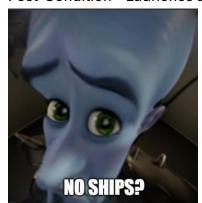
Battleship Test Cases

- Pre-Condition
- Action
- Post-Condition

Test Cases:

- 1. Start program
 - a) Pre-Condition Has a start button and there is a program
 - b) Action Start the program
 - c) Post-Condition It starts
- 2. Missiles
 - a) Missile Shoot (1a) Click
 - i. Pre-Condition Program is running
 - ii. Action Click right mouse button
 - iii. Post-Condition Missile shoots
 - b) Missile Shoot (1b) Press Space
 - i. Pre-Condition Program is running
 - ii. Action Press space
 - iii. Post-Condition Missile shoots
 - c) Missile Cap (1c) Stops missiles after 5 are currently present Unhappy:(
 - i. Pre-Condition Program is running
 - ii. Action Shoot 6 missiles
 - iii. Post-Condition Does not shoot 6th missile
 - d) Missile Deletion (1d) Delete missile after goes off screen
 - i. Pre-Condition Program is running, Missile shot
 - ii. Action Missile going off screen
 - iii. Post-Condition Missile Count goes down one
 - e) Missile speed (1e) Missiles stay the same speed
 - i. Pre-Condition Program is running, Missile shot
 - ii. Action Missile moves
 - iii. Post-Condition Speed is constant
 - f) Missile speed (1f) Missiles Initiate from the bottom middle of screen
 - i. Pre-Condition Program is running
 - ii. Action Missile is shot
 - iii. Post-Condition Appears from bottom center
 - g) Missile Stability (1g) Missiles move strait
 - i. Pre-Condition Program is running, Missile shot

- ii. Action Missile moves
- iii. Post-Condition Missile's x coordinate does not shift
- h) Missile and Ship hit (1h) Missile hits ship
 - i. Pre-Condition Program is running, Missile shot
 - ii. Action Missile hits ship
 - iii. Post-Condition Program detects the intersection of the Ship and the missile
- i) Missile Explosion (1i) Missile hits ship + Explosion
 - i. Pre-Condition Program is running, Missile shot
 - ii. Action Missile hits ship
 - iii. Post-Condition Program display an explosion
- j) Missile and Ship deletion (1j) Missile hits ship + Deletion
 - i. Pre-Condition Program is running, Missile shot
 - ii. Action Missile hits ship
 - iii. Post-Condition Program removes missile and ship images ***as well as deleting the explosion
- k) Counter (1k) Hit counter
 - i. Pre-Condition Missile Hits ship
 - ii. Action Hit has been detected
 - iii. Post-Condition Hit counter iterates positively by an atomic value
- 3. Ships
 - a) Ship Launch (2a) Launches ships
 - i. Pre-Condition Program is running
 - ii. Action No shippies :(
 - iii. Post-Condition Launches a ship



- iv.
- b) Ship Support (2b) Supports multiple ships
 - i. Pre-Condition Program is running
 - ii. Action Ship is spawned
 - iii. Post-Condition Can be a differing ship

Software Engineer – In-class Activity – Test Cases

- c) Ship Image (2c) Displays ship's correct image
 - i. Pre-Condition Program is running
 - ii. Action Spawns ship
 - iii. Post-Condition Ship's linked Image is displayed
- d) Ship generation (2d) Spawn Rate 30% default to config value
 - i. Pre-Condition Program is running, config value is 10
 - ii. Action Ships Spawned
 - iii. Post-Condition Amount of Ships on screen is 3

e)