

Acceptance Testing Log

Software Engineering Project (SEPR)

Team “EEP”

Richard Cosgrove, Yindi Dong, Alfio E. Fresta, Andy Grierson, Peter Lippitt, Stefan Kokov

Department of Computer Science
University of York

To cover the new requirements, new scenarios were written in order to test the acceptance of (1) Replaying a game, and (2) Modifying Connections. Due to us taking an agile development approach, we have chosen to test using scenarios rather than use cases. The benefit of these are that they take less time to develop and are easier to adapt and use to explain functionality to the customer.

(1) Sending a Train from Sofia and Copenhagen to complete a goal, and then replaying it.

Primary Actor: Charlie (Player)

Supporting Actor: Fred

Precondition: Charlie and Fred have both started a game, and are on their first turn.

Trigger: It is Charlie’s turn, who has been given a goal of “Send a train from Sofia to Copenhagen - 14 points”.

Main Success Scenario:

1. Charlie selects a train from the unplaced resources list, and places it in Sofia.
2. Charlie plans a route from Sofia to Copenhagen and then confirms the routing.
3. Several turns go by until finally the train arrives at Copenhagen successfully, with Charlie being rewarded 14 points.
4. Charlie decides to replay the game so far. He sets the replay speed slider to 2.0X speed, and presses the replay button.
5. The game is replayed at 2.0X speed, showing Charlie’s train begin and travel to Copenhagen, and Charlie being rewarded 14 points.

Secondary Success Scenario:

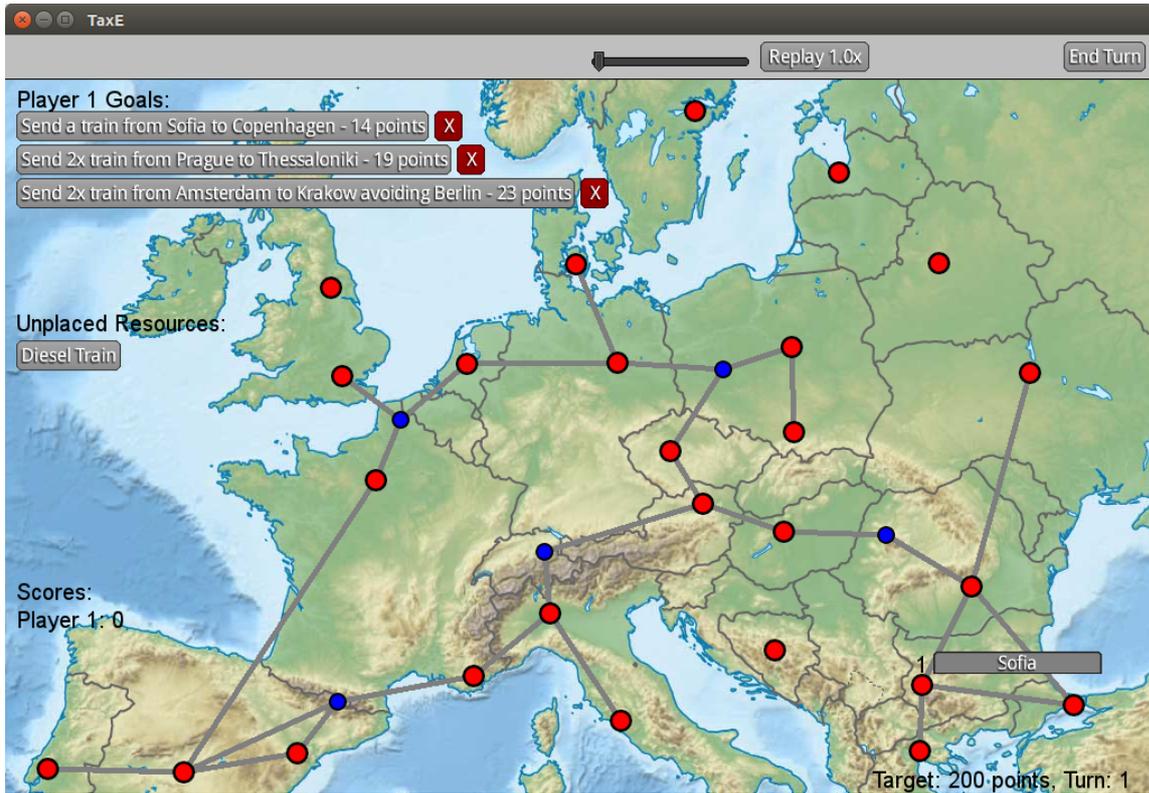
1. **Charlie sets replay speed to 5.0X** - The game will be replayed at five times the original speed.
2. **Charlie’s train is destroyed by an earthquake before it can reach Copenhagen** - The replay will show that Charlie’s train is destroyed before reaching Copenhagen, meaning Charlie gets no points.
3. **Charlie decides to remove his goal** - He presses the ‘X’ next to the goal and removes it. The replay will show that the goal no longer appears on his goal list for that turn.

Success Postcondition: The game will return to exactly the same state it was in before the replay button was pressed, and whoever’s turn it originally was can continue playing.

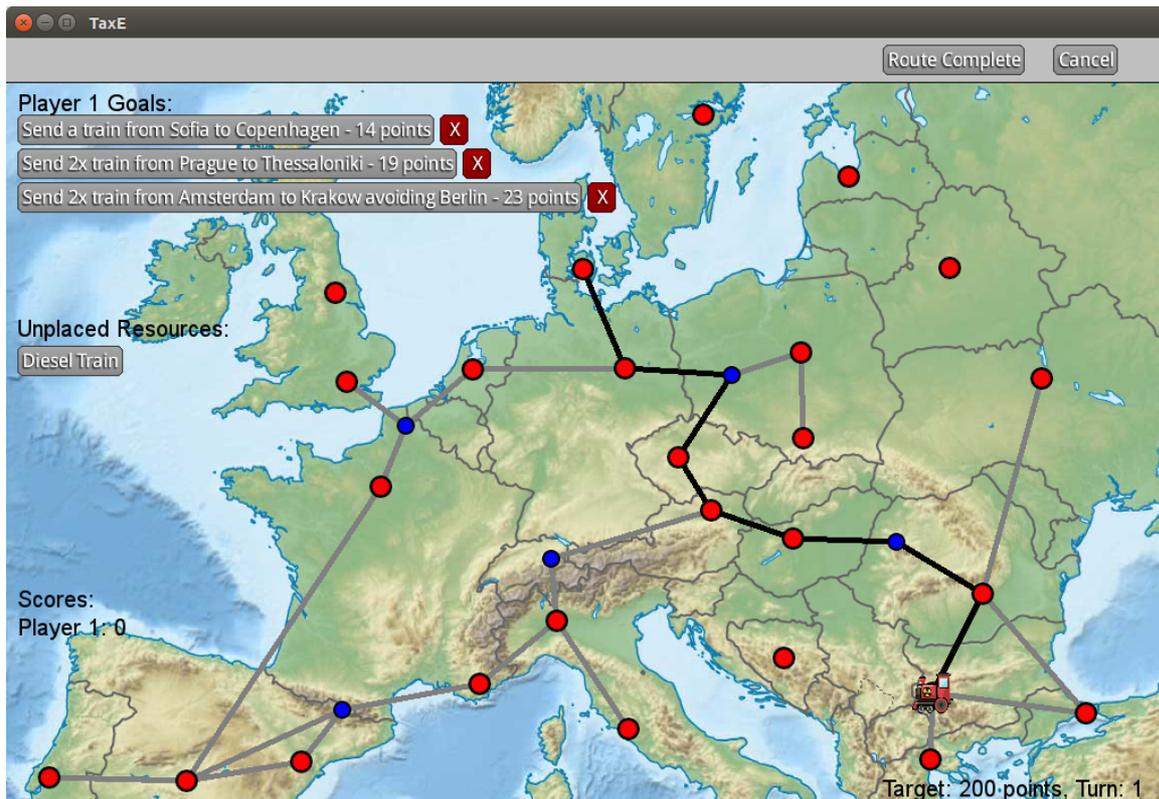
Acceptance Test #1

Testing Main Scenario

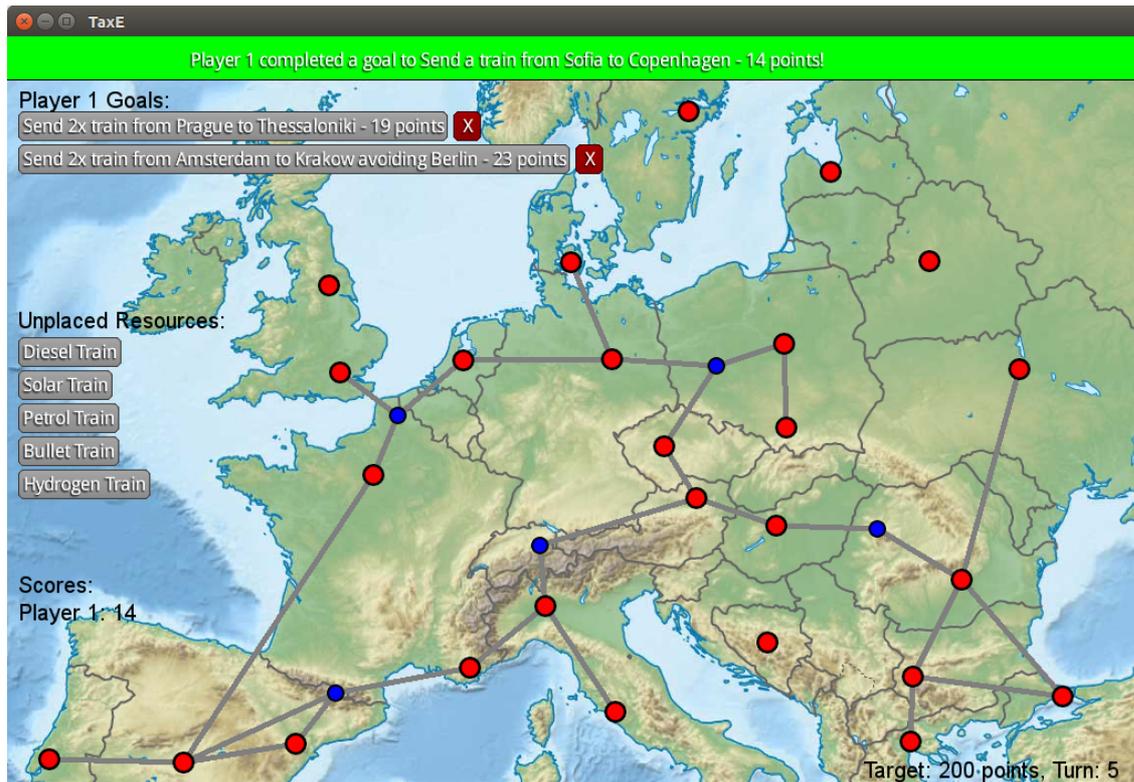
1. Charlie selects a train from the unplaced resources list, and places it in Sofia. **Pass**



2. Charlie plans a route from Sofia to Copenhagen and then confirms the routing. **Pass**



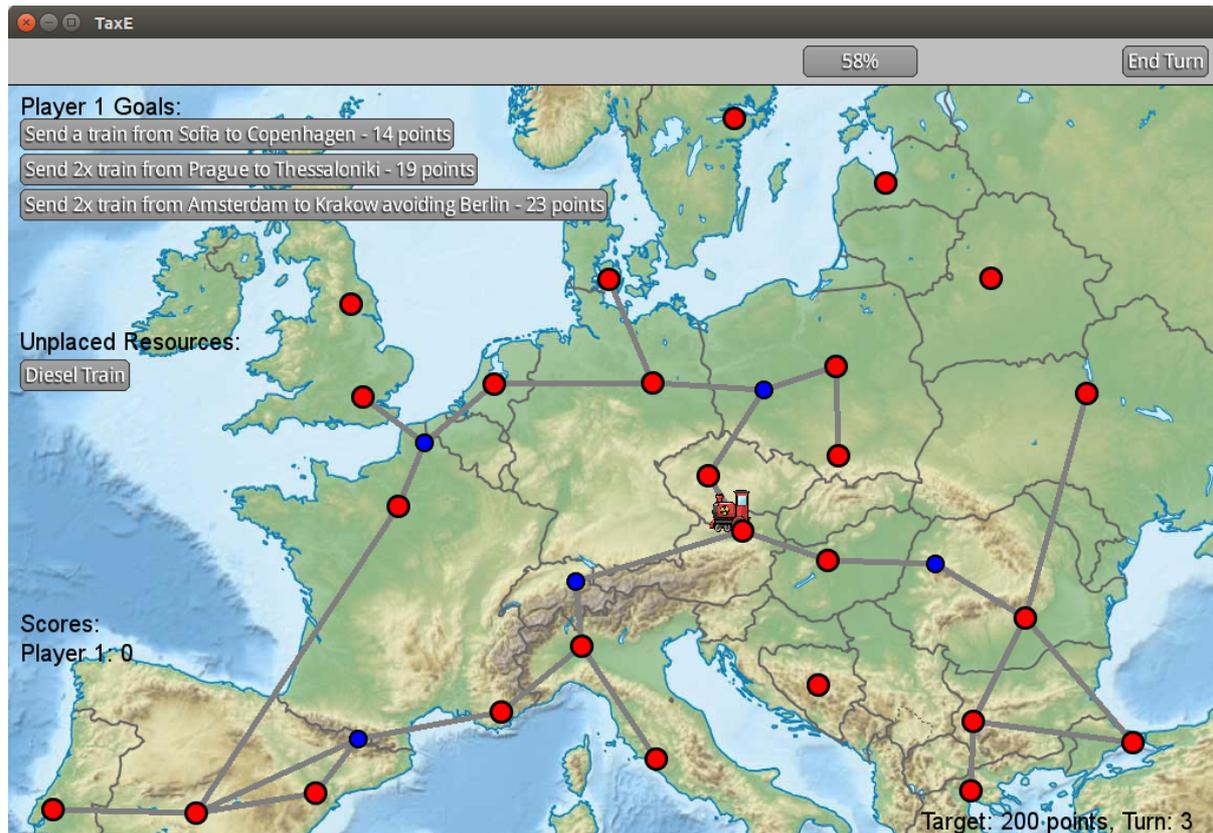
3. Several turns go by until finally the train arrives at Copenhagen successfully, with Charlie being rewarded 14 points. **Pass**



4. Charlie decides to replay the game so far. He sets the replay speed slider to 2.0X speed, and presses the replay button. **Pass**



5. The game is replayed at 2.0X speed, showing Charlie's train begin and travel to Copenhagen, and Charlie being rewarded 14 points. **Pass**



Secondary Scenarios:

1. Charlie sets replay speed to 5.0X - The game will be replayed at five times the original speed. **Pass**
2. Charlie's train is destroyed by an earthquake before it can reach Copenhagen - The replay will show that Charlie's train is destroyed before reaching Copenhagen, meaning Charlie gets no points. **Pass**
3. Charlie decides to remove his goal - He presses the 'X' next to the goal and removes it. The replay will show that the goal no longer appears on his goal list for that turn. **Pass**

(2) Sending a train from Rome to Budapest, but with a connection being removed before the train reaches it.

Primary Actor: Laura (Player)

Supporting Actor: Bob

Precondition: Laura and Bob have both started a game, and are on their first turn.

Trigger: It is Laura's turn, who has been given a goal of "Send a train from Vienna to Istanbul - 8 points". Bob is about to complete a goal and be rewarded with the ability to modify a connection.

Main Success Scenario:

1. Laura places a train at Vienna and plans a route to Istanbul.
2. A turn goes by, and her train is getting closer to Cluj and is about to start going along the connection between Cluj and Bucharest.
3. Bob completes a goal, and at his next turn he has access to the Connection Modify button. He clicks it and then clicks on the Cluj and then Bucharest - removing the connection between them.
4. Laura's train continues travelling up to Cluj but then immediately stops. Bob has successfully sabotaged Laura's train, and she will have to reroute it.
5. Bob, gleefully, decides to replay this and presses the Replay button.
6. The replay starts showing the connection between Cluj and Bucharest still exists at the first turn. Once it reaches the turn where Bob removes the connection it will disappear.

Secondary Success Scenario:

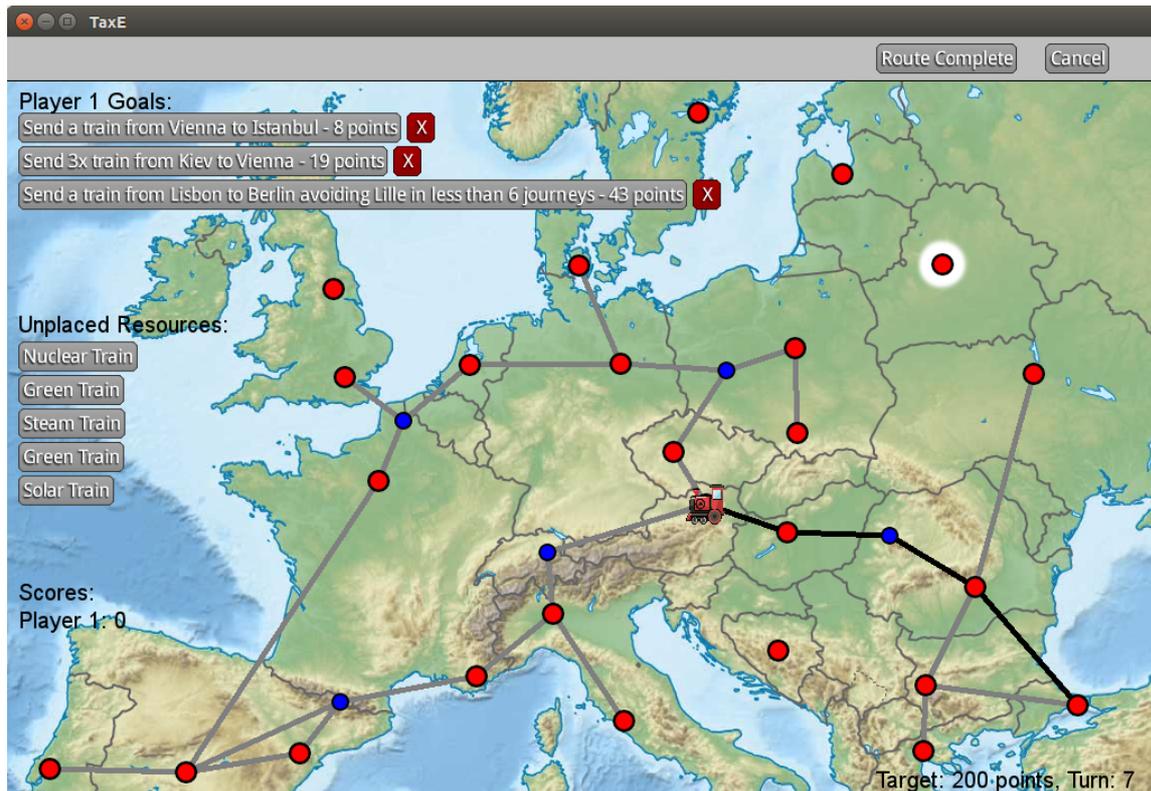
1. **Bob attempts to remove the connection whilst Laura's train is travelling along it** - He will be informed that this is not allowed, and he will have to try making a different connection modification.
2. **Bob decides to create a new connection instead of removing one** - If the new connection does not intersect an already existing one, it will be created.

Success Postcondition: The game will return to exactly the same state it was in before the replay button was pressed, and whoever's turn it originally was can continue playing.

Acceptance Test #1

Testing Main Scenario

1. Laura places a train at Vienna and plans a route to Istanbul. **Pass**



2. A turn goes by, and her train is getting closer to Cluj and is about to start going along the connection between Cluj and Bucharest. **Pass**

3. Bob completes a goal, and at his next turn he has access to the Connection Modify button. He clicks it and then clicks on the Cluj and then Bucharest - removing the connection between them. **Pass**

TaxE

Replay 1.0x Mod Connection x1 End Turn

Player 2 Goals:

- Send 2x train from Krakow to Copenhagen - 14 points **X**
- Send a train from Thessaloniki to Madrid in less than 11 journeys within 14 turns - 59 points **X**
- Send a train from Lisbon to Madrid - 3 points **X**

Unplaced Resources:

- Diesel Train
- Green Train
- Hydrogen Train
- Electric Train
- Bullet Train
- MagLev Train

Scores:
Player 2: 16

Target: 200 points, Turn: 8

TaxE

Replay 1.0x Mod Connection x1 End Turn

Player 2 Goals:

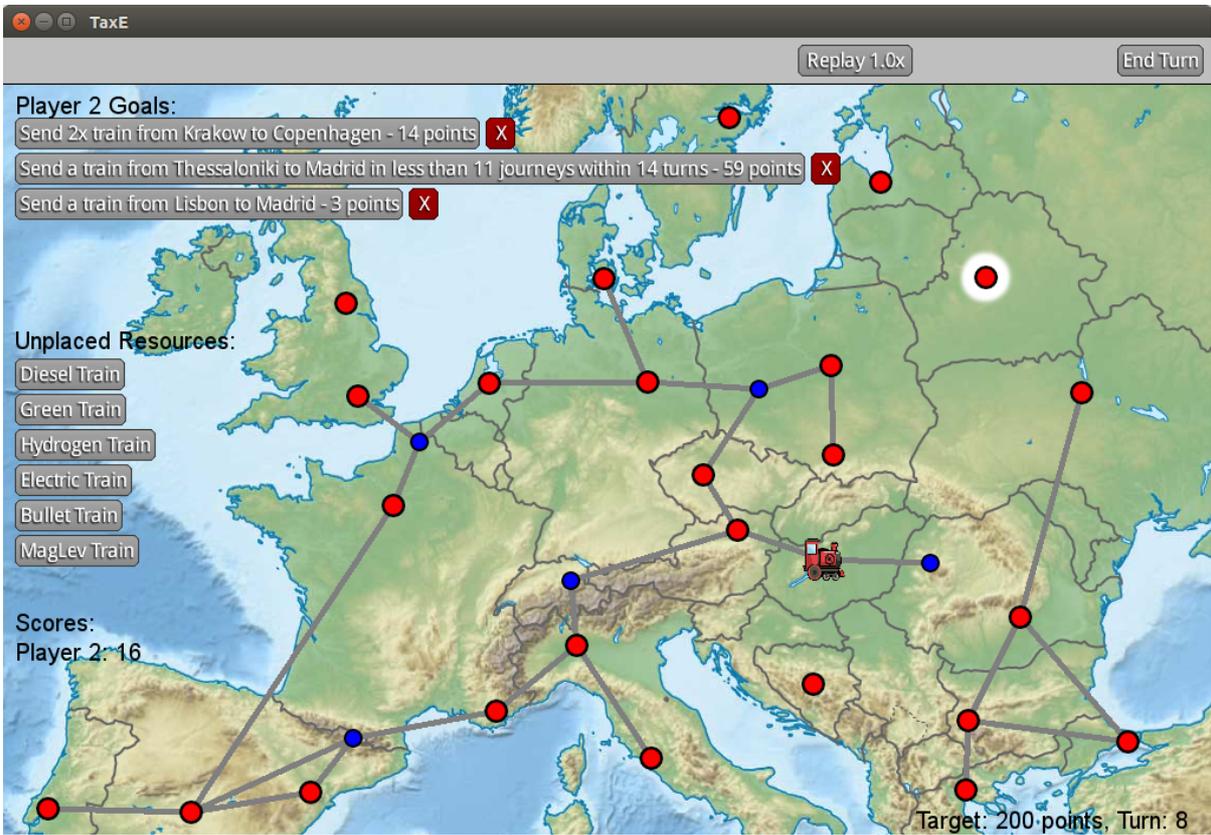
- Send 2x train from Krakow to Copenhagen - 14 points **X**
- Send a train from Thessaloniki to Madrid in less than 11 journeys within 14 turns - 59 points **X**
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Unplaced Resources:

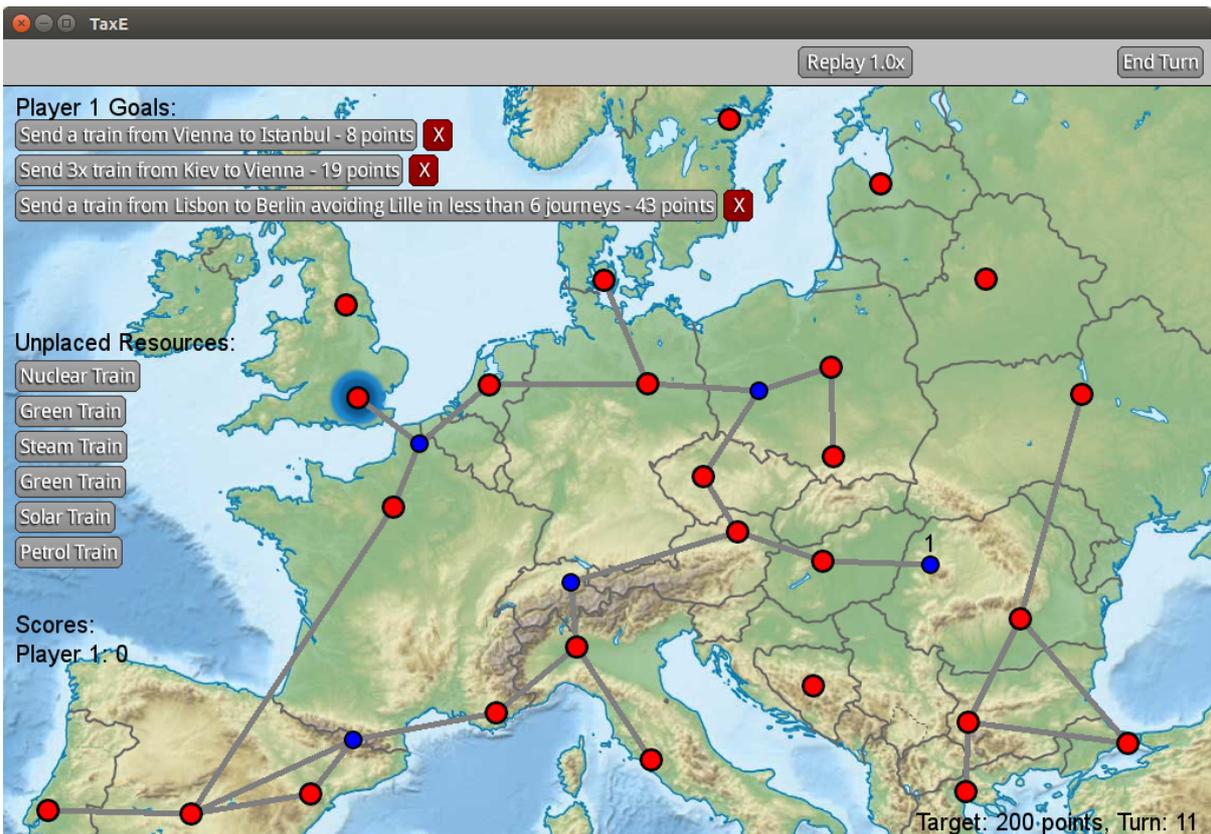
- Diesel Train
- Green Train
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- Bullet Train
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Scores:
Player 2: 16

Target: 200 points, Turn: 8

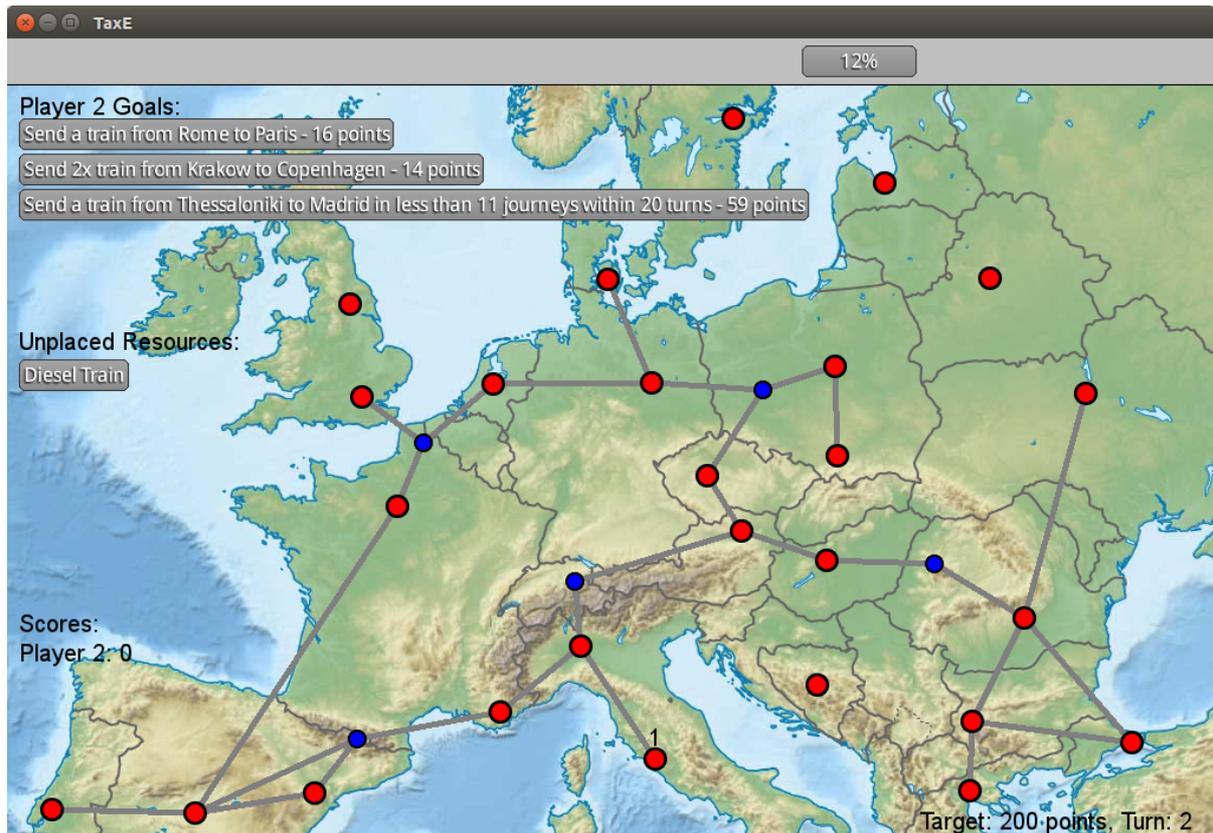


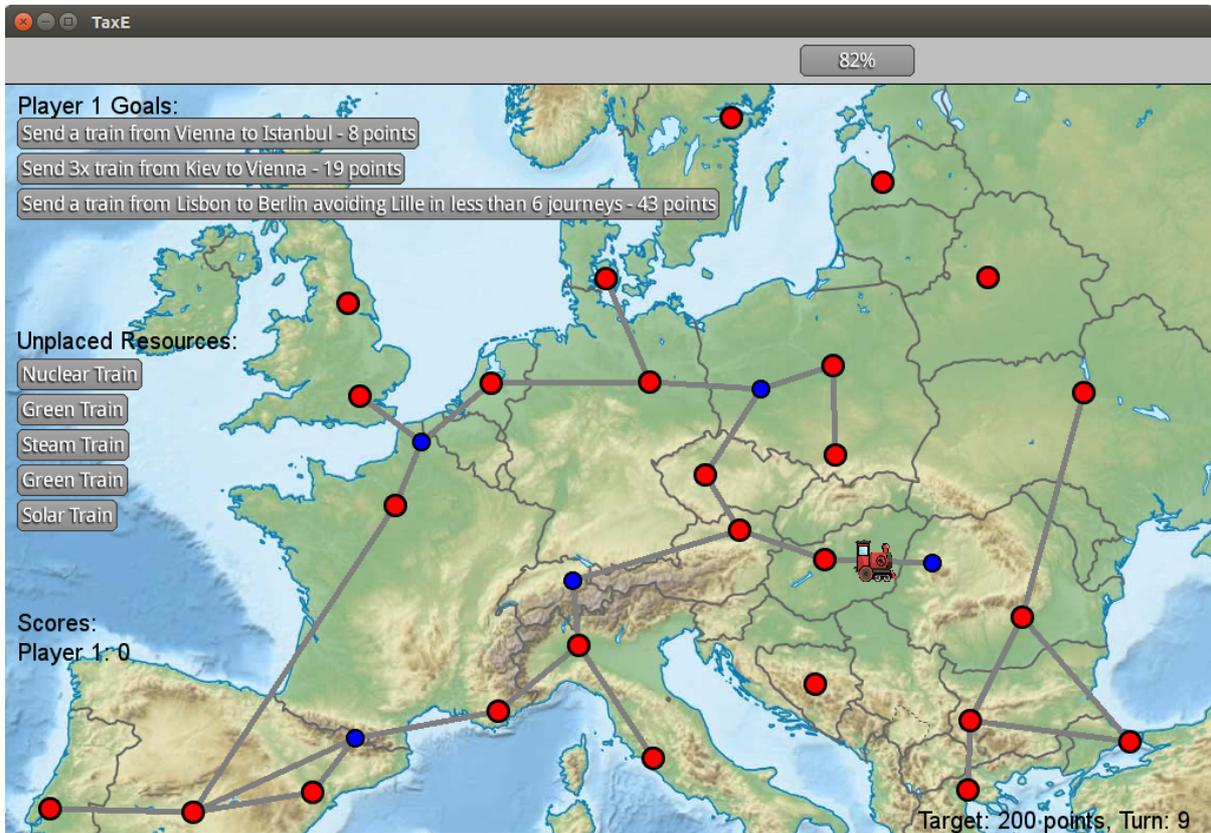
4. Laura's train continues travelling up to Cluj but then immediately stops. Bob has successfully sabotaged Laura's train, and she will have to reroute it. **Pass**



- Bob, gleefully, decides to replay this and presses the Replay button. **Pass**
- The replay starts showing the connection between Cluj and Bucharest still exists at the first turn. Once it reaches the turn where Bob removes the connection it will disappear.

Pass





Secondary Scenarios:

1. Bob attempts to remove the connection whilst Laura's train is travelling along it - He will be informed that this is not allowed, and he will have to try making a different connection modification. **Pass**
2. Bob decides to create a new connection instead of removing one - If the new connection does not intersect an already existing one, it will be created. **Pass**