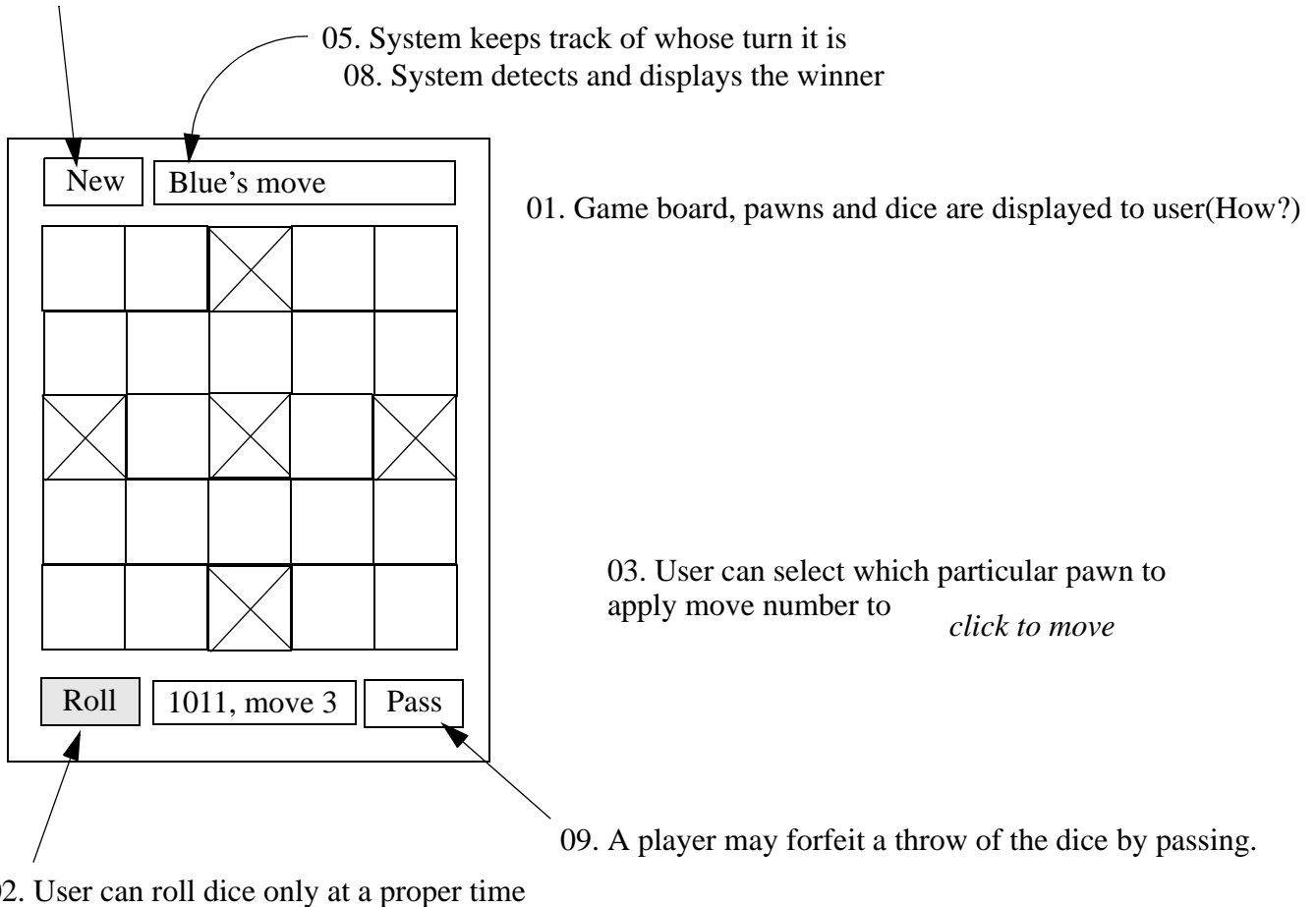


Story Progress (Binary RaceGame iteration 1)

How far are you?(and how do you know? What tests/tasks go with which stories?)

10. A new game can be started upon request

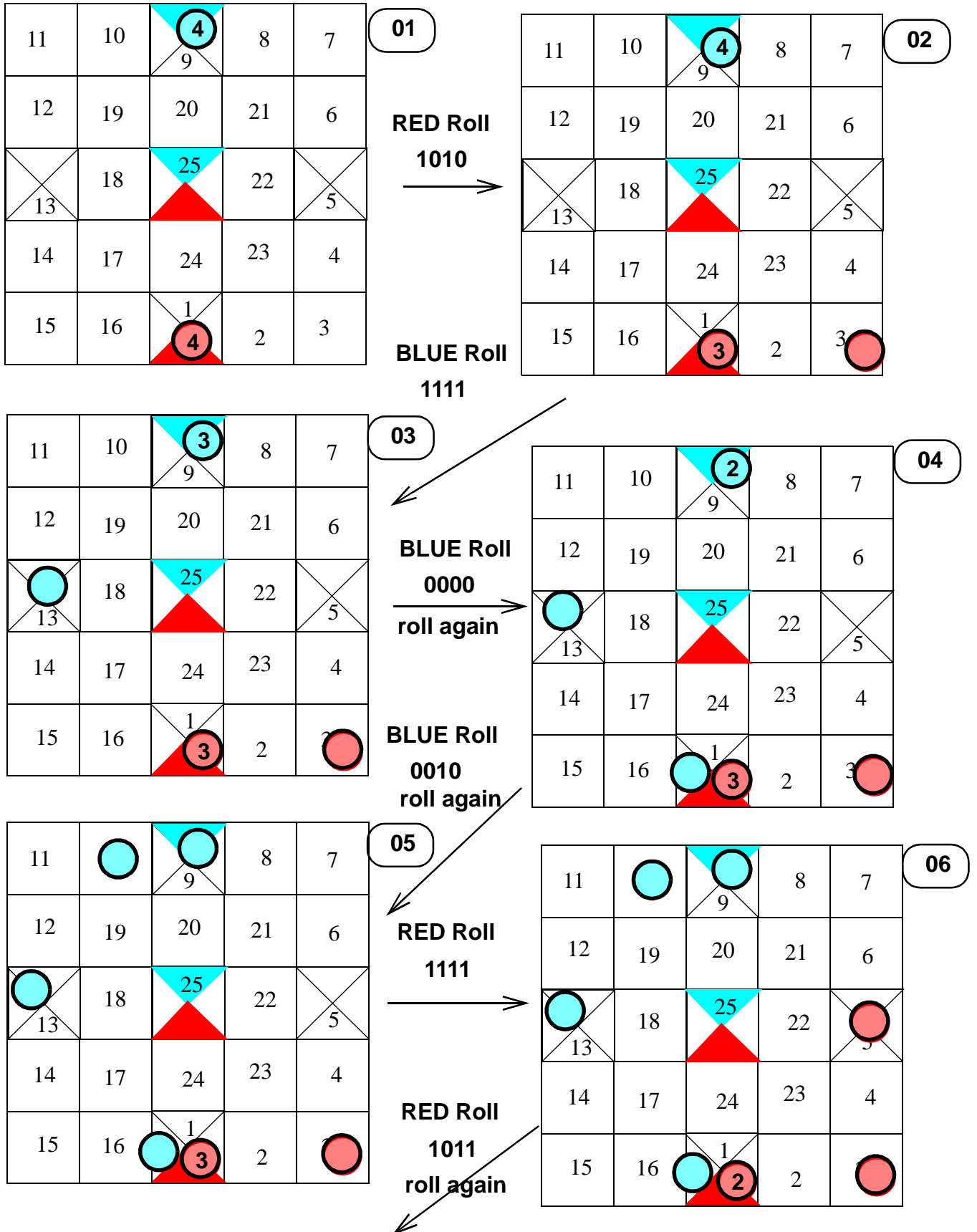


06. System understands when a player gets to roll again (turn extended).

07. System implements the “crash” rule

Tests should also check for possible “cheating” or incorrect user inputs. (Red trying to move a blue piece etc.)

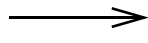
A sample of gameplay that might be used as part of customer Customer Tests (initial stories)



11			8	7
12	19	20	21	6
	18		22	
14	17	24	23	
15	16		1	

07

BLUE Roll
1111



11			8	7
12	19	20	21	6
	18		22	
14	17	24	23	
15	16		1	

08

BLUE Roll

0110

roll again

CRASH

BLUE Roll
0010

roll again
CRASH

BLUE Roll

1000

roll again

11			8	7
12	19	20	21	6
	18		22	
14	17	24	23	
15	16		1	

09

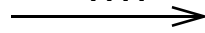
11			8	7
12	19	20	21	6
	18		22	
14	17	24	23	
15	16		1	

10

11			8	7
12	19	20	21	6
	18		22	
14	17	24	23	4
15	16		1	

11

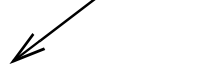
RED Roll
1111



11			8	7
12	19	20	21	6
	18		22	
14	17	24	23	4
15	16		1	

12

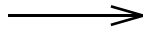
RED PASS
(roll again)



11	1	2	8	7
12	19	20	21	6
X	18	25	22	X
14	17	24	23	4
15	16	3	2	3

13

BLUE Roll
0000



11	1	2	8	7
12	19	20	21	6
X	18	25	22	X
14	17	24	23	4
15	16	2	2	3

14

BLUE Roll
1111
roll again

11	1	2	8	7
12	19	20	6	6
X	18	25	22	X
14	17	24	23	4
15	16	2	2	3

15

roll again
BLUE Roll
0100



11	1	2	8	7
12	19	20	21	6
X	18	25	22	X
14	17	24	23	4
15	16	2	2	3

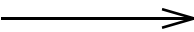
16

RED Roll
1111

11	1	2	8	7
12	19	20	6	6
13	18	25	22	5
14	17	24	23	4
15	16	2	2	3

17

roll again
RED Roll
0001



11	1	2	8	7
12	19	20	21	6
X	18	25	22	X
14	17	24	23	4
15	16	2	2	3

18

BLUE Roll
1111
CRASH



11	10	9	8	7	19
12	19	20	6	6	
13	18	25	22	5	
17	24	23	4	4	
15	16	2	2	3	

roll again
BLUE Roll
1101

11	10	9	8	7	20
12	19	20	6	6	
13	18	25	22	5	
14	17	24	23	4	
15	16	3	2	3	

roll again

11	10	9	8	7	21
12	19	20	21	6	
13	18	25	22	5	
14	24	23	4	4	
15	16	3	2	3	

BLUE Roll
1111

roll again
BLUE Roll
0111

11	10	9	8	7	22
12	19	20	21	6	
13	18	25	22	5	
14	24	23	4	4	
15	16	3	2	3	

RED Roll
0010

11	10	9	8	7	23
12	19	20	21	6	
13	18	25	22	5	
14	24	23	4	4	
15	16	3	3	3	

BLUE Roll
0000

11	10	9	8	7	24
12	19	20	21	6	
13	18	25	22	5	
14	24	23	4	4	
15	16	3	3	3	

attempt to move 17 to goal - denied! Must be exact