









| | | Summary | Pre-Condition | Post-Condition | Expected Results | Results | Status |
|---|-----------------|---|--|---|---|---|---|
| 1 | Configuration | The user visualise the default configuration and he can see other 3 configuration to choose if he wants to in order to start to play the game. | - | The move counter is setted on 0. | The configuration selected is shown on the board. | The game can start! |  |
| 2 | Select and Move | The user can select a block and can move it if possible. | The game has to be started. | The move counter increases by 1 if the user did a move. | The user selects the block with the mouse and can move it with WASD. | The user can see on the board the block selected and if he moves it can see the new configuration on the board. |  |
| 3 | Win | The user can move the special block outside of the board. | The final move has been made. | - | A pop up pops out and lets the user choose between a reset of the configuration or the closing of the game. | A pop up pops out and lets the user choose between a reset of the configuration or the closing of the game. |  |
| 4 | Undo function | The user can unmove the last block moved. | A move has to be made. | The board returns back to the previously configuration. | The last block returns back to the previously position. | The last block returns back to the previously position. |  |
| 5 | Reset | The user can undo in once all the moves that has been made until the last save and if there is no save available the last configuration loaded. | A configuration or a saved has to be loaded. | - | 1.The last loaded configuration returns on the board and the counter of moves returns to 0. 2. If a save is present on the memory, the reset returns at it and the counter of the moves as well. | 1.The last loaded configuration returns on the board and the counter of moves returns to 0. 2. If a save is present on the memory, the reset returns at it and the counter of the moves as well. |  |
| 7 | Save | The user can save the progress ot the game playing at the moment. | A game has to be started. | The game is saved. | The game is saved and the user can continue to play or not. | The game is saved and the user can continue to play or not. |  |
| 8 | Reload | The previous save of the game is loaded on the board if it's exicts. | At least a save has to be saved. | - | The board, the counter of the moves are updated based on the last save made and the game can continue. | The board, the counter of the moves are updated based on the last save made and the game can continue. |  |
| 9 | NBM - Solver | Once the NBM is selected, the program gives back a txt file with the list of all the moves to solve the configuration. | The default configuration has to be just loaded. | - | All the moves in order to win the game are shown in a txt file. | All the moves in order to win the game are shown in a txt file. |  |