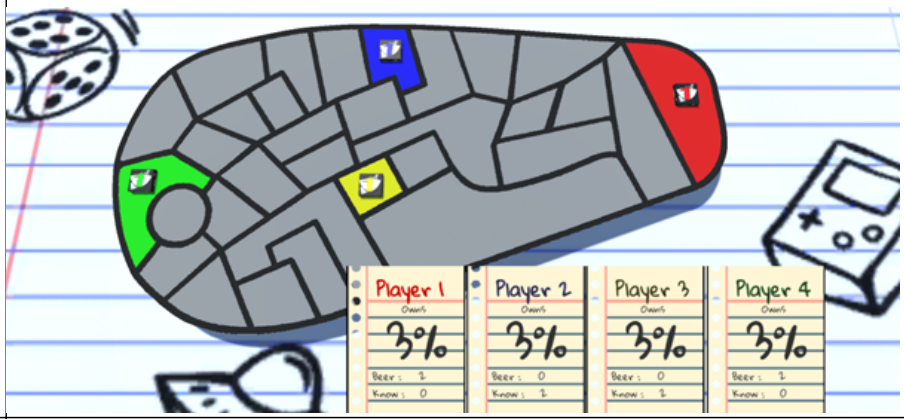
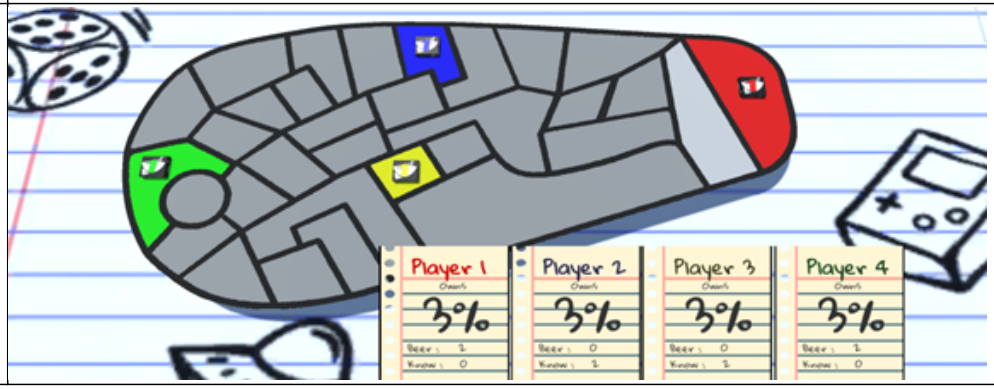
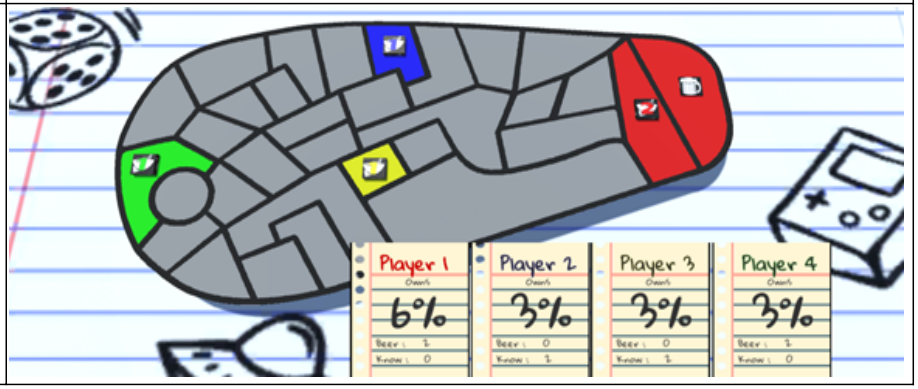
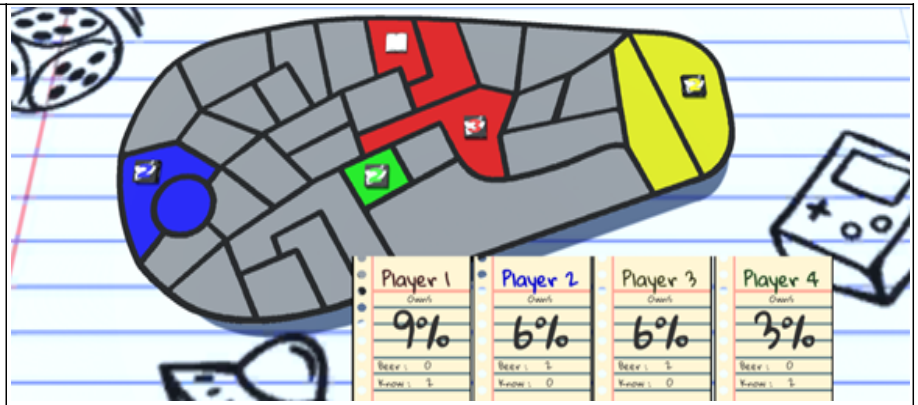
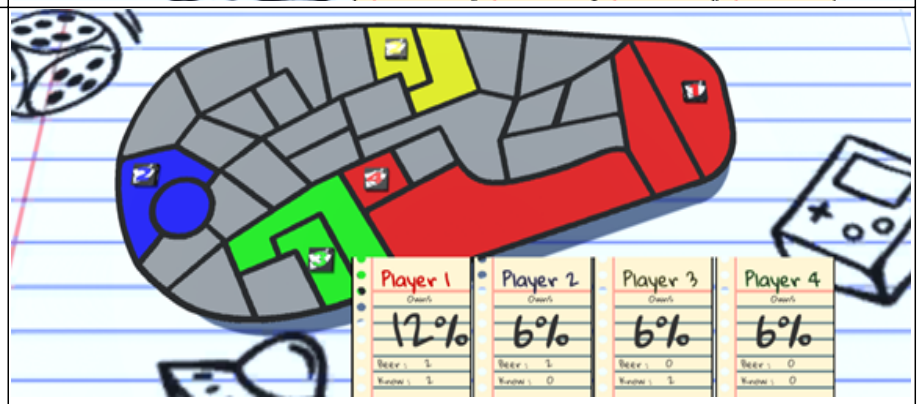
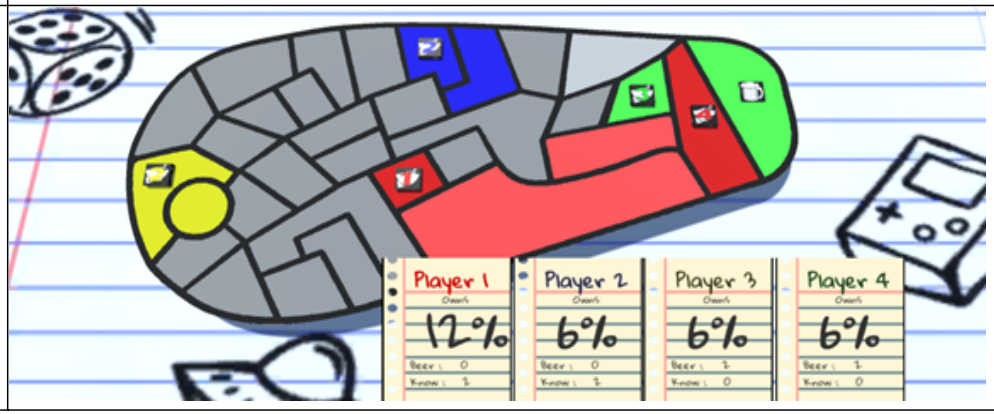
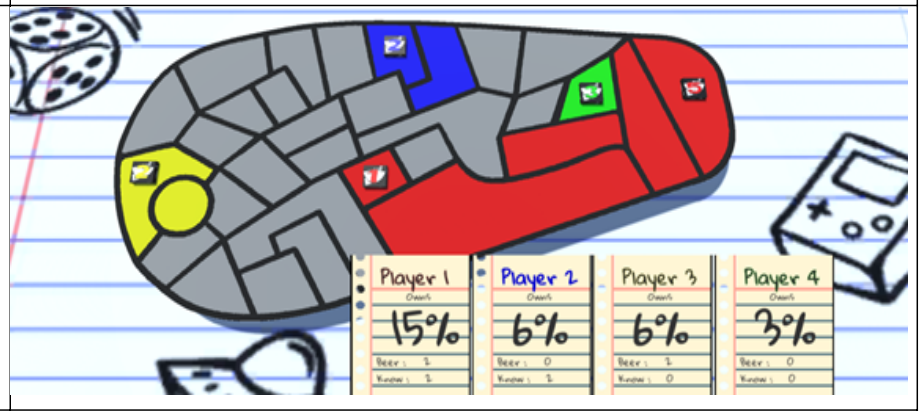
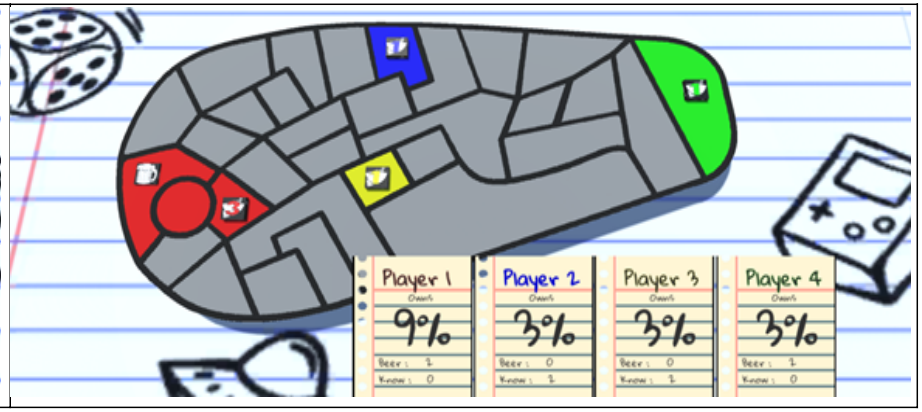
Test	Method	Expected outcome
I1	Start the executable	Game map is loaded, landmarks are visible with 1 level 1 unit in each landmark, Player 1 is current player and in turn phase Move 1 (only Player 1's unit can be selected)
I2	Click on current player unit next to a neutral sector then click on neutral sector	Stats update to reflect players percentage of map owned
I3	Click on current player unit next to a hostile sector then click on hostile sector	Stats update to reflect players percentage of map owned and the player who the sector used to belong to
I4	Click on current player unit next to a knowledge landmark then click on landmark sector	Stats update to reflect players amount of knowledge and the player who the landmark used to belong to
I5	Click on current player unit next to a beer landmark then click on landmark sector	Stats update to reflect players amount of beer and the player who the landmark used to belong to
I6	Start the executable, play a full turn (move units twice)	The current player card title shows the colour of the player (rather than the black over the top)

Evidence

Test	Before	After
I1	N/A	
I2		

I3	Player 1 6% Player 2 6% Player 3 6% Player 4 6%	 Player 1 9% Player 2 6% Player 3 6% Player 4 3%
I4	Player 1 9% Player 2 6% Player 3 6% Player 4 9%	 Player 1 12% Player 2 6% Player 3 6% Player 4 6%
I5	 Player 1 12% Player 2 6% Player 3 6% Player 4 6%	 Player 1 15% Player 2 6% Player 3 6% Player 4 3%

I6	Player 1 3% Player 2 3% Player 3 3% Player 4 3%	 Player 1 9% Player 2 3% Player 3 3% Player 4 3%