

GUI Tests

Start screen:

ID	Test	Pass/Fail
1	If the player clicks on the start game button, the game moves to phase 1 of player 1's turn	Pass
2	If the player clicks on the exit button, the game quits	Pass

Buying a plot:

ID	Test	Pass/Fail
3	If the player clicks on an unbought plot the buy plot button appears	Pass
4	If the player then clicks somewhere else the buy plot button disappears	Pass
5	If the player clicks on the buy plot button and has sufficient gold, the plot will gain a coloured border (blue for player 1, red for player 2)	Pass
6	If the player clicks on a tile that has already been bought, or cannot buy a tile due to already having bought one that turn, or not having enough money, the buy plot button appears greyed out	Pass
7	If the player clicks on the next button, the game moves to the roboticon market screen	Pass

Roboticon market:

ID	Test	Pass/Fail
8	The player can increase and decrease the number of roboticons to buy with the left and right buttons	Pass
9	The player can buy the specified number (provided they have enough money and the market has not run out) buy clicking on the buy roboticons button	Pass
10	When the player clicks on the buy roboticons button, the specified number appears in the list on the right hand side	Pass
11	The player can scroll through their roboticons using the left and right buttons	Pass
12	The player can pick a customisation from the list and can buy it, the customisation then appears on the roboticon in view	Pass
13	If the player clicks on the next button, the game moves to the install roboticon screen	Pass
14	If the player does not click next before they have spent 30 seconds on this screen, the game automatically moves to the install roboticon screen	Pass

Roboticon installation:

ID	Test	Pass/Fail
15	If the player clicks on a tile they own which does not already have a roboticon, the install roboticon menu appears	Pass
16	The player can pick one of their uninstalled roboticons and click to install it on that plot	Pass
17	The player can click cancel on the install roboticon menu to close the menu	Pass
18	When the player installs a roboticon the image of the relevant roboticon appears on the plot tile in question	Pass
19	If the player clicks on the next button, the game moves to the resource production phase	Pass
20	If the player does not click next before they have spent 30 seconds on this screen, the game automatically moves to the resource generation screen	Pass

Resource production:

ID	Test	Pass/Fail
21	On this screen the resource amounts generated appear	Pass

	in the bottom left hand corner	
22	The resource amounts are added to the totals in the top left corner	Pass
23	If the player clicks the next button, the game moves to the resource market screen	Pass
24	If the resource production finishes before the the player clicks next, the game automatically moves to the resource market screen	Pass

Resource Market:

ID	Test	Pass/Fail
25	The player can use the left and right buttons to increase and decrease the amounts of resources to buy or sell	Pass
26	If the player clicks the buy button for a transaction, the relevant amount of gold is and resource is removed/added to the player's totals in the top left corner	Pass
27	The player cannot buy or sell more resources than the market or they have, or they have money for	Pass
28	If the player clicks the next button the game moves on to the plot buying screen, and switches to the other player	Pass