

Web Programming

Group Project #3

Team Leader: Seung Lee

Project Name: Fifteen Puzzle

Website Link:

<https://codd.cs.gsu.edu/~cmobin1/Group Project 3/fifteen.html>

YouTube Link:

<https://www.youtube.com/watch?v=V8xmwiHoagY>

GitHub Link:

<https://github.com/ChowdhuryMobin/Web-Programming>

Team Members:

- George Soetan: Worked on the logic/JavaScript of how tiles move
- Seung Lee: Worked on the Logic/JavaScript of appending image to tiles as well as in the right position
- Chowdhury Mobin: Worked on the shuffle Logic for the puzzle

Description:

Made a fifteen puzzle that has fully playability in the sense that you can only move pieces that are able and incorporated our own twist to it.

Test Cases

Test ID	TC-FP-1
Purpose of Test	Move a puzzle piece to the empty space
Test Environment	MacBook Pro 2019 / Google Chrome
Test Steps	The user clicks the puzzle piece, which has a green number when hovered over it.
Test Input	#Link
Expected Result	The puzzle piece moves to the empty space.
Likely Problems/Bugs Revealed	The puzzle piece stays at the same/disappears.

Test ID	TC-FP-2
Purpose of Test	Shuffling the puzzle pieces
Test Environment	MacBook Pro 2019 / Google Chrome
Test Steps	The user clicks the shuffle button.
Test Input	#Link
Expected Result	All puzzle pieces move to different positions every time user clicks shuffle.
Likely Problems/Bugs Revealed	The puzzle piece stays at the same position/only one puzzle piece moves every time shuffle is clicked.

Test ID	TC-FP-3
Purpose of Test	Movable puzzle pieces changes color
Test Environment	MacBook Pro 2019 / Google Chrome
Test Steps	The user hover over the pieces which can be moved.
Test Input	#Link
Expected Result	Puzzle pieces which can be moved change color. From black to green.
Likely Problems/Bugs Revealed	The puzzle piece does not change color.

Test ID	TC-FP-4
Purpose of Test	Music file
Test Environment	MacBook Pro 2019 / Google Chrome
Test Steps	The user tries to solve the puzzle. The user has already used 3 minutes of his time and have 5 minutes left to solve it.
Test Input	#Link
Expected Result	Music will start playing when the timer is at 4:59.
Likely Problems/Bugs Revealed	The music does not start or starts when user still have more than 5 minutes to solve the puzzle.

Test ID	TC-FP-5
Purpose of Test	End Game Notification
Test Environment	MacBook Pro 2019 / Google Chrome
Test Steps	The user tries to solve the puzzle. Solves the puzzle before the timer ends.
Test Input	#Link
Expected Result	The page will refresh and display “ You Won! ”.
Likely Problems/Bugs Revealed	Blank page opens or restarts the puzzle.