

System Test Plan: WhackaMole program

Introduction: Each test case below assumes that the images directory contains the symbol image files. The text in bold in the **Description** column represents the test inputs to the program. In test mode, once input is complete, clicking on the STOP button will halt the program at that point so the actual results can easily be recorded. Either a written description of the GUI display or a screen shot (using Insert -> Image) is acceptable for actual results.

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t	<p>GUI entitled "Whack A Mole" is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons.</p> <p>Welcome to the Whack a Mole Game -- Press PLAY to start a new game!</p> <p>Total Score: 0 Number of Misses: 0</p> <p>The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30),frog(20), lion (40),frog(20),mole(50),dog(15),cat(10), frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)</p>	<p>GUI entitled "Whack A Mole" is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons.</p> <p>Welcome to the Whack a Mole Game -- Press PLAY to start a new game!</p> <p>Total Score: 0 Number of Misses: 0</p> <p>The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30),frog(20), lion (40),frog(20),mole(50),dog(15),cat(10), frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)</p>

testPlayGame Author: Dr. Balik	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p>Click on PLAY button Click on each animal in row 0 when they are displayed. When the symbol in row 1, col 0 (tiger) is displayed, click on the STOP button to halt the game.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 85 Number of Misses: 0</p> <p>Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 85 Number of Misses: 0</p> <p>Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.</p>
testQuit Author: Dr. Balik	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p>Click on QUIT button</p>	GUI closes	GUI closes
testClickOnSymbol Author: Dr. Balik	<pre>\$ java -cp bin WhackaMoleGUI -t</pre>	GUI displays:	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p>

	<p>Click on PLAY button Do not click on the symbol displayed in row 0 col 0 (cat). Click on the symbol displayed in row 0, col 1 (dog) when it appears. When the symbol in row 0 col 2 (tiger) is displayed, click on the STOP button to halt the game.</p>	<p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.</p>	<p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.</p>
<p>TestClickOnallSymbols</p> <p>Author: Brandon Wroblewski</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button Click on each animal in all rows when they are displayed.</p>	<p>Play Game -- click on an animal to score points!</p> <p>Total Score: 585 Number of Misses: 0</p> <p>All symbols are displayed</p>	<p>Play Game -- click on an animal to score points!</p> <p>Total Score: 585 Number of Misses: 0</p> <p>All symbols are displayed</p>
<p>TestMissAllSymbols</p> <p>Author: Brandon Wroblewski</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button and do not click on any animals until</p>	<p>Play Game -- click on an animal to score points!</p> <p>Total Score: 0 Number of Misses: 25</p>	<p>Play Game -- click on an animal to score points!</p> <p>Total Score: 0 Number of Misses: 25</p>

	every animal is placed then click stop	Animal column 0 row 0 displayed	Animal column 0 row 0 displayed
TestFirstLastSymbols Author Brandon Wroblewski	\$ java -cp bin WhackaMoleGUI -t Click on PLAY button and click on first animal in row 0 column 0, then last animal in row 4 column 4 then click stop	Play Game -- click on an animal to score points! Total Score: 40 Number of Misses: 25 Animals column 0 row 0 and column 4 row 4 highlighted, animal row 0 column 1 shown	Play Game -- click on an animal to score points! Total Score: 40 Number of Misses: 25 Animals column 0 row 0 and column 4 row 4 highlighted, animal row 0 column 1 shown
TestFullGame3Misses Author Brandon Wroblewski	\$ java -cp bin WhackaMoleGUI -t Click on PLAY button and miss first three animals, then click every animal following until the game ends	Play Game -- click on an animal to score points! Total Score: 585 Number of Misses: 3 All animals highlighted	Play Game -- click on an animal to score points! Total Score: 585 Number of Misses: 3 All animals highlighted
TestCenterMole Author Brandon Wroblewski	\$ java -cp bin WhackaMoleGUI -t	Play Game -- click on an animal to score points!	Total Score: 50 Number of Misses: 12

	Click on PLAY button and miss every animal until column 2 row 2 then hit the mole and press stop	Total Score: 50 Number of Misses: 12 Mole highlighted in column 2 row 2, dog visible in column 3 row 2	Mole highlighted in column 2 row 2, dog visible in column 3 row 2
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