Test for buildGameBoard();

Building the game board involve multiple classes so this is a system testing.

Case 1

Input: the size 5 along with the other values are correspondingly inputted and the game successfully starts.

Output: there is a hexagon board of each side with 5 tiles is shown in the main game interface.

This test can only be checked by viewing.

Case 2

Input: the size 7 along with the other values are correspondingly inputted and the game successfully starts.

Output: there is a hexagon board of each side with 7 tiles is shown in the main game interface. The test can only be checked by viewing.

Case 3

Input: the input value is missing.

Output: the game should throw an exception

Test for setMode(isAI[])

The test for setMode() involves classes setMode() and selectModeGUI interface so it is also class test.

Case 1

Input: when all the robot was chosen to be AI

Output: The game should be able to go on without any involvement of human. This test can only be done by actually playing, so this test is also part of system testing.

Case 2

Input: when some are robots and some are AI

Output: when it is human’s turn to play, the play function should be enabled and when it is robot’s turn to play, the robot should be able to respond correspondingly and quickly.

Case 3

Input: when all human is chosen.

Output: the play function should be always enabled for the current player.

Test for download()

This test involves classes robot and download so it is a system test.

Case 1

Input: there is no robot script.

Output: throw an exception.

Case 2

Input: there are more robot script than needed.

Output: throw an exception

Test for upload()

This test involves classes robot and upload so it is system test.

Case 1

Input: the color and number of robot team is chosen

Output: the script is successfully uploaded and the data exactly matches what are chosen.

Case 2

Input: one of the color and number of robot team is missing

Output: throw an exception.

Test for terminate()

This is a system test and it can only be tested after the game can run.

Input: the terminate button is clicked.

Output: the game ends successfully.

Test for initialization()

Case 1

Input: all the data needed are inputted appropriately and correctly.

Output: the game board is appropriately built and robots are appropriately loaded.