

## Testprotokoll för användarfallet attack

### Attack - Standard case

	User	System	Errors
1	Clicks the province with which he want to attack.		
2		Marks said province as clicked.	Ok
3	Clicks an enemy province to attack.		
4		Marks said province as clicked. Display pop-up asking the user how many units he wishes to attack with (1-3) also giving the option to cancel.	Ok
5	Chooses to attack with one - three units		
6		Subtracts units from either province based on random numbers.	Can crash/ fail here
8		(User won) Displays pop-up asking how many units the user wants to move to his new province (max units in attacking province -1, min amount units user attacked with.	Ok
9	Chooses to move an amount of units to his new province.		
10		Moves said amount of units to province.	Can move zero units instead

#### 1.1.1 No click

1.1.1	Clicks enemy province, own province with only one unit or no province at all.		
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1.1.2		Do nothing	Ok
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#### 2.1.1 Change click

2.1.1	Clicks another of his own provinces.		
2.1.2		Unmarks previously clicked province.	Ok
2.1.3		Go to 2	

#### 5.1 Cancel attack

5.1.1	Chooses cancel		
5.1.2		Unmarks provinces.	Ok

#### 8.1 No win

8.1.1		(No win but still more than one unit left) Display pop-up asking if user wants to attack same province again.	Can fail
8.1.2		Go to 5	

#### 8.2 Lost all attacking units

8.2.1		(User has only one unit left at attacking province) Do nothing.	Ok
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Attack -> oavgjort Attack -> oavgjort Attack -> vinst Flytt -> krash

