

15-Tile Puzzle Game

Unit Test Cases

SI.No	Test Case Description	Test Steps	Test Data	Expected Result	Actual Result	Pass/Fail
1	Difficulty Level	<ul style="list-style-type: none"> Enter the Number Enter the alphabet 	Difficulty level=100 Difficulty level="abc"	User should enter only number	Taking only numbers	Pass
2	Maximum difficulty level	<ul style="list-style-type: none"> Entering more than 300 value Entering less than 300 	Difficulty level=50 Difficulty level=301	Should not take more than value 300	Value should be less than 300	Pass
3	Puzzle Column	<ul style="list-style-type: none"> Enter the Number Enter the alphabet Entering the number 0,1,2,10,11,12 	Puzzle Column value should be more than or equal to 2(min=2) and less than or equal to 10(max=10)	Should not take the value less than 2 and more than 10	Puzzle Column Value should not be less than 2 and more than 10	Pass
4	Puzzle Row	<ul style="list-style-type: none"> Enter the Number Enter the alphabet Entering the number 0,1,2,10,11,12 	Puzzle Row value should be more than or equal to 2(min=2) and less than or equal to 10(max=10)	Should not take the value less than 2 and more than 10	Puzzle Row Value should not be less than 2 and more than 10	Pass
5	Speed time	<ul style="list-style-type: none"> Enter the Number Enter the alphabet Entering the number 0,0.1,0.2,2.1,2.2 	Speed time should be greater than or equal to 0.1(>=0.1) and less than or equal to 2.0(<=2.0)	Should not take the value less than 0.1 and greater than 2.0	Speed time value should not be less than 0.1 and greater than 2.0	Pass

6	Add Numbers	Toggle switch	Displaying the numbers on the switch	Should display the numbers on the pictures	Should display the numbers on the pictures	Pass
7	Full Screen	Toggle switch	Puzzle should be in the full screen mode	Puzzle should be in the full screen mode	Puzzle should be in the full screen mode	Pass
8	Reset	onclick	Reset puzzle	Reset puzzle	Reset puzzle	Pass