

Test Case 5

Purpose:

1. Verifying the Forfeit Option works as intended.

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.
Set the Minutes Option to 5.	Click the textbox under the MINUTES label and enter the number 5 on the keyboard.	The textbox under the MINUTES should now display the inputted option.
Start the game.	Click the START button on the game GUI.	The application should now display the game GUI.
Forfeit the game.	Click the FORFEIT button on the game GUI.	The GUI should now display a popup with FORFEIT indicating Player O wins because the option was clicked during Player X's turn.
Close the game.	Click the Close button on the popup.	The popup box should also display Close, or Back to Game options.
.		The game should now close.
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Notes:

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