

Jungle King Game - Test Case Document

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1. Introduction

This document outlines the test cases for the Jungle King game to verify correct functionality, including movement rules, capturing mechanics, special abilities, and win conditions.

2. Test Cases

2.1 Board Setup

Description	Expected Output	Status
Initialize the board with all pieces in their correct positions	Board displays correct initial setup	passed
Verify lake, and home base positions	Board correctly represents these tiles	passed

2.2 Piece Movements

Description	Input	Expected Output	Status
Move a normal piece one step	Move Dog from (5,1) to (5,2)	Dog moves successfully	passed
Attempt an invalid move	Move Elephant from (6,6) downwards "w" (7,6)	Move is rejected	passed
Move Rat into a lake	Move Rat from (0,6) to (1,5)	Rat moves successfully	passed

Move Tiger across a lake	Move Tiger from (1,2) across lake to (1,6)	Tiger jumps over the lake	passed
Move Lion into a lake with rat in between	Move Lion from (1,2) to (1,6) With rat on (1,3)	Move is rejected	passed
Move Leopard into lake	Move Leopard (4,2) right "d" (4,3) to lake	Move is rejected	passed

2.3 Capturing Mechanics

Description	Input	Expected Output	Status
Capture a weaker piece	Move Tiger onto Cat	Tiger captures Cat	passed
Attempt invalid capture (weaker attacking stronger)	Move Cat onto Tiger	Move is rejected	passed
Rat captures Elephant	Move Rat onto Elephant	Rat captures Elephant	passed
Elephant captures Rat	Move Elephant onto Rat	Move is rejected	passed

2.4 Win Condition

Description	Input	Expected Output	Status
Player wins by reaching opponent's home base	Move any piece to opponent's home base	Game announces winner	passed
Game continues if no win condition is met	Normal moves	Game proceeds as expected	passed