**Test plan connect four:**

All tests were done in Visual Basic 2019, on developer laptop.

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| --- | --- | --- | --- | --- | --- | --- |
| Case No. | Action | Inputs | Expected Output | Actual Output | Test Result | Test Comments |
| 1 | Click a blank “coin” space within game board as red player | User mouse click | A red coin falls to the bottom of the column in the selected row | Coin falls to bottom of the game board correctly | Pass | Done after start of application |
| 2 | Reset Game button clicked mid game | User mouse click reset button | The game board resets, starts at red players turn and score stays the same | Game board reset, starts with red player, score stays the same | Pass | Done in the middle of a game |
| 3 | Reset game button clicked after game won | User mouse click reset button | Game board reset, score added to winner | Game board reset, score added to winner | Pass | Done after red player won |
| 4 | Customise toolstrip clicked | Mouse button click on customise toolstrip | Displays customise options at the bottom right corner | Displays accordingly, starts with red player input then yellow | Pass | Designed with simplicity and minimalization for the end user |
| 5 | Exit game button clicked | Mouse click user exit button | Closes the application | Application closes | Pass | N/A |

There is a bug that allows players to continue playing once an opponent has won the game and the user has not yet reset the board, I attempted to fix this by having it reset on message box click after win, however I could not implement it in time for submission.

E.g, if red player wins after message boxes the yellow player can put a coin down, however once it’s red players turn it will win the game again and add a score, again message boxes appear.

The message boxes are tedious enough for the end user to press reset game, and it also renders the whole point of continuing without resetting useless as it continues to let the winner win and add scores.