Consider the sprint task #16 – Develop the GUI portion for showing the execution of the algorithm on block view

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

|  |  |  |  |
| --- | --- | --- | --- |
| Test case #sprint2 | Scenario | Inputs | Expect Output |
| 1 | User choose to run a large number of steps that beyond the end of the execution of the algorithm. | 1000 | The agents move to the terminal point of the execution without breakdown the system. |
| 2 | User try to re-draw the environment after the algorithm is executed. | Mouse click | None. The environment cannot be re-drawn after the algorithm is executed. |
| 3 | User try to delete a region after the algorithm is executed. | Mouse click | None. The region cannot be deleted after the algorithm is executed. |
| 4 | User click to run one step when the algorithm is terminated. | Mouse click | None. User cannot continue to run after the algorithm is terminated. |

Consider the sprint task #16 – Develop the GUI portion for showing the execution of the algorithm on graphical view

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

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| --- | --- | --- | --- |
| Test case #sprint2 | Scenario | Inputs | Expect Output |
| 1 | User choose to run a large number of steps that beyond the end of the execution of the algorithm. | 1000 | The agents move to the terminal point of the execution without breakdown the system. |
| 2 | User try to re-draw the environment after the algorithm is executed. | Mouse click | None. The environment cannot be re-drawn after the algorithm is executed. |
| 3 | User try to delete a region after the algorithm is executed. | Mouse click | None. The region cannot be deleted after the algorithm is executed. |
| 4 | User click to run one step when the algorithm is terminated. | Mouse click | None. User cannot continue to run after the algorithm is terminated. |