

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

Group _____

Reviewed by _____

Date _____

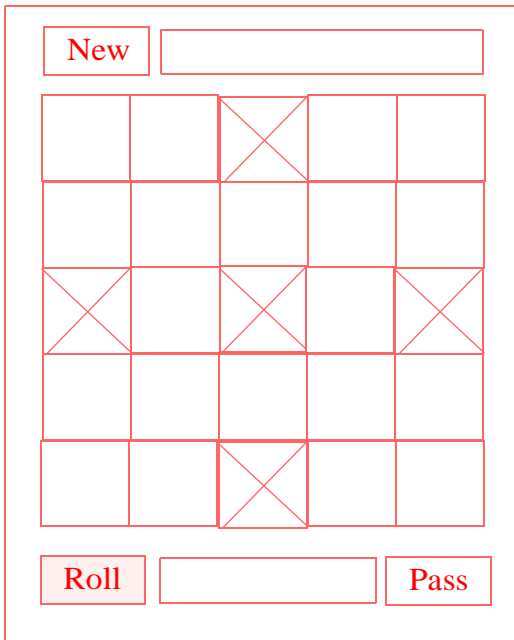
Check Box Legend:

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
- gui d Dice values (1/0) and move number shown
- sketch 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)