Sprite Packer Test Documentation:

UI Test Instructions:
       Adding Images:
1 - Click on the "Add Images" button, an open file dialog should appear, use it to select an image.
       Result: the image's name should appear on the listbox to the right and if it was the first image to be added to the list it will be selected on the list and be displayed to the left.
2 - Click on the "Add Images" button, an open file dialog should appear, use it to select multiple images.
       Result: the names of the images should appear on the listbox to the right and if there were no images added to the list previously the first item will be selected on the list and be displayed to the left.
       Clearing Images [Individual]:
1 - Load several images into the program using the "Add Images" button (at least 3), select an item in the middle of the list, click the "Clear" button.
       Result: the selected item on the list will disappear from the list, the item that was after it before deletion will be selected and displayed to the left.
2 - Load several images into the program using the "Add Images" button (at least 3), select the item at the bottom of the list, click the "Clear" button.
       Result: the selected item on the list will disappear from the list, the item preceding it before deletion will be selected and displayed to the left.
3 - Load several images into the program using the "Add Images" button (at least 3), select the item at the top of the list, click the "Clear" button.
       Result: the selected item on the list will disappear from the list, the item that was after it before deletion will be selected and displayed to the left.
4 - Load an image into the program using the "Add Images" button (make sure it's the only one loaded into the program), confirm that the item is selected, click the "Clear" button.
       Result: the list should be empty and no image should be displayed on the left.
       Clearing Images [Clear All]:
1 - Load any number of images into the program using the "Add Images" button, click the "cl all" button, a dialog box should appear asking you if you are sure that you want to clear all images, click yes
       Result: the dialog box will disappear and the list on the original window will now be empty and no image will be displayed on the left.
2 - Load any number of images into the program using the "Add Images" button, click the "cl all" button, a dialog box should appear asking you if you are sure that you want to clear all images, click no
       Result: the dialog box will disappear and the original window will be unchanged.

UI Test Instructions (Cont'd):

Generate Preview:

1 - Load any number of images into the program using the "Add Images" button, click the "Generate Preview" button

Result: no item in the list box will be selected, displayed to the left are all images loaded into the program displayed as one image

2 - Do not load any images into the program, click the "Generate Preview" button.

Result: an Error dialog will appear, after being dismissed the program will remain as it was previously.

Save File:

1- Load any number of images into the program using the "Add Images" button, click the "Export" button, you will be presented with a save file dialog, use it to select an area to save to and confirm save.

Result: at the location you selected to save to you will find two documents: an image containing all images loaded into the program at the time of export and an xml document describing the locations of each image within the created image

2 - Do not load any images into the program, click the "Export" button.

Result: an Error dialog will appear, after being dismissed the program will remain as it was previously.

Code Tests & Current Test Results:

AddSpriteTest - tests the AddSprites member of WindowActionHandler to make sure that it runs without error when passed both invalid data and works properly when given valid data.

Current Results: Passing

ClearAllTest - tests the ClearAll member of WindowActionHandler to make sure it works properly when given data.

Current Results: Passing

ClearSelectedTest - tests the ClearSelected member of WindowActionHandler to make sure it works properly when given all variations of valid data.

Current Results: Passing

SelectionChangeTest - tests the SelectionChange member of WindowActionHandler to make sure it works properly when given data.

Current Results: Passing

GeneratePreviewTest- tests the GeneratePreview member of WindowActionHandler to make sure it works properly when given data.

Current Results: Passing