Nibble Reboot



# Test Cases Document

## Program developed by Thomas Young

## Project Start Date: 24 Feb 2020

## Project End Date: 28 Feb 2020

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Description** | **Preconditions/Data** | **Steps** | **Expected Results** | **Test Date** | **Results** |
| 1 | Test different game-screen sizes. | Make sure game is on device and open. | 1. Ensure that the first square (below text “Small”), is selected | 1. First square remains/turns green. |  |  |
|  |  |  | 2. Press “Enter” key | 2. Game should start with a small game area |  |  |
|  |  |  | 3. Allow snake to move into the wall. | 3. Game over screen should show. |  |  |
|  |  |  | 4. Press the “R” key | 4. Should go back to welcome screen. |  |  |
|  |  |  | 5. Select the second square (below the text “Med.”) | 5. Second square should turn green |  |  |
|  |  |  | 6. Press “Enter” key | 6. Game should start |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |