Group Project Test Tables

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| **Test Case** | **Input Values** | **Driver Functions** | **Expected Outcomes** | **Observed Outcomes** |
| If ant or doodlebug is not adjacent to an unoccupied cell then it will not move | Int x, int y | Int Board::getStatus | Ant/doodlebug does not move | Ant/doodlebug does not move |
| If ant survives three time steps the ant will breed | Int age | Int Ant::getAge | The ant breeds into an empty cell after three time steps | The ant breeds into an empty cell after three time steps |
| Doodlebug will firstly try to move to an adjacent cell containing an ant and eat the ant | Int x, int y | Void Doodlebug::move | The doodlebug eats an ant in an adjacent cell if there is one | The doodlebug eats an ant in an adjacent cell if there is one |
| If a doodlebug survives for 8 steps it will breed a new doodlebug in empty, adjacent cell | Int age | Int Doodlebug::getAge | The doodlebug breeds in an empty adjacent cell | The doodlebug breeds in an empty adjacent cell |
| If a doodlebug has not eaten an ant in 3 time steps it will starve and die | Int age | Void Doodlebug::Starve | The doodlebug starves and is removed from the board | The doodlebug starves and is removed from the board |
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