Consider the sprint task #3 – Develop GUI portion for Develop GUI portion for constructing the regions

Some of the test cases for this task are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| Test case # | Scenario | Inputs | Expect |
| 1 | Draw the regions outside the block | Mouse click and drag | There should be a prompt message “you can’t set the region outside the block” |
| 1 | Draw the regions within the block | Mouse click and drag | The regions displayed in the block view |
| 1 | Draw the regions within the block | Mouse click and drag | The regions displayed in the block view |

Consider the sprint task #4 – Generate corresponding regions data while user drawing environment

Some of the test cases for this task are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| Test case # | Scenario | Inputs | Expect |
| 1 | Draw the regions within the block | Mouse click and drag | The matrix with 0 filled in the open spaces, 1 filled in the block area. |

Consider the sprint task #5 – Generate ID for agents

Some of the test cases for this task are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| Test case # | Scenario | Inputs | Expect |
| 1 | click on the regions area | Mouse click | Ids generated for Agents |

Consider the sprint task #6 – Develop GUI to set agents position

Some of the test cases for this task are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| Test case # | Scenario | Inputs | Expect Output |
| 1 | click on the regions area | Mouse click | success |
| 2 | Click on the area out of the regions area | Mouse click | Fail |

Consider the sprint task #7 – Develop data structure to store agents and their positions

Some of the test cases for this task are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| Test case # | Scenario | Inputs | Expect Output |
| 1 | Invoke addAgent method | AgentID and agent’s initial position | success |