FR16, FR17 tests

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| Author: | Alvaro Fernandez [alf56] |
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Department of Computer Science

Aberystwyth University

Aberystwyth

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# Introduction

Document for functional requirements FR16, FR17.

## 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 FR16, FR17..

## Objectives

The objective of this document is to define the system tests for FR16, FR17..

# BODY OF DOCUMENT

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Ref | Req being tested | Test Content | Input | Output | Pass Criteria |
| SE-F-??? | FR16 | Check that nothing happens if you don't have Kidd's chart. | One of the players travels to anchor bay without any treasure or kidd's chart. | Nothing special should happen. | The player doesn't receive any treasure from treasure island and the turn ends normally. |
| SE-F-??? | FR16 | Check that the game gives two pieces of treasure in anchor bay when possible if you have Kidd's chart. | One of the players travels to anchor bay with Kidd's chart and no treasure. Treasure island must be full (right after starting the game). | The player should now have 7 points of treasure. | The player is given two pieces of treasure from treasure island adding up to 7 points and kidd's chart is returned. |
| SE-F-??? | FR16 | Check that the game gives one piece of treasure in anchor bay when possible if you have Kidd's chart. | One of the players travels to anchor bay with Kidd's chart and one piece of treasure. Treasure island must be full (right after starting the game). | The player should now have 7 points of treasure. | The player is given one piece of treasure from treasure island adding up to 7 points and kidd's chart is returned. |
| SE-F-??? | FR16 | Check that the game doesn't give treasure to a full ship. | One of the players travels to anchor bay with Kidd's chart and two pieces of treasure. Treasure island must be full (right after starting the game). | Nothing special should happen. | The player is given no treasure and Kidd's chart isn't returned. |
| SE-F-??? | FR16 | Check that the game doesn't give treasure if there isn't any in treasure island. | One of the players travels to anchor bay with Kidd's chart and no treasure. Treasure island must be empty. | Nothing special should happen. | The player is given no treasure and Kidd's chart isn't returned. |
| SE-F-??? | FR17 | Check that the game doesn't end with less than 20 treasure. | One of the players returns to their port with enough treasure to add up to 19 points with the treasure in the port. | The treasure should now be in the port but the game continues. | The game stores the treasure in the port and passes the turn to the next player. |
| SE-F-??? | FR17 | Check that the game ends with 20 treasure. | One of the players returns to their port with enough treasure to add up to exactly 20 points with the treasure in the port. | The game ends and that player wins. | The game ends, displays that the winner is this player and gives the players the choice of starting again or closing the game. |
| SE-F-??? | FR17 | Check that the game ends with over 20 treasure. | One of the players returns to their port with enough treasure to add up to 25 points with the treasure in the port. | The game ends and that player wins. | The game ends, displays that the winner is this player and gives the players the choice of starting again or closing the game. |
| SE-F-??? | FR17 | Check that the game returns to the beginning if the players choose to play again. | End the game, then click "play again". | The game should be restarted. | All the state of the game (treasure storages, chance cards, ship positions and rotations...) is reset and the game starts again with the same names. (Randomize ports again?) |

REFERENCES

DOCUMENT HISTORY

| *Version* | *Issue No.* | *Date* | *Changes made to document* | *Changed by* |
| --- | --- | --- | --- | --- |
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