Homework #7 – Aaron Van De Brook

Requirements:

1. The hound shall move at a speed between 0 and 8 units/turn.
2. The hare shall win if it is not caught by the hound within 100 turns.
3. The hound shall win if it is within 2 distance units of the hare.

Test Cases:

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| Requirement | Test Case  Identifier | Input | Expected Behavior | Actual  Behavior | Pass? |
| 1. The hound shall move at a speed between 0 and 8 units/turn. | 1.1)  1.2)  1.3) | * 1. Speed of 0   2. Speed of 8   3. Speed of 10 | * 1. Valid input for speed, so the hounds speed will be set to 0 units/turn.   2. Valid input for speed, the hounds speed will be set to 8 units/turn   3. Invalid input, speed will not be set, user will be prompted for input again. |  |  |

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| Requirement | Test Case  Identifier | Input | Expected Behavior | Actual  Behavior | Pass? |
| 1. The hare shall win if it is not caught by the hound within 100 turns. | 2.1)  2.2)  2.3) | 2.1) Turn # 99  2.2) Turn # 100  2.3) Turn # 101 | 2.1) Game will continue  2.2) The hare escapes, game is over.  2.3) The hare escapes, game is over. |  |  |

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| Requirement | Test Case  Identifier | Input | Expected Behavior | Actual  Behavior | Pass? |
| 1. The hound shall win if it is within 2 distance units of the hare. | 3.1)  3.2)  3.3) | 3.1) 2 distance units from the hare  3.2) 3 distance units from the hare  3.3) 0 distance units from the hare | 3.1) Hound catches the hare, game ends  3.2) Game continues  3.3) Hound catches the hare, game ends |  |  |