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Testing Procedure

First I started the game. Verified everything was where it needed to be and that the timer increased with time. First right clicked on a random tile cycling through the outcomes going back to a blank square and leaving it as a flag. Next I right clicked on the flag to make sure the tile didn’t open. I then clicked on a tile next to it to make sure it opened properly. I then lost the game making sure I flagged an incorrect tile. Made sure the timer stopped and the You Lose message appeared. And that the incorrectly flagged tile showed the correct icon as well as it showing the correct mines and which mine was clicked on. I then clicked the new button in file to make sure that the board was reset as well the timer. I then won the game to make the appropriate message was displayed and timer stopped. Then I selected a new difficulty to make the board was remade with the right number of tiles. Opened a random tile to verify that it still worked and cycled through the right click options. Then I selected the hard difficulty and did the same thing. I then won the game to make sure that still worked. I then checked the easy difficulty selector. Finally I selected the exit options to see that it quit properly.

Note: I have had an error where the window won’t open in a small number of the instances. From a number of tests it seems to have stopped when I changed the mine spawning requirements, but just to make you aware of a potential problem.