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[Software Development](https://moodle.bcu.ac.uk/course/view.php?id=85833)

08/05/2022

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| Test Case ID & Software Feature | Input | Expected output | Actual result | Passed/Failed |
| TC1 – Choose the player (Robot or Human) | The software will be run by the user. Player should select either bot to let bot play the game or human to play the game by player | A window will appear asking user for the state | Graphical user interface, treemap chart  Description automatically generated | Passed |
| TC2 – Either select the level of the game or configure row, column and mine | The software asks the player to select the level of the game (normal, medium, advance)  Or configure the size | A window will appear asking user to enter their preferred number of rows, columns, and mines. | Graphical user interface, application  Description automatically generated | Passed |
| TC3 - enter the custom size for row, col and mine | The software asks the player to enter custom size | A popup will display, asking the user to select the number of rows, columns, and mines they want. Software will show the error message if player try to enter none integer value. | Graphical user interface, application  Description automatically generated | Failed |
| TC4 – select level of robot If select the robot in TC1 | The software asks the player to select the level of the bot (beginner, medium, advance) |  | Graphical user interface, text, application  Description automatically generated | Passed |
| TC5 - One player is playing on a 9x9 grid. | The software will be run by the user. A main menu with options appears. | A 9\*9 board game will appear for a single player to play minesweeper. | A picture containing text, shoji  Description automatically generated | Passed |
| TC6 | The software will be run by the user. A main menu with options appears. The player continues to click on buttons until he or she wins or loses. | Show a message that you loss. | Graphical user interface, application  Description automatically generated | Passed |
| TC7 | The software will be run by the user. A main menu with options appears. The player continues to click on buttons until he or she wins or loses. | Show a message that you won | A screenshot of a computer  Description automatically generated with medium confidence | Passed |
| TC8 | Option Save | This option will save the current state and all selected button and flag, and number of mine and space detected on the text file | A computer screen capture  Description automatically generated with medium confidence | passed |
| TC9 | Option Load | This option will load text file if text file is existed | Table, calendar  Description automatically generated with medium confidence | passed |
| TC10 | Option Load | This option will show the message file not found if text file is not existed | Graphical user interface, application  Description automatically generated | failed |
| TC11 | Option Restart | This option will restart the current window and clear all data | A picture containing text, shoji  Description automatically generated Diagram, calendar  Description automatically generated | passed |