Testing Report for Slider Game (2048)

SliderMove Class Testing

* Test 0
  + Tested each method by inputting a null array looking for a false return
* Test 1
  + Tested moving 1 element by inputting an array with 1 element to change (combination
* Test Many
  + Tested a lot of combinations by inputting extensive array for multiple instances of moving
* Test First
  + Tested moving the first element of specified part of array
* Test Middle
  + Tested moving an element not on the ends of specified part of array
* Test Last
  + Tested moving the last element of specified part of array

SliderGame Class Testing (GUI)

* Tested constructor looking for proper button counts
* Tested if each button did correct function
* Input really large parameters to get large array and mashed 1 button making sure basic sliding was working
  + Tried with all edge possibilities(Up,Down,Left,Right,UpLeft,DownRIght,UpRight,DownLeft)
* Tested playing through an entire game using a variety of buttons
* Played through watching for new 1’s always forming

EXTRA CREDIT!!!!!

* Added Reset button in constructor that has a ActionListener which resets all spots to “” then sets a random 1 as if game was just starting
* Added a scoring system which adds up each component of the number on the button adding it to the score for every button in the array
  + EX: 4 = 1+2+4 to score 16=1+2+4+8+16 to score
* Changed visuals to of buttons and JFrame
  + Buttons go from blue to red as game progresses
  + Added white border to all buttons
  + Changed to white text
  + Increased text size, changed font style and bolded
  + Added JFrame title
  + Set JFrame to be in the center of the screen