CSC 133 Test Cases

Test Case 1: Launching the game

2. Precondition

2.1 – A1Prj.jar in dist folder

2.2 RunAssignment.jar is in the main A1Prj directory

3. Input:

 Java -jar RunAssignment.jar A1Prj.jar

4. Output:

GUI/text fields

Title of software displayed in title bar

Test Case 2: Adding Object into Game

2. Precondition

2.1 : test case 1 successful

3. Input

       a – asteroids

       y - non player ship

       p – player ship

4. Output

 Verify objects are created by pressing p, which displays current game state values.

Test case 3: Quitting game

2. Precondition

2.1: test case 1 successful

3. Input

 q – quit

yes – confirmation

4. Output

Game is no longer in computer memory

Test case 4: Removing object

2. Precondition

2.1: test case 1 successful

2.2 test case 2 successful – objects added

3. Input

  c – game world removes ship

  h – game world removes NPS

  x – game world removes two asteroids from game

  I – game world removes NPS and asteroid

Etc.

4. Output

Verify objects have been removed by pressing p, which displays game state values.