

**USER Test 1 assumes initial conditions (Fig 1)**

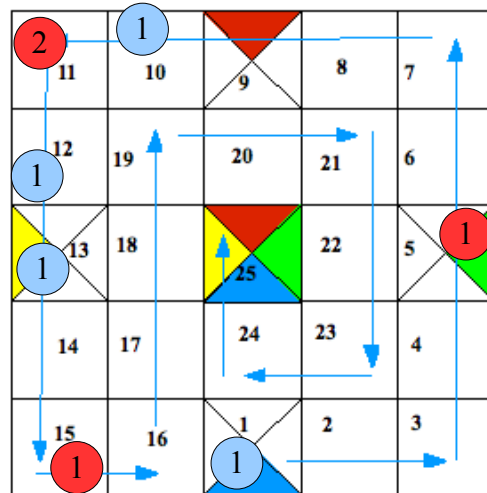
2 players, game in progress. No crashes yet.

**Dice=U** {indicates dice have been used, need to roll}

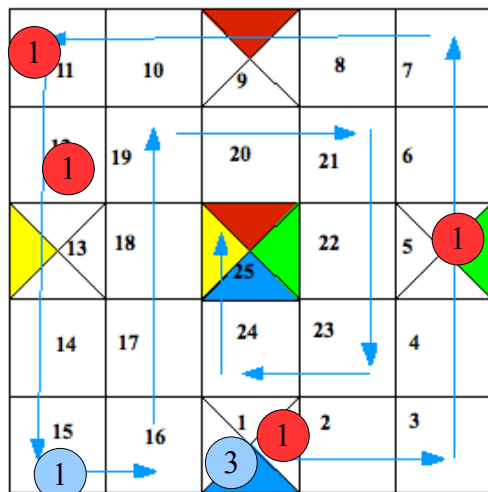
**Turn= R** or **B** for red or blue player's turn next

**TurnInX** is true if player X can turn in to interior

1. land on 1 of own color
2. land on pieces on safe spot
3. land on opponent, reg. loc
4. turn-in decision based on crash history
5. extra turn by roll
6. crash & extra turn
7. illegal move

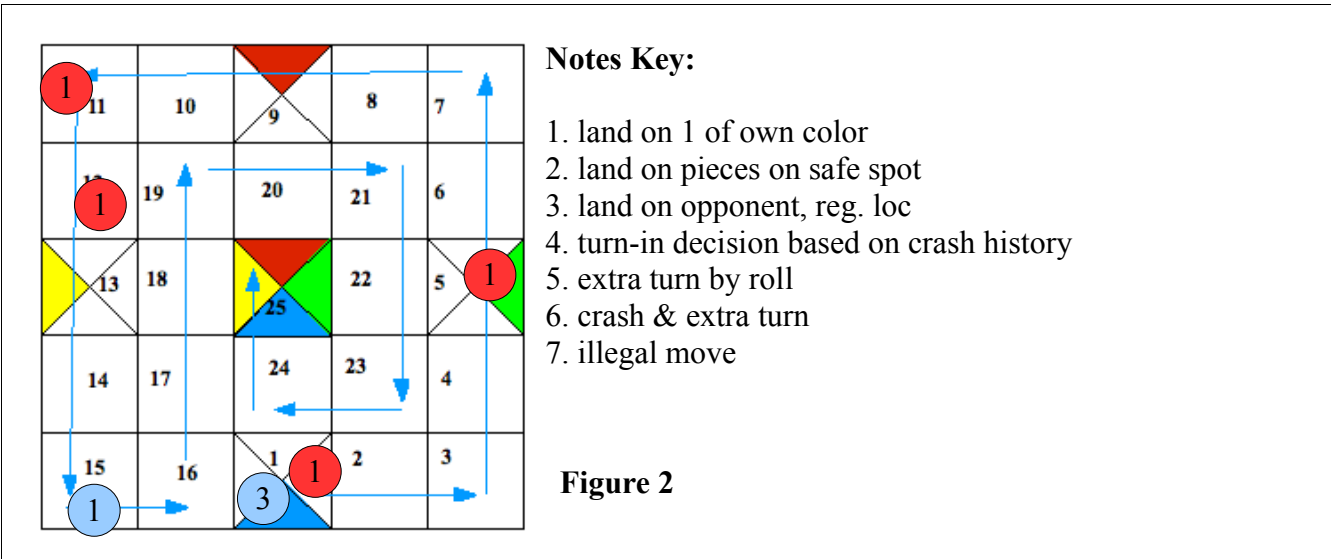


ref#	Users Action	States	Expectations	notes
1		Turn=B, TurnInB=F,TurnInR=F	Blue's turn, no crashes yet.	Fig 1
2	Roll(B)	Dice=0101=2		
3	Loc(10)	Dice=U, Turn=R	B moves from 10 to 12, no crash	1
4	Roll(R)	Dice=1000=1		
5	Loc(11)	Dice=U, Turn=R, <b>TurnInR=T</b>	R crashed on B at 12, sends one B home, RextraT	3m,6
6	Roll(R)	Dice=0110=2		
7	Loc(15)	Dice=U, Turn=B	Red moves to B home, no crash	2
8	Roll(B)	Dice=1111=4		5
9	Loc(13)	Dice=U, Turn=B	B moves from 13 to 1	4,2,1
10	Roll(B)	Dice=1101=3		
11	Loc(12)	Dice=U, Turn=R	B moves from 12 to 15	Fig 2

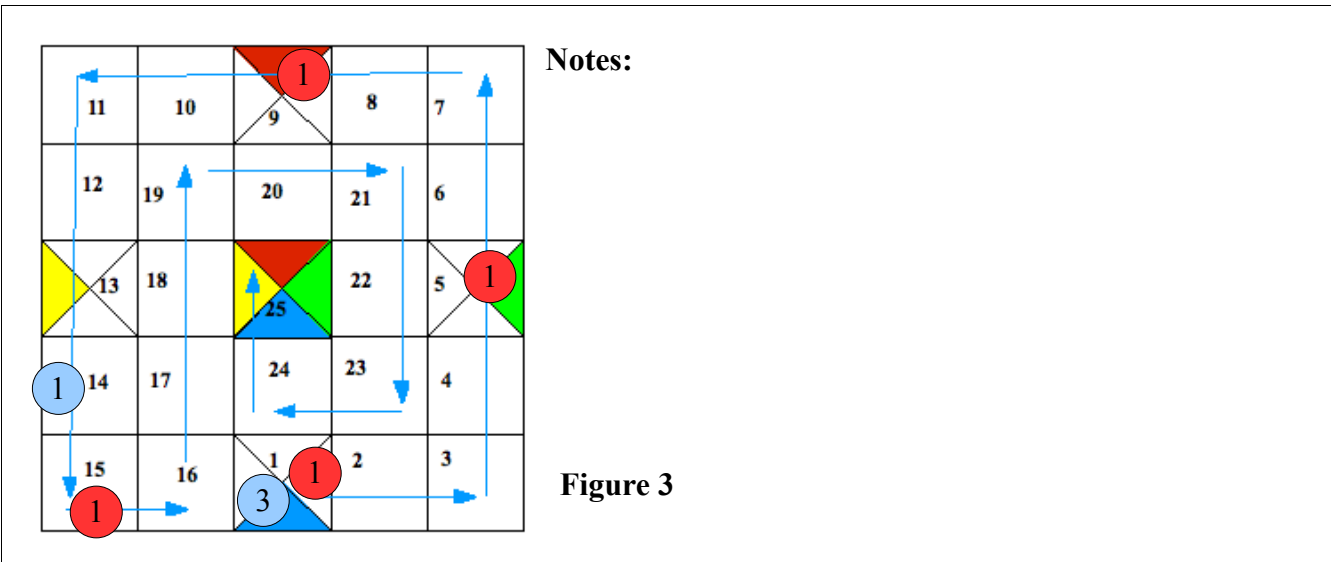


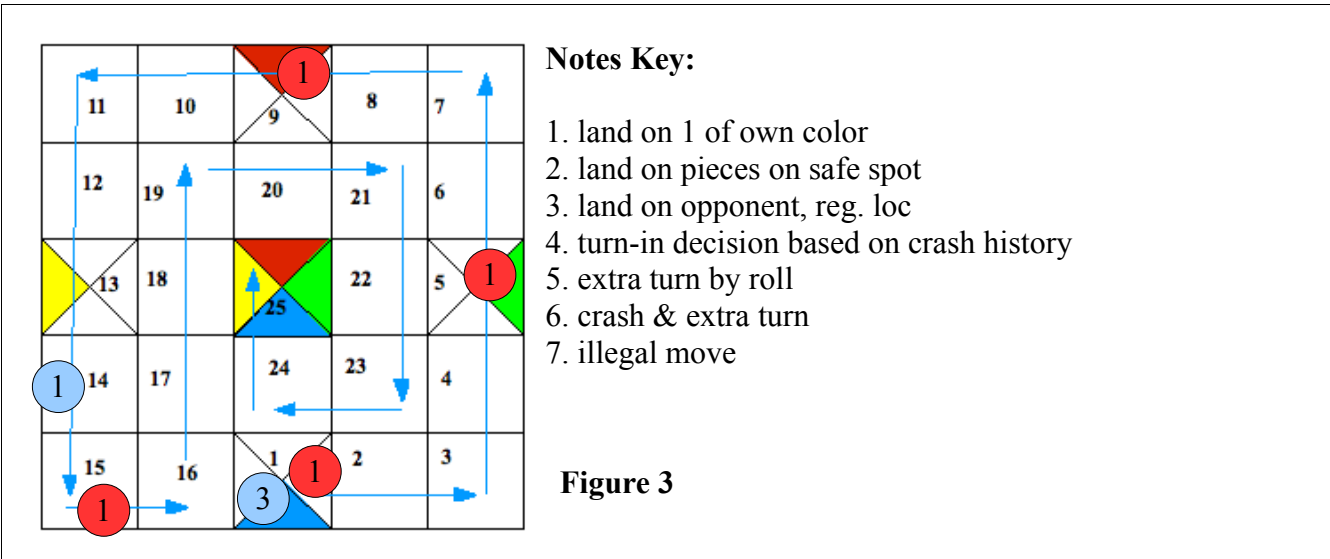
**Notes:**

**Figure 2**

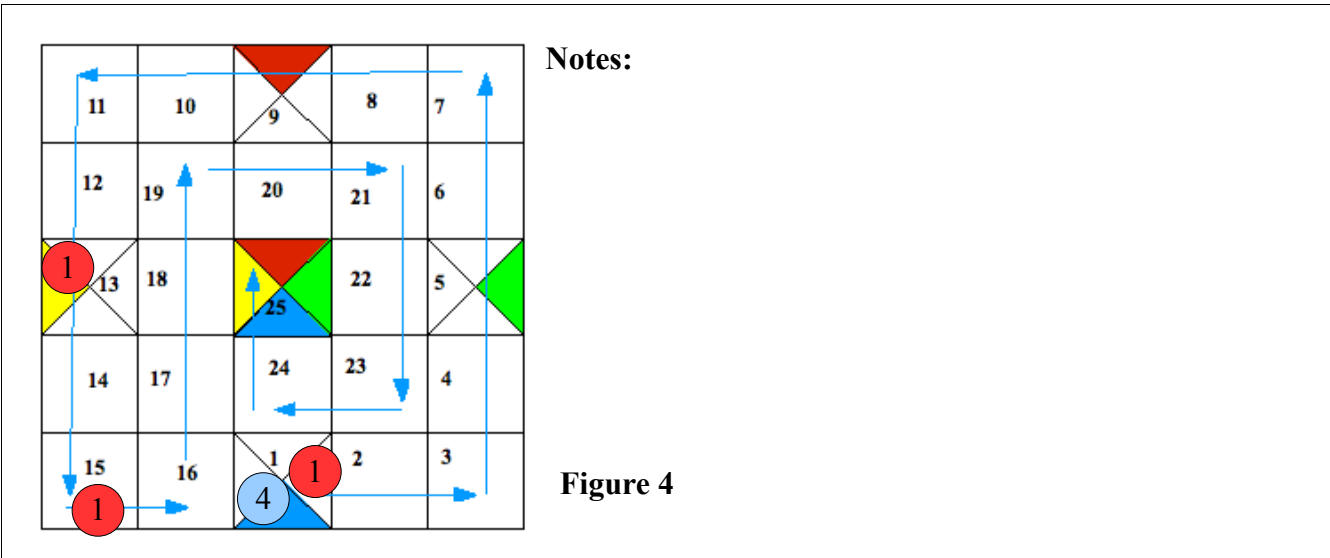


ref#	Users Action	States	Expectations	notes
12	Roll(R)	Dice=1111=4		Fig 2
13	Loc(11)	Dice=U, Turn=R	R crashed on B at 15, sends B home, R 2extraT	3,5,6
14	Roll(R)	Dice=0100=1		
15	Loc(12)	Dice=U, Turn=R		
16	Roll(R)	Dice=0001=1		
17	Loc(13)	Dice=U, Turn=B		
18	Roll(B)	Dice=0000=8		5
19	Loc(1)	Dice=U, Turn=B		
20	Roll(B)	Dice=1111=4		5
21	Loc(9)	Dice=U, Turn=B		
22	Roll(B)	Dice=0010=1		
23	Loc(13)	Dice=U, Turn=B, <b>TurnInB=T</b>	B crashed on R at 14, sends R home, B extraT	3, 6, Fig 3





ref#	Users Action	States	Expectations	notes
24	Roll(B)	Dice=1110=3		
25	Loc(17)	...	illegal move, nothing changes	7
26	Loc(14)	Dice=U, Turn=R	move to inside since team already crashed	4
27	Roll(R)	Dice=0000=8		5
28	Loc(5)	Dice=U, Turn=R	crash on B17 inner square, send B home	4,3,6
29	Roll(R)	Dice=0111=3		
30	Loc(17)	Dice=U, Turn=R		
31	Roll(R)	Dice=1111=4		5
32	Loc(20)	...	illegal move, need exact roll, nothing changes	7
33	Loc(9)	Dice=U, Turn=R		
34	Roll(R)	Dice=0010=1		
35	Loc(20)	Dice=U, Turn=B	Red moves a piece to goal – remove piece from board	Fig 4



Should at least verify the board state and player turn match given figures as test case progresses.

