FR7, FR8, FR9 tests

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# Introduction

Document for functional requirements FR7, FR8, FR9.

## Purpose of this Document

This document is to describe the system tests to be followed when making the Test Report.

## Scope

This document specifies the system tests for FR7, FR8 and FR9.

## Objectives

The objective of this document is to define the system tests for FR7, FR8, FR9.

# BODY OF DOCUMENT

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Ref | Req being tested | Test Content | Input | Output | Pass Criteria |
| SE-F-??? | FR7 | Check that the cards at each port are accurate. | Start the game (after FR10) | Each of the ports should have 2 cards. | The game has properly stored 2 cards and their values in each port. |
| SE-F-??? | FR7 | Check that the treasures at each port are accurate. | Start the game (after FR10) | Each of the ports should have some treasure. | The game has properly stored pieces of treasure and their values in each port. |
| SE-F-??? | FR7 | Check that each of four ports has stored one player, and two ports haven't. | Start the game (after FR10) | Each of the four randomized ports should have one player assigned. | The game has properly stored one player in each of four randomized ports while two of them have no player. |
| SE-F-??? | FR8 | Check that flat island can store cards accurately. | Play the game until cards are stored in flat island. | The cards should now be stored in flat island. | The game has properly stored the cards and their values in flat island. |
| SE-F-??? | FR8 | Check that flat island can store treasure accurately. | Play the game until treasure pieces are stored in flat islands. | The treasure should now be stored in flat island. | The game has properly stored the pieces of treasure and their values in flat island. |
| SE-F-??? | FR9 | Check that the 20x20 board is displayed properly. | Start the game (after FR2) | The game should display a numbered 20x20 square board. | The game displays a 20x20 square board, with the columns being numbered from 1 to 20 from left to right and the files numbered from 1 to 20 upwards. |
| SE-F-??? | FR9 | Check that all the features in the board (ports, islands...) are displayed properly. | Start the game (after FR2) | The game should display all the features on the board properly. | The game displays:  Port of Venice at (1,7)  Port of London at (1,14)  Port of Cadiz at (14,20)  Port of Amsterdam at (20, 14)  Port of Marseilles at (20,7)  Port of Genoa at (7,1)  Mud Bay at (1,1)  Anchor Bay at (20,1)  Cliff Creek at (20,20)  Flat Island as a rectangle with corners (2,16) and (4,19)  Pirate Island as a rectangle with corners (17,2) and (19,5)  Treasure Island as a rectangle with corners (9,9) and (12,12)  And it is possible to tell which is which at a glance. |
| SE-F-??? | FR9 | Check that each ship is displayed properly on the board. | Start the game (after FR2) | The game should display all four ships, with position, rotation, player and port. | The game displays all four ships, each in a different square. Their position, rotation, player and port are visible on the board at a glance. |
| SE-F-??? | FR9 | Check that the info for each player is displayed properly. | Start the game (after FR2). If needed (depends on UI), follow the steps to display the info for each of the players. | The game should display all the info for each player in one place. | The game displays:  The total distance the player can move in a single turn.  The items of treasure in the player's ship.  The location and orientation of the player's ship.  The name of the player's Home Port.  Any Chance cards retained in the player's hand.  All in one place. |
| SE-F-??? | FR9 | Check that the info for each port is displayed properly. | Start the game (after FR2). If needed (depends on UI), follow the steps to display the info for each of the ports. | The game should display all the info for each port in one place. | The game displays:  The items of treasure in the port.  The number of cards at the port, and the value of each card.  The name of the player (if any) for whom it is the Home Port.  All in one place. |
| SE-F-??? | FR9 | Check that the info for flat island is displayed properly. | Start the game (after FR2). If needed (depends on UI), follow the steps to display the info for flat island. | The game should display all the info for flat island in one place. | The game displays:  The items of treasure at Flat Island.  The number of cards at Flat Island, and the value of each card.  All in one place. |

REFERENCES

DOCUMENT HISTORY

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