Demo Plan

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First, run the game by typing ./biquadris

Then we have following test cases:

Since the default level is 0, player 1's blocks should be from biquadris_sequence1.txt and player2's blocks should be from biquadris_sequence2.txt.

☐ Test1: left right down drop left right down
This test should demonstrate the blocks moving left, right and down respectively. Also it shows that the drop command drops the block all the way down and makes it the other player's turn.

☐ Test2: 7left 7right 7right 9down 5down left right down left right down
This test should demonstrate that blocks cannot move outside the border and when we move down when there is a border at the bottom, it fixes the block at the position and can no longer move.

☐ Test3: 9down 9down left right drop left right down
This test should demonstrate that even if the block is fixed, a drop command is needed to make it the other player's turn.

☐ Test4: J clockwise clockwise clockwise clockwise
        L clockwise clockwise clockwise clockwise
        O clockwise clockwise clockwise clockwise
        S clockwise clockwise clockwise clockwise
        T clockwise clockwise clockwise clockwise
        Z clockwise clockwise clockwise clockwise
        I clockwise clockwise clockwise clockwise
This test should demonstrate Initial of a block changes the current block and their clockwise rotations.

☐ Test 5: J counter counter counter counter
        L counter counter counter counter
        O counter counter counter counter
        S counter counter counter counter
        T counter counter counter counter
        Z counter counter counter counter
        I counter counter counter counter
This test should demonstrate the counterclockwise rotations and autofill command(enough command necessary to distinguish from other commands).

☐ Test 6: levelup drop drop drop drop drop drop drop drop

This test should demonstrate that levelup only affects the current board at the command time and level 1 should make the next blocks random.

☐ Test 7: 3levelup norandom a.txt drop drop drop drop drop drop

This test should demonstrate that norandom makes the level not random and takes in input from the a.txt which is filled with L. Thus only L blocks should spawn in board 1 after the initial I block.

☐ Test 8: 3levelup left right down clockwise counterclockwise

This test should demonstrate level3's heaviness which makes the block move down by 1 whenever we move or rotate the block.

☐ Test 9: 4levelup left right down drop drop drop drop drop drop drop drop drop

This test should demonstrate the level3's heaviness and a star block in the middle of the row after 5 blocks have dropped in player 1's board.

☐ Test 10: 3levelup norandom a.txt drop drop drop drop random drop drop drop drop drop

This test should demonstrate that random restores randomness.

☐ Test 11: sequence commands.txt

This test should demonstrate that sequence takes in commands from the textfile. This should result in player1's level increasing to 3 and player1's dropping blocks to be from biquadris_sequence1.txt and game ending with Player1 winning.

☐ Test 12: drop drop drop drop 2levelup drop 1levelup drop drop restart

This test should demonstrate that restart resets the game and restarts.

☐ Test 13: 3levelup left right leveldown left right

This test should demonstrate that leveldown indeed changes the level and removes the heaviness from level3.

☐ Test 14: run the game with ./biquadris -scriptfile1 a.txt -scriptfile2 b.txt -startlevel 3
          Then run these commands: 3leveldown drop 3leveldown drop drop drop drop
          drop drop

This test should demonstrate that the command line interface works and player1's blocks will be all from a.txt and player 2's blocks will be all from b.txt when their level is 0 and both of their levels are initialized to 3.

☐ Test 15: run the game with ./biquadris -scriptfile1 a.txt
  Then run these commands: drop drop drop drop drop drop drop
This test should demonstrate that the -scriptfile1 command line makes player1's blocks all be from the following file.

☐ Test 16: run the game with ./biquadris -scriptfile2 a.txt
  Then run these commands: drop drop drop drop drop drop drop drop
This test should demonstrate that the -scriptfile2 command line makes player2's blocks all be from the following file.

☐ Test 17: run the game with ./biquadris -startlevel 2
This test should demonstrate the -startlevel command line initializes level to the number on both players.

☐ Test18: run the game with ./biquadris -scriptfile1 c.txt
  The run these commands: sequence cleartworow.txt blind left right down down
This should demonstrate the blind command from SpecialActions

☐ Test19: run the game with ./biquadris -scriptfile1 c.txt
  The run these commands: sequence cleartworow.txt heavy left
This should demonstrate the heavy command from SpecialActions

☐ Test20: run the game with ./biquadris -scriptfile1 c.txt
  The run these commands: sequence cleartworow.txt force T down
This should demonstrate the force command from SpecialActions