Binary RaceGame Final Checklist (green ink for self-review, blue ink for external review)

Group ____________________ Reviewed by ___________________ Date ________

Check Box Legend: 1 unimplemented/badly flawed 2 implemented/minor problem
3 implemented/unable to confirm 4 implemented/testcase-confirmed

01. Game board, pawns and dice are displayed to user

a[ ] Safe squares visually identified
b[ ] Pawn locations easily seen
c[ ] Click on location to select pawn to move
d[ ] Dice values (1/0) and move number shown
e[ ] Status properly shown and updated
   whose turn, roll required, winner, move required
   invalid move
f[ ] New game button (away from roll & pass)
g[ ] Roll button (near dice values & move num)
h[ ] Pass button

00. Tasks

Confirm proper piece movement  a[ ] red  b[ ] blue
Confirm pawn initial placement  c[ ] red  d[ ] blue  e[ ] Dice random distribution
Confirm dice representation  f[ ] 4 binary dice  g[ ] values (nonflush)  h[ ] values (flush)

02. User can roll dice only at a proper time

a[ ] A new roll is required each time a move number is needed
b[ ] Rolling is not permitted until the number rolled is properly
   used (or passed on)

03. User can select which particular pawn to apply move number to

a[ ] Clicking on a location occupied by the current player, moves a pawn from that location
b[ ] Clicking on any other location has no effect - player may still make legal move, a status
   message may instruct the user of the problem (No Cheating)
c[ ] A player cannot move to the goal square except by an exact roll
05. System keeps track of whose turn it is

a☐ Application knows current player b☐ Red player starts game c☐ Show in status(test 1e)

Player turn is tracked during:
d☐ single roll e☐ illegal move attempt f☐ single roll & pass

06. System understands when a player gets to roll again (by flush and/or crash, player might pass)

Player turn is tracked during:

a☐ flush roll b☐ single roll & crash c☐ flush roll & crash
d☐ flush roll & pass e☐ crash, flush roll & pass f☐ Show in status(test 1e)

09. A player may forfeit a throw of the dice by passing

a☐ Supported by pass button b☐ Passes tests 5e, 6d, 6e c☐ Show in status(test 1e)

07. System implements the “crash” rule

a☐ crash on single opposing player b☐ crash on multiple opposing player
c☐ crash on player on safe spot d☐ crash when other pieces are on shared locations
e☐ no crash on self f☐ Passes tests 6b,c,e

08. System detects and displays the winner

a☐ Knows when game is over (all 4 in) and doesn’t allow further moves
b☐ Shows winner (test 1e) c☐ Knows goal must be reached by exact roll (test 3c)

10. A new game can be started upon request

a☐ No need to wait for game to finish b☐ Has new game button (test 1f)