**Test cases**

Consider the sprint task #2– Test initializing environment

Some of the test cases for this task are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| Test case  # | Scenario | Input(s) | Expected output |
| 1 | User views GUI for initializing environment | None | All details for initializing environment should display |
| 2 | User gives meaningful width and height(no more than limit) for initializing environment | Width, Height | The width and height of environment should be same with input data |
| 3 | User gives insignificant width and height( more than limit or strange symbol) for initializing environment | Width, Height | There should appear warning for wrong input |
| 4 | User clicks “Create” button without providing width and height | None | There should appear warning for wrong input |
| 5 | User clicks “Create” button without providing width or height | Single value | There should appear warning for wrong input |

Consider the sprint task #4: Test blocks in environment

Some of the test cases for this task are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| Test case  # | Scenario | Input(s) | Expected output |
| 1 | User selects an obstacle by clicking an open space once | Selection using button click | The block is marked as obstacle space |
| 2 | User double click an open space | Selection using double button click on open space | The open space will not changed |
| 3 | User double click an obstacle space | Selection using double button click on obstacle space | The obstacle space turns into open space |
| 4 | User triple click an open space | Selection using triple button click on open space | The open space turns into obstacle space |
| 5 | User triple click an obstacle space | Selection using triple button click on obstacle space | The obstacle space turns into open space |
| 6 | User click an open space four times | Selection using button click four times on open space | The open space is still open space |
| 7 | User click an obstacle space four times | Selection using button click four times on obstacle space | The obstacle is still obstacle space |