Test case 1: when a user loses

Input:

In1 –
Enter power between 1 and 100: 100
In2 –
Enter power between 1 and 100: 40
In3 –
Enter power between 1 and 100: 1

Expected Output:

Expected Command window Output:

Out1: when run is clicked

LETS PLAY LAUCH IT!!
The aim of this game is to hit any one of the targets displayed within 3 attempts
Remember the start point of the launch is at (0,500) and the path follows downwards projectile motion

this is the 1 attempt out of 3

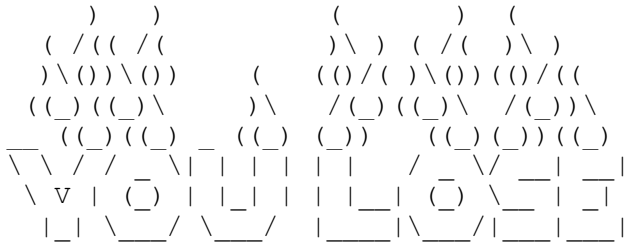
Enter power between 1 and 100: 100
Out2: when first input is entered
you have hit 0 of the 3 targets in total

this is the 2 attempt out of 3

Enter power between 1 and 100: 40
Out3: when second input is entered
you have hit 0 of the 3 targets in total

this is the 3 attempt out of 3

Enter power between 1 and 100: 1
Out4: when third input is entered
you have hit 0 of the 3 targets in total

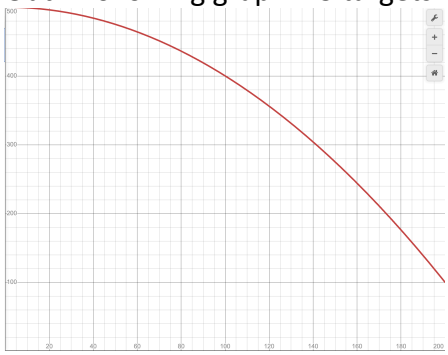


The sound saved as loseSound.mp3 played

Expected Graph output:

Out1: 3 random targets when run first clicked

Out2: following graph + 3 targets when first input is entered



Out3: following graph + 3 targets when first input is entered

Out4: following graph + 3 targets when second input is entered

Actual Output:

Actual Command window Output:

Out1: when run is clicked

LETS PLAY LAUCH IT!!

The aim of this game is to hit any one of the targets displayed within 3 attempts

Remember the start point of the launch is at (0,500) and the path follows downwards projectile motion

this is the 1 attempt out of 3

Enter power between 1 and 100: 100
Out2: when first input is entered
you have hit 0 of the 3 targets in total

this is the 2 attempt out of 3

Enter power between 1 and 100: 40
Out3: when second input is entered
you have hit 0 of the 3 targets in total

this is the 3 attempt out of 3

Enter power between 1 and 100: 3
Out4: when third input is entered
you have hit 0 of the 3 targets in total

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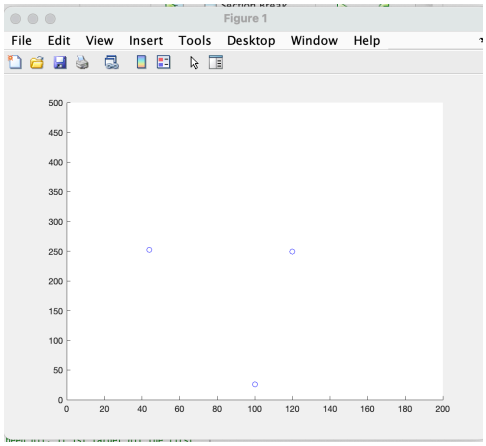
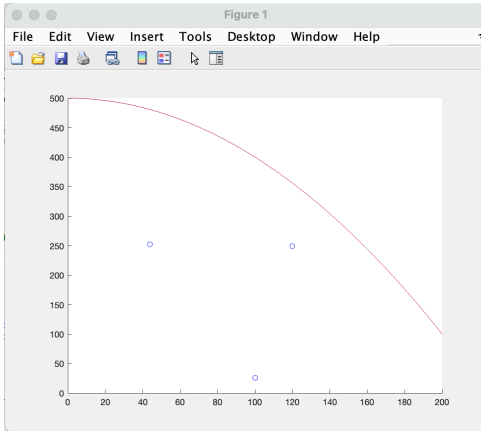
The sound saved as loseSound.mp3 played

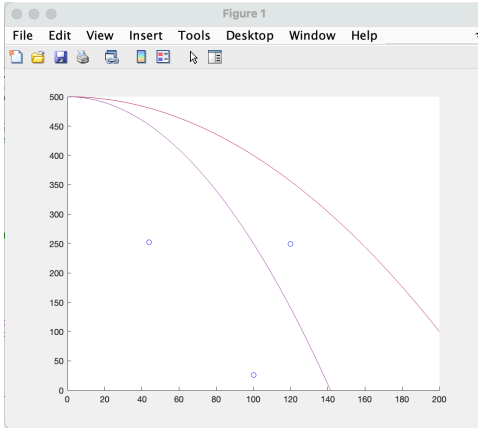
Actual Graph output:
Out1:



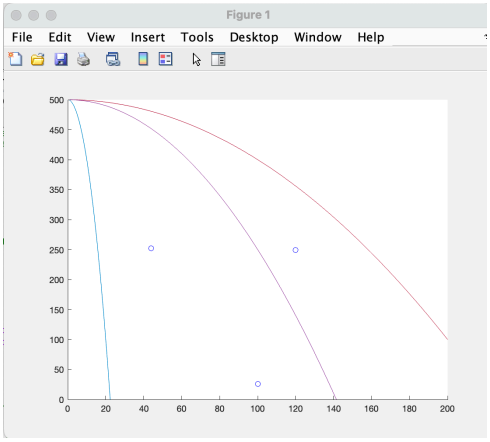
Out2:



Out3:



Out4:



Test case 2 : when user wins by hitting one target only in the first attempt

Input:

In1 –
Enter power between 1 and 100: 40
In2 –
Enter power between 1 and 100: 15
In3 –
Enter power between 1 and 100: 70

Expected Output:

Expected Window output:

Out1: when run is clicked

LETS PLAY LAUCH IT!!
The aim of this game is to hit any one of the targets displayed within 3 attempts
Remember the start point of the launch is at (0,500) and the path follows downwards projectile motion

this is the 1 attempt out of 3

Enter power between 1 and 100: 40
Out2: when first input is entered
You hit the first target at (x,y)
you have hit 1 of the 3 targets in total

this is the 2 attempt out of 3

Enter power between 1 and 100: 15
Out3: when second input is entered
you have hit 1 of the 3 targets in total

this is the 3 attempt out of 3

Enter power between 1 and 100: 70
Out3: when third input is entered
you have hit 1 of the 3 targets in total

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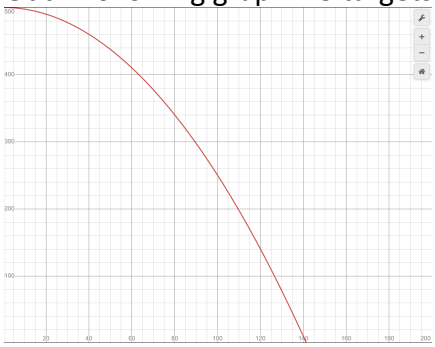
The audio saved as winSound.mp3 is played

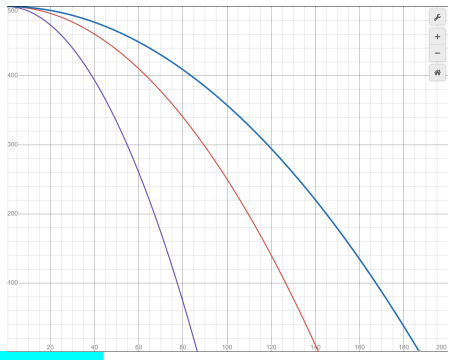
Expected Graph Output:

Out1: 3 random targets when run first clicked
Out2: following graph + 3 targets when first input is entered



Out3: following graph + 3 targets when first input is entered

Out4: following graph + 3 targets when second input is entered



Actual Output:

Actual command window output:

Out1: when run is clicked

LETS PLAY LAUCH IT!!
The aim of this game is to hit any one of the targets displayed within 3 attempts
Remember the start point of the launch is at (0,500) and the path follows downwards projectile motion

this is the 1 attempt out of 3

Enter power between 1 and 100: 40
Out2: when first input is entered
You hit the first target at (105,209)
you have hit 1 of the 3 targets in total

this is the 2 attempt out of 3

Enter power between 1 and 100: 15
Out3: when second input is entered
you have hit 1 of the 3 targets in total

this is the 3 attempt out of 3

Enter power between 1 and 100: 70
Out3: when third input is entered
you have hit 1 of the 3 targets in total

```
 __    __ ______ __   __     __    __ ______ __   __
| \  / \/    \| \ | \   | \ _ | |    | \ | \
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  \$$\/ $$| $$  | $| $$  | $$    | $$/  $\| $$ | $$ | $$$\| $$
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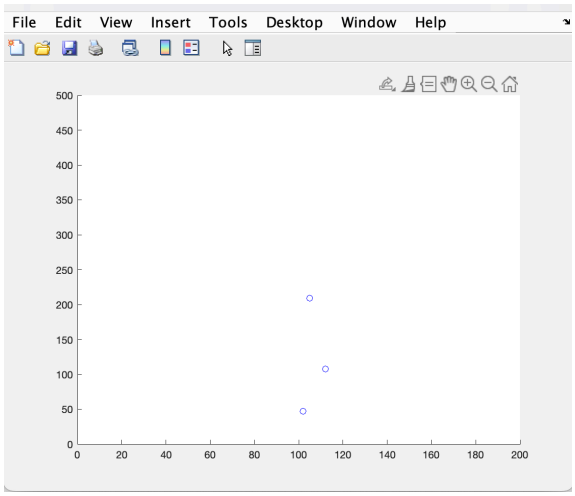
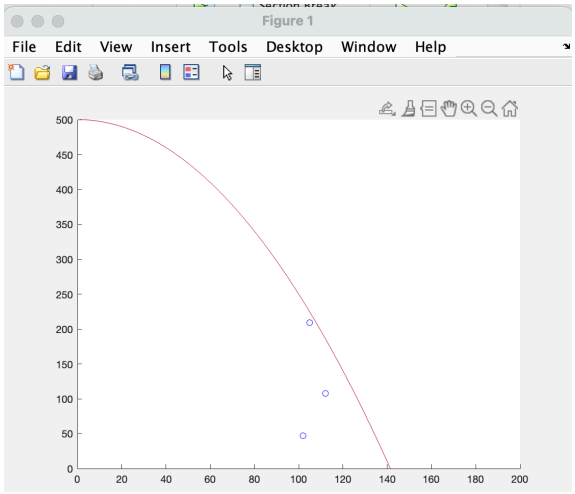
The audio saved as winSound.mp3 is played

Actual Graph Output:

Out1:



Out2:



Out3:

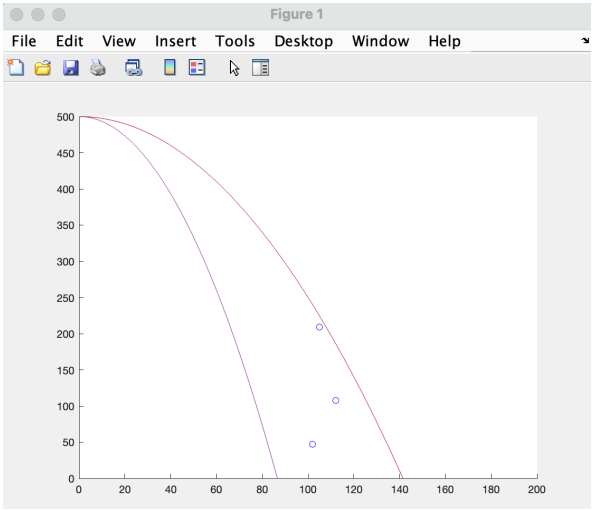


Figure 1
File Edit View Insert Tools Desktop Window Help
500
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250
200
150
100
50
0
0 20 40 60 80 100 120 140 160 180 200

Out4:

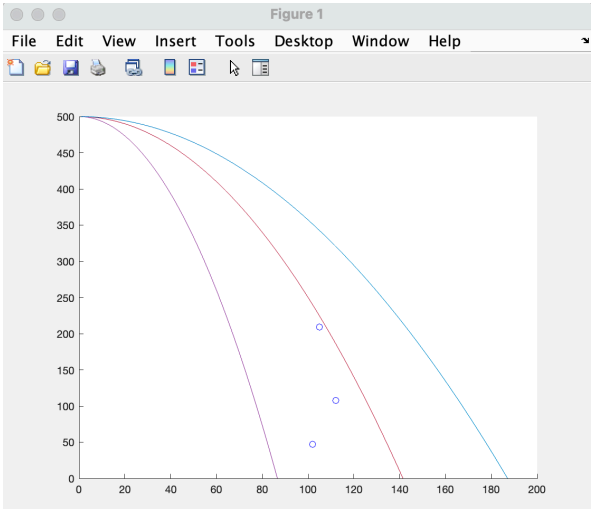
Figure 1
File Edit View Insert Tools Desktop Window Help
500
450
400
350
300
250
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0 20 40 60 80 100 120 140 160 180 200