

Requirement ID	Requirement	Verified By
1A	<u>Start a new game of Card Farkle</u>	
1B	To begin a new game of Card Farkle the first step is to Display the startup welcome screen that will ask the user how many players are playing in this game.	Test Case 1 Step 1
1C	Empty running sums will be created for every player, the decks of cards are then initialized and shuffled, and the main game screen is displayed after the user starts the game.	Test Case 1 Step 2
2A	<u>Player takes turn</u>	
2B	The player's turn begins as eight random cards are drawn from the deck and displayed to the user.	Test Case 1 Step 2
2C	The displayed cards are first checked that there is a scorable option, if not, it is a farkle and any points that the user had summed up in their turn is discarded and the turn moves to the next player;	Test Case 1 Step 3
2D	otherwise, the user is hinted with possible scoring options that they can choose.	Test Case 2 Step 3
2E	Once the user selects the scoring options, they may choose to bank their score and end their turn,	Test Case 2 Step 4
2F	or they can choose to draw new cards from the deck equal to the number of cards not held for scoring.	Test Case 3 Step 4
3A	<u>Score hand of player</u>	
3B	If the player chooses to bank their points, the game checks if it is the user's first points added to the board, if it is then the sum must be greater or equal to 500 points,	Test Case 2 Step 5

3C	otherwise the user must keep playing until the minimum first point threshold is reached.	Test Case 3 Step 5
3D	When the points banked, the score is added to the player's running sum, and the turn moves to the next player.	Test Case 2 Step 5
3E	Next to the panel displaying the cards in play, there is a scoreboard showing the up-to-date totaled scores for each player, as well as whose turn it currently is.	Test Case 2 Step 5
5A	<u>Switch to next player's turn</u>	
5B	as well as whose turn it currently is.	Test Case 2 Step 6
6A	<u>Finish a game</u>	
6B	After every player's turn the sums are checked against the winning point threshold of 10,000 points.	Test Case 2 Step 7
6C	The player that first crosses this threshold is tentatively elected the victor, as all players besides the player that crossed the point threshold get one more turn to try and upset the victor.	Test Case 2 Step 8
6D	The final scoreboard is then displayed and a message prompts the user to either play again, or to quit the game.	Test Case 2 Step 8

**Test Case 1:**

1. Starting a new game and enter amount of players in game
2. Start hand for a single user
3. Play hand to where there is no scorable option

**Test Case 2:**

1. Starting a new game and enter amount of players in game
2. Start hand for a single user
3. Play hand to where there is a scorable option
4. Select scorable option and bank score for that round (500+ points)
5. Bank a score that is 500+ points
6. Switch to next player

7. Play until a player reaches 10,000 points
8. Give other players one more turn to get to 10,000 points

**Test Case 3:**

1. Starting a new game and enter amount of players in game
2. Start hand for a single user
3. Play hand to where there is a scorable option
4. Select scorable option and redraw unchosen cards
5. Try to bank a score that is less than 500 points