	SYSTEM LEVEL TEST				
	Name of Tester				
	Date and Time				
	Scenario/Purpose	The user has decided to use our application and play a game of Connect4. The purpose is to show that the user input is correctly placed on the grid. This is done by selecting a column, in which the program places a colored token on the bottom most empty slot. It also tests to make sure the computer is randomely chosing a column and not overriding a particular filled slot. It also detects if there are 4 of the same color next to eachother			
	Prerequisites	The application is opened by they user.			
Steps	**Description**	**Expected Results**	**Pass**	**Fail**	**N/A**
1	A 7x6 grid displays	A grid is shown			
2	User's Turn	User selects a column and the program places a red token in the correct column at the empty most bottom slot.			
3	Win Check	Program inspects board. If there is four connected tokens of the same color, the program declares the affiliated player (or computer) with that color as the winner. If not, the program goes on to the other player's turn.			
4	Computer's Turn	Computer randomly chooses a column and the program places a blue token in the bottom most empty slot.			
5	Win Check	Program inspects board. If there is four connected tokens of the same color, the program skips to step 7. If not, the program goes on to the other player's turn.			
6	Repeat Steps	Program repeats steps 2-5 until a Win Check condition is met.			
7	Declare Winner	When a Win Check is completed and the program has determined a winner, a message should display either congratulating the player on a win or declaring a defeat for the player.			

8	Play Again	After the end message, the user is given a choice to play again or close the program. If the user selects "Play Again?" the program returns to step 1. If the user selects "I'm Finished" the program moves on to step 9.			
9	Terminate	The program terminates			

Comments