

## Acceptance Tests

Group number: 20

Authors:

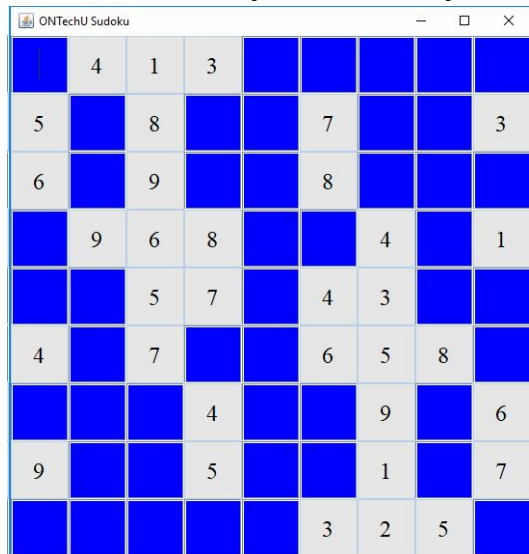
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User Story	Requirements to be validated:	Acceptance Test Validation
As the manager I want the customer's needs to be met.	<ul style="list-style-type: none"><li>- Produce a functioning game</li><li>- Include as many customer requirements in final product</li></ul>	<p>Passed, a functional game was produced.</p> <p>Files used : Menu.java, Option.java, GameBoard.java, FinalGameBoard.java, Sudoku.java</p>  <p>The screenshot shows a window titled 'ONTechU Sudoku'. It contains a 9x9 grid. The grid has a blue and white checkerboard pattern. Some cells are filled with numbers: Row 1: (1,2)=4, (1,3)=1, (1,4)=3; Row 2: (2,1)=5, (2,3)=8, (2,6)=7, (2,9)=3; Row 3: (3,1)=6, (3,3)=9, (3,6)=8; Row 4: (4,2)=9, (4,3)=6, (4,4)=8, (4,7)=4, (4,9)=1; Row 5: (5,3)=5, (5,4)=7, (5,6)=4, (5,7)=3; Row 6: (6,1)=4, (6,3)=7, (6,6)=6, (6,7)=5, (6,8)=8; Row 7: (7,4)=4, (7,7)=9, (7,9)=6; Row 8: (8,1)=9, (8,4)=5, (8,7)=1, (8,9)=7; Row 9: (9,6)=3, (9,7)=2, (9,8)=5.</p>
As a marketer I want the game be visually appealing so that advertising the game is easier.	<ul style="list-style-type: none"><li>- Game displays properly</li><li>- Themes work and are visually appealing</li></ul>	<p>Passed, game displays properly. Theme is also visually appealing and clear.</p> <p>Files used: Menu.java, Option.java, GameBoard.java,</p>

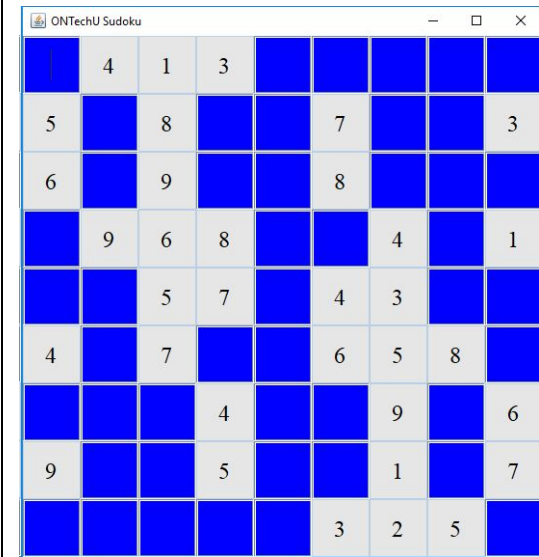
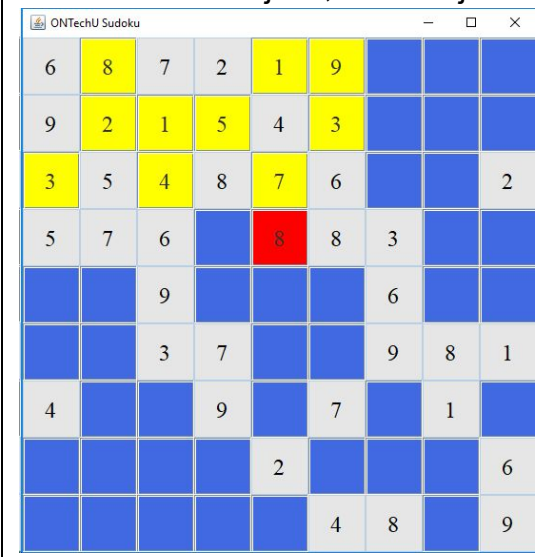
## FinalGameBoard.java, Sudoku.java

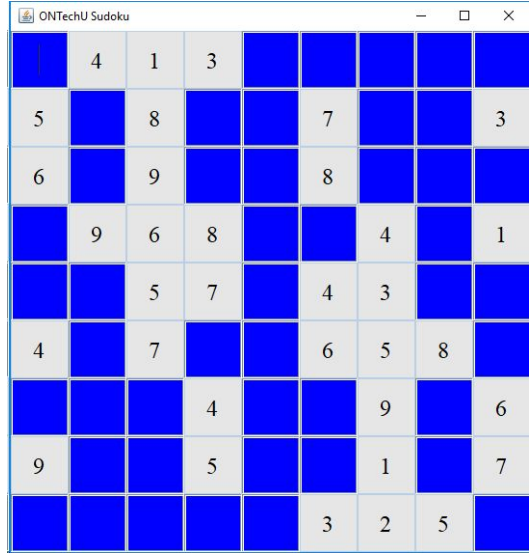

ONTechU Sudoku

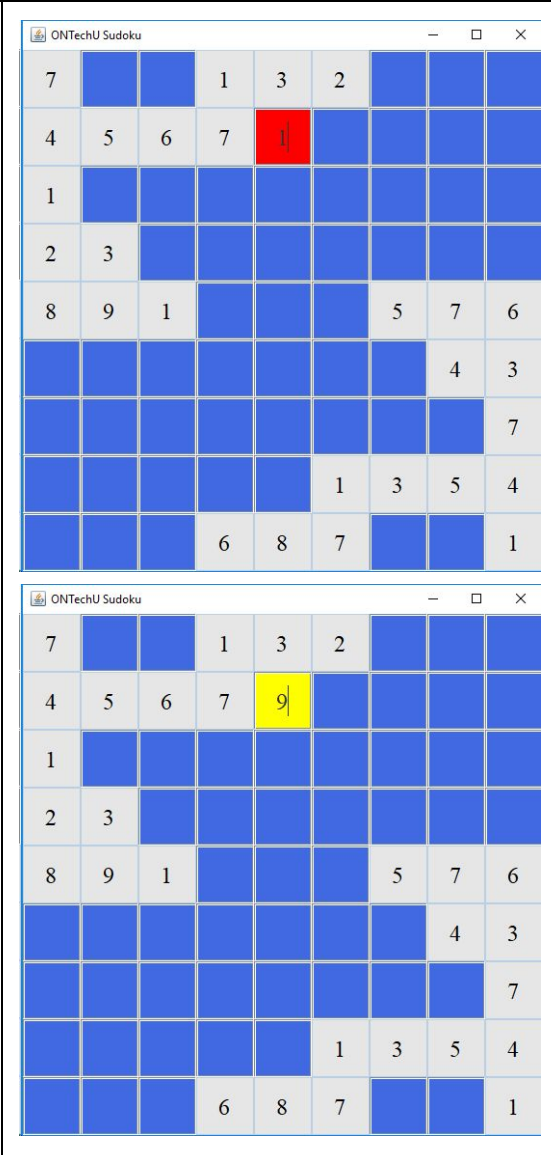
3	6	9		5				1
2			7		1	3		
	7				3			
8	2		4					
1	4	7				2	5	8
					8		4	7
			1				9	
		4	3		6			5
6				8		7	1	4

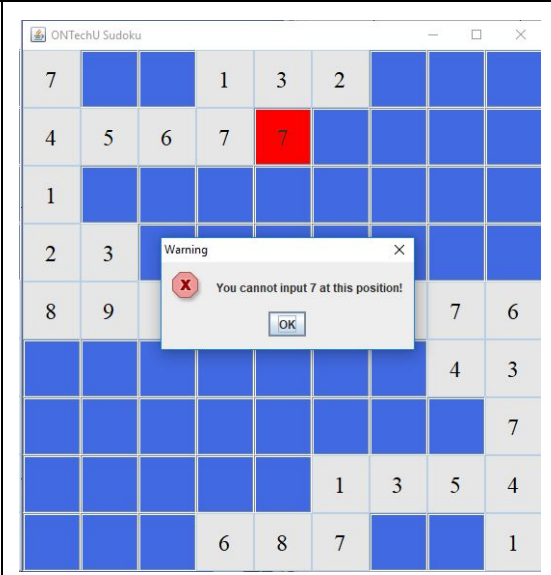
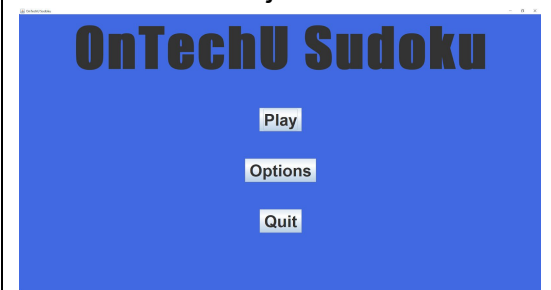
ONTechU Sudoku

	5			4				
1	7				9			
9	6		2		8			
6				2	5	1		
		8				9		
		1	9	3				8
			4		1		9	3
			6				2	5
				8			1	

		 <p>The screenshot shows a window titled "ONTechU Sudoku" with a 9x9 grid. The grid contains the following numbers (row by row): Row 1: [empty], 4, 1, 3, [empty], [empty], [empty], [empty], [empty] Row 2: 5, [empty], 8, [empty], [empty], 7, [empty], [empty], 3 Row 3: 6, [empty], 9, [empty], [empty], 8, [empty], [empty], [empty] Row 4: [empty], 9, 6, 8, [empty], [empty], 4, [empty], 1 Row 5: [empty], [empty], 5, 7, [empty], 4, 3, [empty], [empty] Row 6: 4, [empty], 7, [empty], [empty], 6, 5, 8, [empty] Row 7: [empty], [empty], [empty], 4, [empty], [empty], 9, [empty], 6 Row 8: 9, [empty], [empty], 5, [empty], [empty], 1, [empty], 7 Row 9: [empty], [empty], [empty], [empty], [empty], 3, 2, 5, [empty]</p>
As a marketer I want the game to be an accurate sudoku simulation so that it will reflect advertisements.	<ul style="list-style-type: none"><li>- Product works as a functional digital version of sudoku</li></ul>	<p>Passed, Sudoku board fully functional. Files used : Menu.java, GameBoard.java, FinalGameBoard.java, Sudoku.java</p>  <p>The screenshot shows a window titled "ONTechU Sudoku" with a 9x9 grid. The grid contains the following numbers (row by row): Row 1: 6, 8, 7, 2, 1, 9, [empty], [empty], [empty] Row 2: 9, 2, 1, 5, 4, 3, [empty], [empty], [empty] Row 3: 3, 5, 4, 8, 7, 6, [empty], [empty], 2 Row 4: 5, 7, 6, [empty], 8, 8, 3, [empty], [empty] Row 5: [empty], [empty], 9, [empty], [empty], [empty], 6, [empty], [empty] Row 6: [empty], [empty], 3, 7, [empty], [empty], 9, 8, 1 Row 7: 4, [empty], [empty], 9, [empty], 7, [empty], 1, [empty] Row 8: [empty], [empty], [empty], [empty], 2, [empty], [empty], [empty], 6 Row 9: [empty], [empty], [empty], [empty], [empty], 4, 8, [empty], 9 The cell containing the number 8 in row 4, column 5 is highlighted in red.</p>
As a developer I want the program to display the sudoku grid so that the sudoku is playable.	<ul style="list-style-type: none"><li>- Grid is displayable</li><li>- Numbers are displayed appropriately in the grid</li></ul>	<p>Passed, everything is displayed properly. Files used : Menu.java, GameBoard.java, FinalGameBoard.java, Sudoku.java</p>

		
<p>As a developer I want the program to pseudo randomly generate levels so that the game does not become too repetitive.</p>	<ul style="list-style-type: none"> <li>- Randomized boards can be successfully generated</li> <li>- The boards are not impossible to solve</li> </ul>	<p>Passed, random boards can be successfully generated. The boards are verified to be solvable before being displayed.</p> 
<p>As a developer I want the program to feature an undo move function.</p>	<ul style="list-style-type: none"> <li>- Erase previous action to input new answer</li> </ul>	<p>Passed, the game includes an undo function in the form of deleting the previous move.</p> <p>Files used : Menu.java, GameBoard.java, FinalGameBoard.java, Sudoku.java</p>

		<div data-bbox="829 191 1377 1339"></div>
<p>As a developer I want the program to not allow illegal number placement on the sudoku board.</p>	<ul style="list-style-type: none"><li>- Numbers allowed are 1 - 9, if any number outside of that range are input a message will be displayed to user.</li><li>- If the number placed will lead to a mistake in game (i.e. having two of the same number in one column) will not be allowed</li></ul>	<p>Passed, the game will warn the player with a colour coded warning, along with an alert message indicating the illegal move.</p> <p>Files used : Menu.java, GameBoard.java, FinalGameBoard.java, Sudoku.java</p>

		
As a developer I want the game to have a main menu for navigation.	<ul style="list-style-type: none"><li>- Include play button</li><li>- Include options button</li><li>- Include exit button</li></ul>	<p>Passed, the main menu allows for developers to navigate through play, options and quit, acting like a hub for the game.</p> <p>Files used: Menu.java</p> 
As a developer I want an options menu to control the optional features.	<ul style="list-style-type: none"><li>- Options menu to organize features</li><li>- Enable and disable features</li></ul>	<p>Passes, the themes allow for customization.</p> <p>Files used: Menu.java, Option.java</p> 