0.2	Added tests	Lie4
0.3	Added tests	Gmm11
0.4	Added tests	Deo4
1.0	Added introduction	Deo4
1.1	Final checking and changes	Wgf

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