Test case 1:

1. Start the game
2. Enter any number of players, at least 2
3. Verify that you see player one’s build phase board
4. Verify the player has a full hand
5. Play until prompted to build a rocket part
6. Pick a rocket part, and play as normal
7. Keep playing and building parts for each player until the build phase ends
8. Verify each person has used all their turns
9. Enter the space phase
10. Play space phase for each player
11. Verify each player has run out of fuel before their turn is over
12. Verify that the scoreboard is showing the player with the most advanced rocket is furthest on the scoreboard
13. Verify the scoreboard file has been updated to include the current leader
14. When prompted play again however you like
15. Once you finish the second game, end when asked to play again

Test case 2:

1. Enter build phase
2. When playing build phase, make sure each new part is added to the scoreboard.
3. Attempt to build a part that has already be constructed
4. Attempt to complete build phase with an uncomplete rocket, only keep fuel and crew members
5. Verify you have a distance of 0 when entering space phase

Test case 3:

1. Enter space phase
2. Verify every player at this stage has a complete rocket
3. Play through one player’s turn
4. Verify the player’s icon moves on the scoreboard
5. Verify the player’s icon stays put while others play
6. When done with space phase, verify the scoreboard file has been updated
7. Verify all users have finished turns

Test case 4:

1. Complete the game.
2. Verify the final scoreboard displays the rocket that flew the furthest as the winner
3. Verify all rockets are sorted according to distance, furthest on top of the scoreboard.
4. When exiting, make sure the scoreboard file has been updated with the new score and only the highest score from the current game.