# Test Report

**\*\*\*Screen shots of test are included in Testing Folder**

**Test Strategy:**

* Tested expected functionality
* Tested GUI Initialization
  + New Game
  + Load/Save Game
  + High Scores
  + Placing ships
  + Firing (Hits/Miss Results)
  + Winning/Loosing Dialog
* Tested Code
  + Game Logic
  + File I/O
    - Saving To File
    - Loading from file
    - Accessing/Saving High scores

**Test Report:**

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| --- | --- | --- |
| **Test** | **Expected Test Result** | **Test Result** |
| Execute executable | GUI windows open | GUI windows open |
| Click New Game Button | New Game Starts | New Game Starts |
| Click Quit Button | Window closes | Window closes |
| Place ships on GUI | Visual indication of ships is places on GUI | Visual indication of ships is places on GUI |
| Fire and hit | HIT appears on GUI | HIT appears on GUI |
| Fire and Miss | \* appears on GUI | \* appears on GUI |
| Fire at previous fired spot | No action, user can fire again | No action, user can fire again |
| Fire and sink ship | GUI indication of ship sunk | GUI indication of ship sunk |
| Win game | Win dialog appears | Win dialog appears |
| Game is lost | Game lost dialog appears | Game lost dialog appears |