BALUYOT, Arczen
DIAZ, Lester

Test Script

Function: struct Player
Function Description: contains the player's profile, score, etc

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Inputs name	paolo	paolo	paolo	P
2	Current score	+5	17	17	P
3	Number of players	2	2	2	P

Function: void NumPlayers
Function Description: restrictions on how many players can play

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Below 2	1	Minimum number of players are 2	Minimum number of players are 2	P
2	Above 4	5	Maximum number of players are 4	Maximum number of players are 4	P
3	Inside the restriction	3	Exits the loop	Exits the loop	P

Function: void Players
Function Description: records data of the players in a file and reads if the player has a data already

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Returning player	Paolo	Welcome back Paolo!	Welcome back Paolo!	P
2	New player	Arczen	Welcome new player!	Welcome new player!	P
3	Number name(new)	123123	Welcome new player!	Welcome new player!	P

Function: void uppercase
Function Description: makes lowercase letters uppercase

#	Test Description	Sample input	Expected Result	Actual Result	P/F

1	All lowercase	hotdog	HOTDOG	HOTDOG	P
2	All uppercase	HOTDOG	HOTDOG	HOTDOG	P
3	Some are lowercase	HoTdOg	HOTDOG	HOTDOG	P

Function: void checkLetter
Function Description: provides a random generated set of 7 letters

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Called normally	none	Q P R E M V S	Q P R E M V S	P
2	Will provide at least 1 vowel	none	A P L E D K M	A P L E D K M	P
3	Forms only 7 letters	none	F E L U M B R	F E L U M B R	P

Function: void checkWord
Function Description: checks if the letters are in the tiles

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Word matches the generated letters	MET	0 = valid	0 = valid	P
2	Word don't match the generated letters	AKF	1 = invalid	1 = invalid	P
3	Word matches the generated letters	FAN	0 = valid	0 = valid	P

Function: void fixTile
Function Description: fills the missing letters in the 7 letter set after a word is used using the letters in that set

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Missing 3 letters	A M L Y	A M L Y P T B	A M L Y P T B	P
2	Removes the used letters	N S E L A M V	N L M V	N L M V	P
3	Vowel missing	M G H R	M G H R U B G	M G H R U B G	P

Function: int pointsystem
Function Description: it corresponds the points to the responding letters and add them to the total score

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Valid word	ADMIRE	9	9	P
2	Each letter	K	5	5	P
3	Adds total points	ACE	13	13	P

Function: int wordcheck
Function Description: checks the dictionary if the inputted word is in that txt file

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Matches the word in the dictionary	Admire	J = 1	J = 1	P
2	The word don't match the word in dictionary	kakakaka	J = 0	J = 0	P
3	Matches the word in the dictionary	Cake	J = 1	J = 1	P

Function: int checkBoard
Function Description: checks if the word being placed is within the board

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Prints when int returns 1	Word: Admire Row = 6 Column = 6 Across = 2	A D M I R E (in board)	A D M I R E (in board)	P
2	Loops back since word is not fit onto the board	Word: Apparatus Row = 5 Column = 6 Across = 2	Insufficient Space for Word	Insufficient Space for Word	P
3	Loops back since word will bump into another word onto the board	Word: Apparatus Row = 6 Column = 2 Across = 2	Invalid Word Placement	Invalid Word Placement	P

Function: void updatePlayerData
Function Description: updates the high score and longest word

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	Player 1 input	Word: Admire	9	9	P

2	No existing high score	L I E	3	3	P
3	Longest word	A D M I R E	ADMIRE	ADMIRE	P

Function: void saveFile
Function Description: saves the player's data

#	Test Description	Sample input	Expected Result	Actual Result	P/F
1	File SaveData	Player 1: Zen Word: Admire	Zen Admire 9 1 9.0	Zen Admire 9 1 9.0	P
2	File SaveData	Player 2: Paolo Word: Lie	Paolo Lie 3 1 3.0	Zen Admire 9 1 9.0 Paolo Lie 3 1 3.0	P
3	File SaveData	Player 3: Sherley Word: Apparatus	Sherley Apparatus 15 1 15.0	Zen Admire 9 1 9.0 Paolo Lie 3 1 3.0 Sherley Apparatus 15 1 15.0	P