**Test Plan:**

IDENTIFIER: Case1

TEST CASE: Test whether runContinuous() method give the same outline of patterns before and after change.

PRECONDITIONS: Start game with original runContinuous() method, and created a 15\*15 world to start the game.

EXECUTION STEPS: 1. Click cells on [0,0],[0,1],[1,1],[1,2],[2,2],[2,3],[3,3],[3,4],[4,4],[4,5].

2. Click on Run Continuous button.

3. Click on Stop button after 2 minutes.

4. Record the pattern on the interface and status of all of cells.

5. Exit the game.

6. Start the game with changed runContinuous() method.

7. Click cells on [0,0],[0,1],[1,1],[1,2],[2,2],[2,3],[3,3],[3,4],[4,4],[4,5].

8. Click on Run Continuous button.

9. Click on Stop button after 10 seconds.

POSTCONDITIONS: The pattern leaved on the screen is exactly the same as the pattern has been recorded, and status of all of cells are the same as those when the program runs with original runContinuous() method.

IDENTIFIER: Case3

TEST CASE: Test whether runContinuous() method give the same outline of patterns before and after change.

PRECONDITIONS: Start game with original runContinuous() method, and created a 10\*10 world to start the game.

EXECUTION STEPS: 1. Click cells on [0,0].

2. Click on Run Continuous button.

3. Click on Stop button after 1 minutes.

4. Record the pattern on the interface and status of all of cells.

5. Exit the game.

6. Start the game with changed runContinuous() method.

7. Click cells on [0,0].

8. Click on Run Continuous button.

9. Click on Stop button after 3 seconds.

POSTCONDITIONS: The pattern leaved on the screen is exactly the same as the pattern has been recorded, and status of all of cells are the same as those when the program runs with original runContinuous() method.

IDENTIFIER: Case1

TEST CASE: Test whether runContinuous() method give the same outline of patterns before and after change.

PRECONDITIONS: Start game with original runContinuous() method, and created a 18\*18 world to start the game.

EXECUTION STEPS: 1. Click cells on [0,0],[1,0],[1,1], [2,1] [3,1].

2. Click on Run Continuous button.

3. Click on Stop button after 1 minutes.

4. Record the pattern on the interface and status of all of cells.

5. Exit the game.

6. Start the game with changed runContinuous() method.

7. Click cells on [0,0],[1,0],[1,1], [2,1] [3,1].

8. Click on Run Continuous button.

9. Click on Stop button after 3 seconds.

POSTCONDITIONS: The pattern leaved on the screen is exactly the same as the pattern has been recorded, and status of all of cells are the same as those when the program runs with original runContinuous() method.