

User Story 103

Description

“As a user, I want to be able to start a new game at any time so that I can play a different puzzle”

Requirements

- The user should be able to start a new game even if they have not completed their current game and should be able to do so from any game mode

Unit Test Cases

- Using electron show a dialog box and if the user selects “Yes” then the returned value of the dialog box is 1

Files

main.js

Code

```
// dialog box warning user when clicking new game label
const options = {
  type: "warning",
  buttons: ["Cancel", "Yes, please", "No, thanks"],
  defaultId: 2,
  title: "Warning",
  message: "Do you want to do this?",
  detail: "Starting a new game will delete your current game",
};
```

Figure 1: Dialog box options

```
label: "New Game",
click(item, focusedWindow){
  dialog.showMessageBox(null, options, (response) => {
    if (response == 1){
      mainMenuScreen();
      focusedWindow.close();
    }
  });
}
```

Figure 2: Dialog using electron

Explanation

When pressing the “New game” button a dialog box will appear and populate itself with the contents of options (**Fig 1**), and the user will be given the option between “Cancel”, “Yes, please!” and “No, thanks” because these options are defined within an array we can refer to each by their index (0 = “Cancel”, 1 = “Yes, please!”, and 2 = “No, thanks”). When the user selects “Yes, please” the response value will equal 1 because that is the index of the array where “Yes, please” is stored. If the user selects “No, thanks” or “Cancel” the return value of response will equal 2 and 0 respectively.