**Identifier:** RUN-1

**Test Case:** Ensure that run continuously works properly on a period 2 pattern (“blinker”)

**Precondition:** The game window is up, having started with size 15.

**Input Values**: Row cell pattern.

**Execution Steps:**

* Click 3 vertical cells in a row.
* Click run continuously.

**Output Values**: N/A

**Postconditions**: The cells should alternate between a vertical and horizontal line centered on the middle cell.

**Identifier:** RUN-2

**Test Case:** Ensure that run continuously works properly on an empty pattern

**Precondition:** The game window is up, having started with size 15.

**Input Values**: None

**Execution Steps:**

* Click run continuously.

**Output Values**: N/A

**Postconditions**: The cells should all stay gray.

**Identifier:** RUN-3

**Test Case:** Ensure that run continuously works properly on a still life pattern (“block”).

**Precondition:** The game window is up, having started with size 15.

**Input Values**: Block cell pattern.

**Execution Steps:**

* In any part of the screen, click a 2x2 area of cells.
* Click run continuously.

**Output Values**: N/A

**Postconditions**: The block cells should stay green. The rest of the cells should stay gray.