Unit Testing Plan/Results for Undo() and UndoUntilCorrect()
(Code – "Code Contributions/Sarah/GameEngine.cpp/main())

Unit Testing Plan/Results for Undo()

Test description	Setup	Expected result	Actual result

History empty	• Create a History stack from a minimal implementation of a history stack
	   • PushHistory(Entry)
	   • PopHistory()
	   • IsHistoryEmpty()
	• Put nothing on the history stack
	• Run Undo()
		• Nothing
		• No crash
			• Nothing
			• No crash

History not empty	• Create a History stack from a minimal implementation of a history stack
	   • PushHistory(Entry)
	   • PopHistory()
	   • IsHistoryEmpty()
	• Push two values onto the stack
	• Run Undo()
		• No crash
		• Print of value from PopHistory() and shows second value pushed
			• No crash
			• Print of value from PopHistory() and shows second value pushed

Unit Testing Plan/Results for UndoUntilCorrect()

Test description	Setup	Expected result	Actual result

History empty	• Create a History stack from a minimal implementation of a history stack
	   • PushHistory(Entry)
	   • PopHistory()
	   • IsHistoryEmpty()
	• Put nothing on the history stack
	• Run Undo()
		• Nothing
		• No crash
			• Nothing
			• No crash

History not empty	• Create a History stack from a minimal	• No crash	

	implementation of a history stack • PushHistory(Entry) • PopHistory() • IsHistoryEmpty() • Push one correct value and two wrong values onto the stack • Run UndoUntilCorrect()	• Print of value from PopHistory() and shows second value pushed	