GROUP 18
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Method	**#**	**Test Description**	**Sample Input Data**	**Expected Output**	**Actual Output**	**P/ F**
initializeFrame	1	Frame initializes with correct title	Jungle King	Title: “Jungle King”	Title: “Jungle King	P
	2	Frame size is set correctly	800, 500	Size: 800x500	Size: 800x500	P
	3	Frame is not resizable	false	Resizable: false	Resizable: false	P
createMenuComponents	1	Menu components are created correctly	-	Title: Jungle King Buttons: start game, instructions, exit	Title: Jungle King Buttons: start game, instructions, exit	P
	2	Start button triggers new game	Start Game	Players get to piece selection first, then game starts after	Players get to piece selection first, then game starts after	P
	3	Exit button triggers closes program	Exit	Program closes	Program closes	P
setVisible	1	Frame visibility is set to visible correctly	true	Frame is visible	Frame is visible	P
	2	Frame visibility is set to not visible	false	Frame is not visible	Frame is not visible	P
dispose	1	Frame is disposed correctly	-	Frame is disposed	Frame is disposed	P
initializeSelectionFrame	1	Frame initializes with correctly title	Jungle King - Piece Selection	Title: Jungle King - Piece Selection	Title: Jungle King - Piece Selection	P
	2	Frame size is set correctly	600, 400	Size: 600x400	Size: 600x400	P
	3	Frame is not resizable	-	Resizable: false	Resizable: false	P

loadResources	1	Animal icons are loaded correctly	-	8 blue and 8 green animal icons loaded	8 blue and 8 green animal icons loaded	P
	2	Icons are scaled correctly	60, 60	Icon size: 60x60	Icon size: 60x60	P
loadPieceSelection	1	Displays piece selection for player 1	-	8 buttons displayed for pieces	8 buttons displayed for pieces	P
	2	Status label is set correctly when player is choosing	Player 1 picks first	Label: Player 1: Select your piece	Label: Player 1: Select your piece	P
showPieceSelection	1	Displays piece selected for player 1	Player 1 picks hidden piece	Piece selected shows chosen animal and button disables	Piece selected shows chosen animal and button disables	P
	2	Player 2 picks another button and piece is displayed	Player 2 picks hidden piece	Piece selected shows chosen animal and button disables	Piece selected shows chosen animal and button disables	P
disableAllButtons	1	All buttons are disabled	-	-	-	-
disablePieceButton	1	One button is disable	-	-	-	-
disableButton	1	Disables button	-	-	-	-
updateStatus	1	Updates status turn correctly	Status starts with “Player 2”	isPlayer1Turn = false	isPlayer1Turn = false	P
	2	Updates status text correctly	Player 1s turn	Label: Player 1: Select your piece	Label: Player 1: Select your piece	P
createBoard	1	Creates board layout correctly	-	Board panel added to frame	Board panel added to frame	P

	2	Status panel is created	-	Status panel added to container	Status panel added to container	P
createStatusPanel	1	Status panel initializes correctly	-	Contains turn and event labels	Contains turn and event labels	P
	2	Turn label displays correctly	Player 1s turn	Label: Blue’s Turn	Label: Blue’s Turn	P
createBoardTiles	1	Create tiles for each board position	-	64 tiles created for 8x8 board	64 tiles created for 8x8 board	P
	2	Sets correct background for tile	Lake tile	Tile background color set to lake color	Tile background color set to lake color	P
	3	Sets correct icon for blue base	Blue homebase tile	b_homebase.png is set as icon	b_homebase.png is set as icon	P
onTileClicked	1	Select own piece	Blue turn, blue tiger	Piece is selected and highlighted	Piece is selected and highlighted	P
	2	Select opponent’s piece	Blue turn, green tiger	“Not your piece!” event message update on board status panel	“Not your piece!” event message update on board status panel	P
	3	Select empty tile	Empty tile	No output	No output	P
handleSelection	1	Select valid piece	Blue dog on tile	Piece highlighted and board status panel says “Select destination for dog”	Piece highlighted and board status panel says “Select destination for dog”	P
	2	Select empty tile	Empty tile	No output	No output	P
	3	Select opponent’s piece	Blue turn, green cat	“Not your piece!”	“Not your piece!”	P

handleMove	1	Valid move	Adjacent empty tile	Piece moves and player turn is switched	Piece moves and player turn is switched	P
	2	Invalid move	Try moving on non-adjacent tile	“Invalid move!”	“Invalid move!”	P
	3	Winning move	Opponent’s homebase	Victory message dialog, game ends	Victory message dialog, game ends	P
startNewGame	1	User starts a new game	-	Player and game is initialized, piece selection starts after	Player and game is initialized, piece selection starts after	P
showInstructions	1	User opens game instructions	Click “instructions” button	Dialog opens	Dialog opens	P
	2	User closes game instructions	Click “Ok” button	Dialog closes, menu returns	Dialog closes, menu returns	P
exitGame	1	User exits	Click “Exit”	Program closes	Program closes	P
initializeBoard	1	Test if the board initializes correctly	New Board	7x9 board with correct tiles and pieces	7x9 board with correct tiles and pieces	P
getTile	1	Get valid tile	1,1	Returns tile at 1,1	Returns tile at 1,1	P
initializePieces	1	Blue and green player pieces are setup	-	All pieces for both players are added and setup on board	All pieces for both players are added and setup on board	P
movePiece	1	Piece cannot move because non-adjacent	Non-adjacent move	Throw new runtimeexception(“I	Throw new runtimeexception(“I	P

				nvalid move!”	nvalid move!”	
	2	User tries to move piece on their own piece	Friendly piece	Throw new runtimeexception(“ Cannot capture your own piece!”)	Throw new runtimeexception(“ Cannot capture your own piece!”)	P
	3	User captures target piece	Valid opponent piece	Target is set as captured and piece is gone from board	Target is set as captured and piece is gone from board	P
checkWinCondition	1	Player 1 has captured player 2’s home base	-	true	true	P
	2	No one has captured a home base	-	false	false	P
getShuffledPieces	1	Shuffles pieces for piece selection	Pieces list	Return shuffled pieces	Return shuffled pieces	P
determineFirstPlayer	1	First player has picked higher strength animal	player1Choice, p1Strength, player2Choice, p2Strength	currentPlayer = player1, return currentPlayer	currentPlayer = player1, return currentPlayer	P
	2	First player has picked lower strength animal	player1Choice, p1Strength, player2Choice, p2Strength	currentPlayer = player2, return currentPlayer	currentPlayer = player2, return currentPlayer	P
getBoard	1	Returns Board	-	-	-	P
getCurrentPlayer	1	Returns currentPlayer	-	-	-	P
getGameState	1	Returns gameState	-	-	-	P
checkVictory	1	A player has won	isGameOver	true	true	P
	2	Nobody has won yet	isGameOver	false	false	P

getWinner	1	Returns winner	-	-	-	P
setGameOver	1	A player has won	isGameOver = true	-	-	P
	1	Nobody has won yet	isGameOver = false	-	-	P
setWinner	1	Sets winner	-	-	-	P
hasLostAllPieces	1	Detects if all pieces has been lost	All pieces are captured	true	true	P
	2	Player still has active pieces	Pieces are not all captured	false	false	P
getPiece	1	Determines if dog piece can be used while it is captured	dog	Piece not found null	Piece not found null	P
	2	Determines if cat piece can be used	cat	Returns cat	Returns cat	P
getAllPieces	1	Retrieves all of player’s pieces	pieces	pieces	pieces	P
getActivePieces	1	Retrieves all of player’s pieces	pieces	pieces	pieces	P
getTilePos	1	Returns tile position	-	-	-	P
getRow	1	Returns tile row	-	-	-	P
getCol	1	Returns Tile column	-	-	-	P
isOccupied	1	Checks if tile is occupied	currPiece = null	false	false	P
	2	Checks if tile is occupied	currPiece = piece	true	true	P

getCurrPiece	1	Returns current piece on tile	currPiece	-	-	P
setCurrPiece	1	Sets piece that occupies tile	piece	currPiece = piece, return true	currPiece = piece, return true	P
removePiece	1	Removes current piece in tile	-	currPiece = null	currPiece = null	P
setType	1	Sets tile type	LAKE	this.type = LAKE	this.type = LAKE	P
getType	1	Returns type	-	-	-	P