Week #9 Agenda
Test Plan Draft

Future Gadget Lab

`void pickupKey(RunModeState state, int clickX, int clickY):` **(Ahmad)**
1. Key already found.
2. Key not found + Close Enough + Correct Click
3. Key not found + Close Enough + Incorrect Click
4. Key not found + Not Close Enough + Correct Click
5. Key not found + Not Close Enough + Incorrect Click

`private void movePlayer(RunModeState state):` **(Orhan)**
1. Tons of possibilities

`boolean intersects(Rectangle other):` **(Arda)**
1. Far from each other.
2. Intersect from top.
3. Intersect from bottom.
4. Intersect from left.
5. Intersect from right.
6. One inside the other completely.

`Screen getScreen(ScreenType type):` **(Omar)**
1. 5 different screen types, make sure it returns the correct type.

`void dropObject(BuildModeState state):` **(Ameer)**
1. If no object is selected: Do nothing.
2. If an object is selected AND dropped outside the top border: Unselect and delete object.
3. If an object is selected AND dropped outside the right border: Unselect and delete object.
4. If an object is selected AND dropped outside the bottom border: Unselect and delete object.
5. If an object is selected AND dropped outside the left border: Unselect and delete object.
6. If an object is selected AND dropped inside screen border: Unselect object.