**Destroyer test plan**

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| Test No. | Input | Reason | Expected | Actual |
| Test 1:  Invalid input - string | First Selection: “one” | Test selecting a string rather than a number. Test proves that incorrect input is handled gracefully | Value “one” is input  User is given an error message asking to try again, entering a number between 1 and 5 | “please enter an integer between 1 and 5” |
| Test 2:  Invalid input - float | First Selection: 1.1 | Test selecting a float rather than an integer. Test proves that incorrect input is handled gracefully | Value 1.1 is input  User is given an error message asking to try again, entering a number between 1 and 5 | “please enter an integer between 1 and 5” |
| Test 3:  Invalid input – out of range | First Selection: 0 | Test selecting a number outside of the grid range (1-5). Test proves that incorrect input is handled gracefully | Value 0 is input  User is given an error message asking to put in a integer between 1 and 5 | “try again, ensure integer is between 1 and 5” |
| Test 4:  Double shot | First Selection: 1  Second Selection: 1  Third Selection: 1  Fourth Selection: 1 | Test selecting the same coordinates multiple times. Ensures the user is not allowed to enter a coordinate which has already been used | Value 1 is input  Value 1 is input  Shot is fired at cords 1,1 (miss)  Value 1is input  Value 1 is input  User is given error message explaining that the location has already been tried | “That location has already been tried, please shoot again!” |
| Test 5:  Miss | First Selection: 1  Second Selection: 1 | Test selecting coordinates which miss the destroyer. Test proves that the miss is registered and appears on the game grid | Value 1 is input  Value 1 is input  The game board shows a miss (M) on that coordinate and prints a message to the user letting them know that they missed | “Sorry, you missed.”  An ‘M’ is now shown in coordinate 1,1 |
| Test 6:  Hit | First Selection: 3  Second Selection: 3 | Test selecting coordinates which hit the destroyer. Test proves that the hit is registered and appears on the game grid | Value 3 is input  Value 3 is input  The game board shows a hit (H) on that coordinate and prints a message to the user letting them know that they hit | “Well done, you hit”  A ‘H’ is now shown in coordinate 3,3 |
| Test 7:  Win | First Selection:  3  Second Selection: 3  Third Selection: 3  Fourth Selection: 4 | Test selecting the correct destroyer coordinates results in the game being won | Value 3 is input  Value 3 is input  The game board shows a hit (H)  Value 3 is input  Value 4 is input  The game board shows a hit (H)  Message printed to user that they have won the game | “Glug, glug, glug… you won.”  Game board shows to hits on the destroyer |