# Test Case 1 (Passed):

To test that the grid is properly initialised with the correct size given by user input and all the cells are set to ‘-‘:

A screen shot of a computer

Description automatically generated

Additional attempt:

A screenshot of a computer program

Description automatically generated

Test Case 2 (Passed):

To see if mines are randomized (by revealing the mines with \*), using 10x10 grid for visibility. Additionally, ensure that no mines are places on the same grid twice. Checks that the grid refreshes every time a new game is triggered as well:

A screenshot of a computer program

Description automatically generated

Additional attempt to ensure that it’s random:

A screenshot of a computer program

Description automatically generated

Random number of mines:

A screenshot of a computer program

Description automatically generated

Random size of grid with random number of mines:

A screenshot of a computer program

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Test Case 3 (Passed):

To test that the selected square is uncovered accurately and that the grid display is updated accordingly. Displays X number of adjacent mines on selected square:

A screenshot of a computer program

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Progressing in the game:

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Description automatically generated

If the selected square contains 0 adjacent mines, it will automatically uncover till it finds a square with adjacent mines:

A screen shot of a computer program

Description automatically generated

If the selected square contains a mine, display game over message and exits the game:

A black screen with white text

Description automatically generated

If user wins the game (Example used: 4x4 grid with 3 mines):

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Description automatically generated

# User Input Validation

Invalid input for size of grid:

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Description automatically generated

Invalid input for number of mines:

A black screen with white text

Description automatically generated

Invalid input for selected square:

A screenshot of a computer program

Description automatically generated

Reject same square inputs:

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Description automatically generated