Black Box Test Plan: WhackaMole program

Introduction: Each test case below assumes that the cards directory contains the card image files The text in bold in the **Description** column represents the test inputs to the program. You can stop program execution by pressing Ctrl+C.

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	csc$ java -cp bin WhackaMoleGUI -t **(Close window to stop execution)**	GUI entitled "Whack A Mole" is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons. Status: Welcome to the Whack a Mole Game -- Press PLAY to start a new game! Total Score: 0 Number of Misses: 0	GUI entitled "Whack A Mole" is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons. Status: Welcome to the Whack a Mole Game -- Press PLAY to start a new game! Total Score: 0 Number of Misses: 0
testPlayGame Author: Dr. Balik	csc$ java -cp bin WhackaMoleGUI -t **Click on PLAY button** **Close window to stop execution after symbol in row 1, col 1 (tiger) is displayed.**	GUI displays symbols in row 0 from left to right (cat, dog, tiger, frog, cat) followed by symbol in row 1, col 0 (tiger). Status: Play Game -- click on an animal to score points! Total Score: 0 Number of Misses: 5	GUI displays symbols in row 0 from left to right (cat, dog, tiger, frog, cat) followed by symbol in row 1, col 0 (tiger). Status: Play Game -- click on an animal to score points! Total Score: 0 Number of Misses: 5

testQuit Author: Dr. Balik	csc$ java -cp bin WhackaMoleGUI -t **Click on QUIT button**	GUI closes	GUI closes
testClickOnSymbol Author: Dr. Balik	csc$ java -cp bin WhackaMoleGUI -t **Click on PLAY button** **Click on displayed symbol in row 0, col 0 (cat)** **Close window to stop execution after symbol in row 0, col 1 (dog) is displayed.**	GUI displays Total Score: 10 Number of Misses: 0 Symbol in row 0, col 1 (dog) is displayed	GUI displays Total Score: 10 Number of Misses: 0 Symbol in row 0, col 1 (dog) is displayed
testNoInput Author: Nicholas Loftin	csc$ java -cp bin WhackaMoleGUI -t **Click on PLAY button** **Click on displayed symbol in row 0, col 0 (cat)** **Close window to stop execution after symbol in row 0, col 1 (dog) is displayed.**	GUI displays Total Score: 0 Number of Misses: 10 Symbol in row 0, col 1 (dog) is displayed	GUI displays Total Score: 0 Number of Misses: 10 Symbol in row 0, col 1 (dog) is displayed
testExit Author: Nicholas Loftin	csc$ java -cp bin WhackaMoleGUI -t **Click on PLAY button** **Click on X** **GUI closes**	`GUI displays` `Gui exits`	GUI Displays GUI Exits

testAccuracy Author: Nicholas Loftin	csc$ java -cp bin WhackaMoleGUI -t **Click on PLAY button** **Play game until completion**	GUI displays Plays the game Total Score: 10 Number of Misses: 0	GUI displays Plays the game Total Score: 10 Number of Misses: 0
testMissclick Author: Nicholas Loftin	**csc$ java -cp bin WhackaMoleGUI -t** **Click on PLAY button** **Misclicks target** **Game should not count up score on empty symbol**	GUI displays Plays game Misclicks Total score: 0 Number of Misses: 10	GUI displays Plays game Misclicks Total score: 0 Number of Misses: 0
testClickingOnSameSymbol Author: Nicholas Loftin	**csc$ java -cp bin WhackaMoleGUI -t** **Click on PLAY button** **Clicks same target** **Game should not count up score**	GUI displays Plays game Misclicks Total score: 10 Number of Misses: 0	GUI displays Plays game Misclicks Total score: 10 Number of Misses: 0