

Test Case- Fifteen Puzzle

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Title: Solving fifteen-piece puzzle

Description: This web application displays a picture that has been broken into 15 pieces and scrambled. The user is to rearrange the pieces of the picture to get the completed photo and prompt the win function.

Pre-Conditions: None

Assumptions: Assuming the user understands the premise of the game and how to move the pieces of the puzzle.

Steps:

- 1) The start of the game is 15 blank tiles
- 2) The user can hit shuffle to shuffle the tiles.
- 3) When shuffle is hit music begins to play
- 4) When then user hits shuffle is when the timer begins
- 5) When the user wants to move a tiles that is next to the empty space the user will simply click on the tile that they wish to move and the tile will be shifted to the empty space.
- 6) If the tile is not next to an empty space then the tile will not move
- 7) The move tracker keep track of the number of moves that the user takes in order to complete the puzzle.
- 8) Once the puzzle is completed, several panther images will be displayed and the user will get an end- of – game notification letting them know that they have won the game and finished the puzzle.
- 9) The user can then pick another image to complete if they would like to complete another fifteen-piece puzzle.