**Tetris Test Document**

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**Test: case #1**

**Name:** Canvas Creating

**Type:** Integration

**Purpose:** To see if the game launch will work and display a game board

**Input:** Create a canvas object and call canvas to run canvas

**Results:** Canvas should be created (450,600) and should run properly

**Test case #2**

**Name:** Adding shape in canvas

**Type:** Integration

**Purpose:** To see if the game will launch with one moving down square

**Input:** Create a square object and call canvas to run the square object/class

**Results:** Canvas should be created (450,600) and should run one square object moving down

**Test case #3**

**Name:** Create a block method(Square)

**Type:** Integration

**Purpose:** To create a 2 by 2 square object

**Input:** Create a 2 by 2 square object and call canvas to run the Game class

**Results:** Canvas should be created(450,600) and should run a 2 by 2 square object moving down the screen.

**Test case #4**

**Name:** Create a block method (Z shape)

**Type:** Integration

**Purpose:** To create a z-shape

**Input:**  Create a Z - Shape object and call canvas to run the Game class

**Results:** Canvas should be created(450,600) and should run a Z Shape object moving down the screen

**Test case #5**

**Name:** Create a block method (S Shape)

**Type:** Integration

**Purpose:** To create s S Shape

**Input:** Create a S shape object and call canvas to run the Game class

**Results:** Canvas should be created(450,600) and should run a S Shape object moving down the screen

**Test case #6**

**Name:** Create a block method (Line Shape)

**Type:** Integration

**Purpose:** To create a 4 block line

**Input:** Create a Line shape and call canvas to run the Game class holding the Line code

**Results:** Canvas should be created(450,600) and should run a Line Shape object moving down the screen

**Test case #7**

**Name:** Create a block method (Upside down T)

**Type:** Integration

**Purpose:** To create a Upside down T

**Input:** Create a Upside down T and call canvas to run the Game class holding the Upside down T code

**Results:** Canvas should be created (450,600) and should run a Upside down T shape object moving down the screen

**Test case #8**

**Name:** Create a block method (Right side up T)

**Type:** Integration

**Purpose:** To create a Right side up T

**Input:**  Create a Right side up T and call canvas to run the Game class holding the Right side up T code

**Results:** Canvas should be created (450,600) and should run a Right side down

**Test case #9**

**Name:** Create a block method ( L shape)

**Type:** Integration

**Purpose:** To create a L shape block

**Input:**  Create a L shape and call canvas to run the Game class holding the L shape code

**Results:** Canvas should be created (450,600) and should run a L shape block

**Test case #10**

**Name:** Create a block method (Flipped L shape)

**Type:** Integration

**Purpose:** To create a Flipped L shape

**Input:** Create a flipped L shape and call canvas to run the Game class holding the Flipped L shape code

**Results:** Canvas should be created (450,600) and should run a Flipped L shapê.

**Test case #11**

**Name:** Game.java

**Type:** Uni

**Purpose:** To make sure the Game.java displays the canvas

**Input:** Create a working canvas that will be displayed by the Game.java

**Results:** A (450,600) canvas should be created in the Game.java

**Test case #12**

**Name:** Game.java (square class implemented)

**Type:** Uni

**Purpose:** To make sure the Game.java will display/work the Square.java class

**Input:** Creating a working Game.java class with the implemented Square.java class

**Results:** A (450,600) canvas should be created in the Game.java class and should display the implemented Square.java class.

**Test case #13**

**Name:** Game.java (Implemented MovingObject.java)

**Type:** Uni

**Purpose:** To make sure the MovingObject.java will allow the Square.java objects to move in the Game.java class

**Input:** Create a working Game.java class that allows the Square.java objects to move within the Game.java

**Results:** A (450,600) canvas should be created in the Game.java class and should allow the Square.java objects to move within the Game.java class

**Test case #14**

**Name:** Square.java (creating one square block)

**Type:** Uni

**Purpose:** To make sure the Square.java class will display one square object

**Input:** Create a working Square.java class that allows a square block to be created in the Game.java canvas

**Results:** A (450,600) canvas should be created in Game.java class and trying to display one square block

**Test case #15**

**Name:** Square.java(Randomizing the square colours)

**Type:** Uni

**Purpose:** To make sure when the square block is made the colours are random

**Input:** Creating a working Square.java class that will display one square block with random colours

**Results:** A(450,600) canvas should be created in the Game.java class which will call the Square.java class and will display one square block with randomizing colours.

**Test case #16**

**Name:** MovingObject.java (Allows square objects to move)

**Type:** Uni

**Purpose:** To allow square objects/blocks to move down the (450,600) canvas

**Input:** Creating a MovingObject.java that will allow Square.java object/blocks to move within the Game.java

**Results:** A (450,600) canvas should be created in the Game.java class that will allow the MovingObject.java to move the Square.java class objects/blocks