Test Case 4

Purpose:

    1. Verifying the timer counting down leads to a Game Over prompt.

Requirement Traceability:
      Requirement number appears here.
Setup:
Open the Eclipse Application.
Create a new Java Project for Eclipse.
Create a new Java Class under Project named Game, copy and paste provided code for class.
Create a new Java Class under Project named Main Menu, and paste provide code for class.
Run Main Menu class.

Follow the directions below.

Test Data:

Action	Input	Expected Output
Launch the application.		The application main GUI appears.
Start the game.	Click the START button.	The Game Grid GUI should now display.
Let the game timer run out.		A Game Over prompt should now appear, with the options of Back to Menu, and Close.
Close the game.	Click the Close button.	The game GUI should now disappear.
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Notes:

The Minute, Seconds, Columns, Rows, Win, 2 Players? 1st Player options are left as defaults.