CRITERION B: DESIGN

Testing

Test Type	Nature of Test	Way to Test
Check buttons on start menu	Make sure the buttons do what they are intended to do	Try pressing the start game button
Check that 2-4 players can play	Check that different numbers of players can be selected	Try starting the game with 3 players
Rules can be opened	Assure that the rules buttons open the rules page that can be viewed while playing the game	Try pressing the rules button while playing the game
Users can input actions for their turn	Make sure the all of the user input areas work and that the user can complete all of their actions using them.	Try moving troops for a turn action
Program prohibits actions that violate rules	Check the program and assure that none of the actions that a player can select violate any of the rules	Make sure you can only move to adjacent regions
Program automatically completes tasks that do not require input	After accepting user input assure that all other tasks	Test that resources are automatically collected
Player can when the game	Assure that a player wins the game when all of the other players have been eliminated	Eliminate all but one of the players

GUI Mockups

Kingdoms and Knights

Start Game

Players: 3 ⬆⬇

Rules

GUI Element 1: Start menu

Will display the action/ action choices the current player has

Player __ (actiion to complete)

Player ___ recources
-wood
-wheat
-ore

Will display the number of resources the current player has

Board with regions that is used in the physical board game

Cost refrence

- knight
-village
-castle

Will have the cost of units from the board game

rules
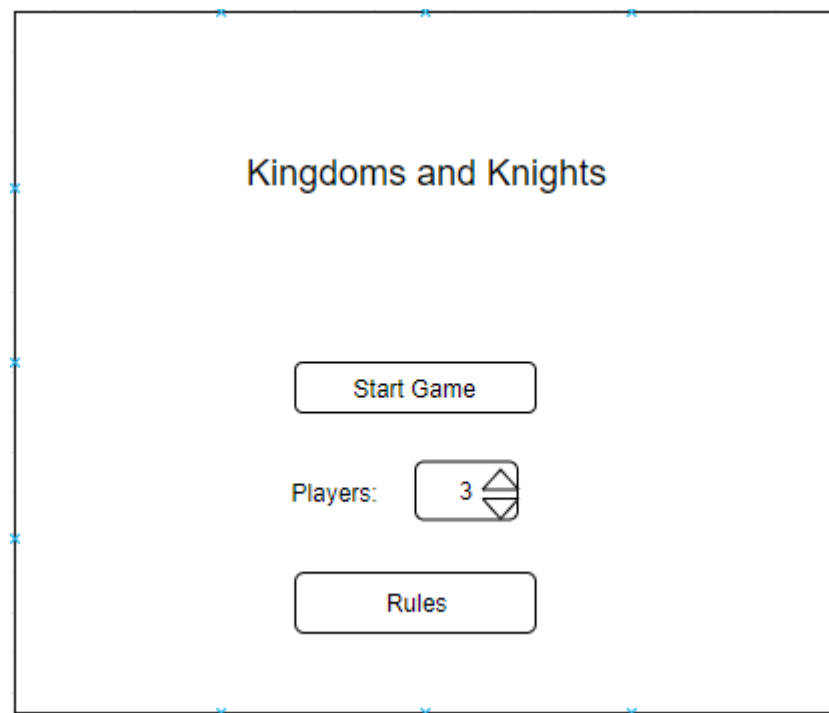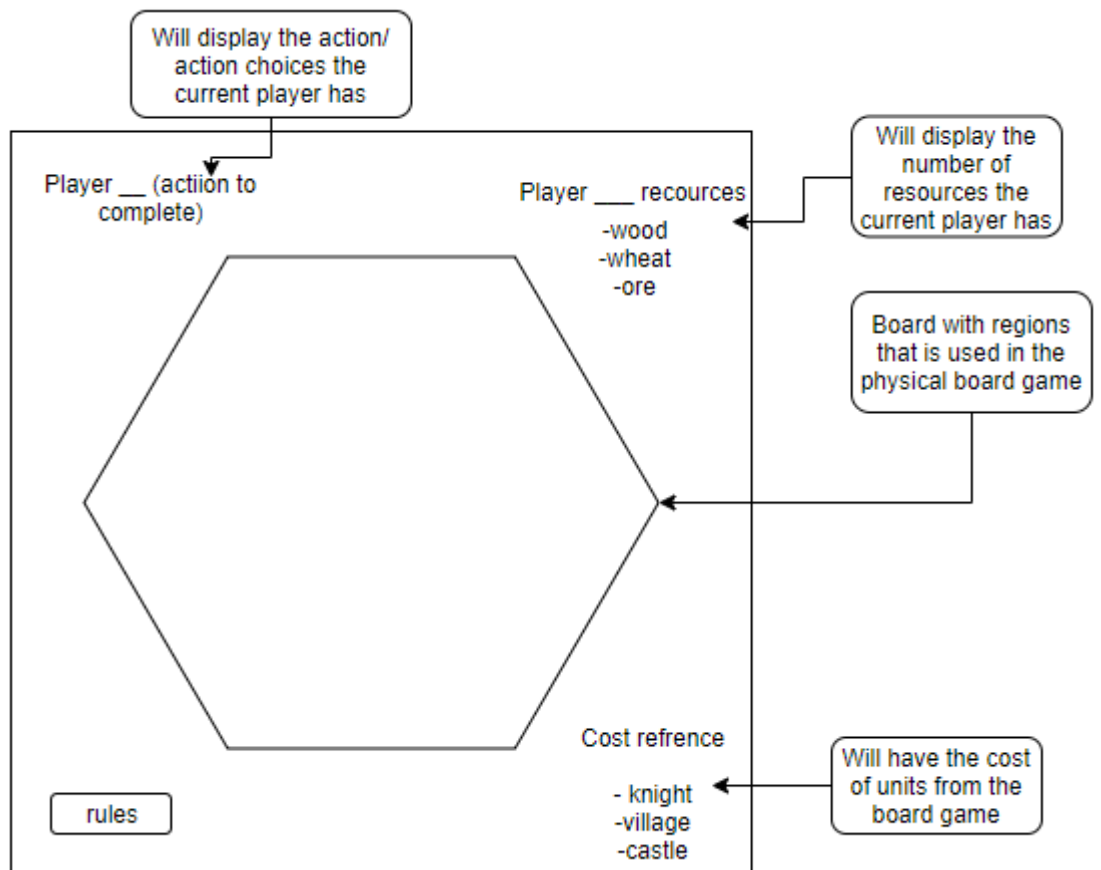
GUI Element 2: Game Board

Flow Chart

(once game has started)

Start (Game play has started)

If more than one player remains

- no
- yes → User selects action

If selected action is move troops
- yes → complete move turn actions
- no

If selected action is train troops
- yes → complete train turn actions
- no

If selected action is build structures
- yes → complete build turn actions
- no

advance turn

Stop