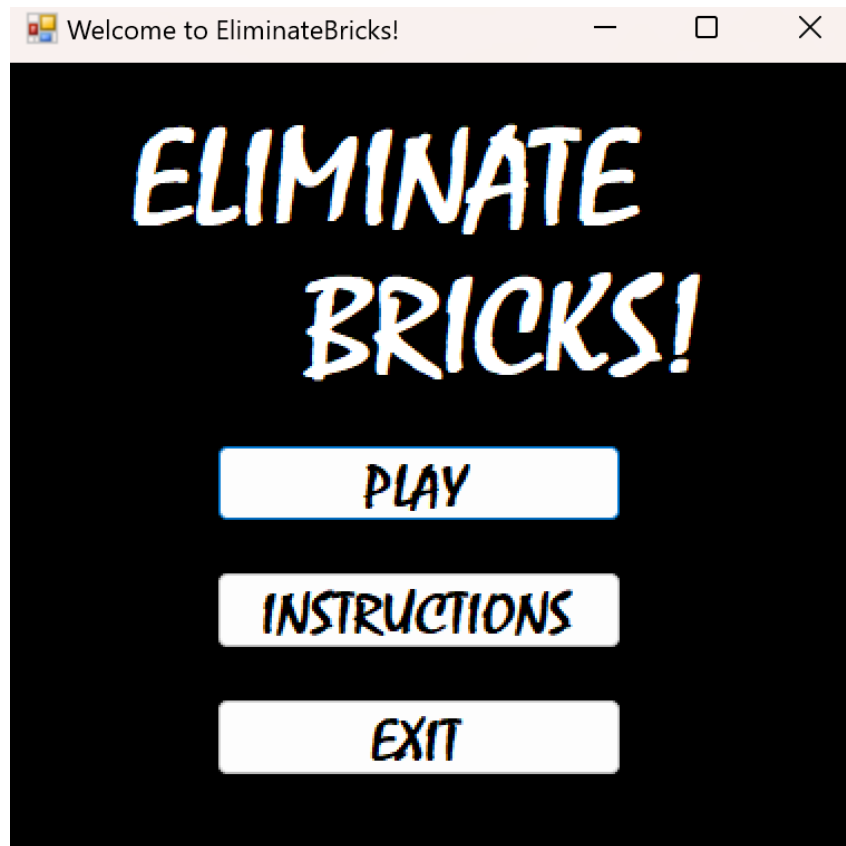


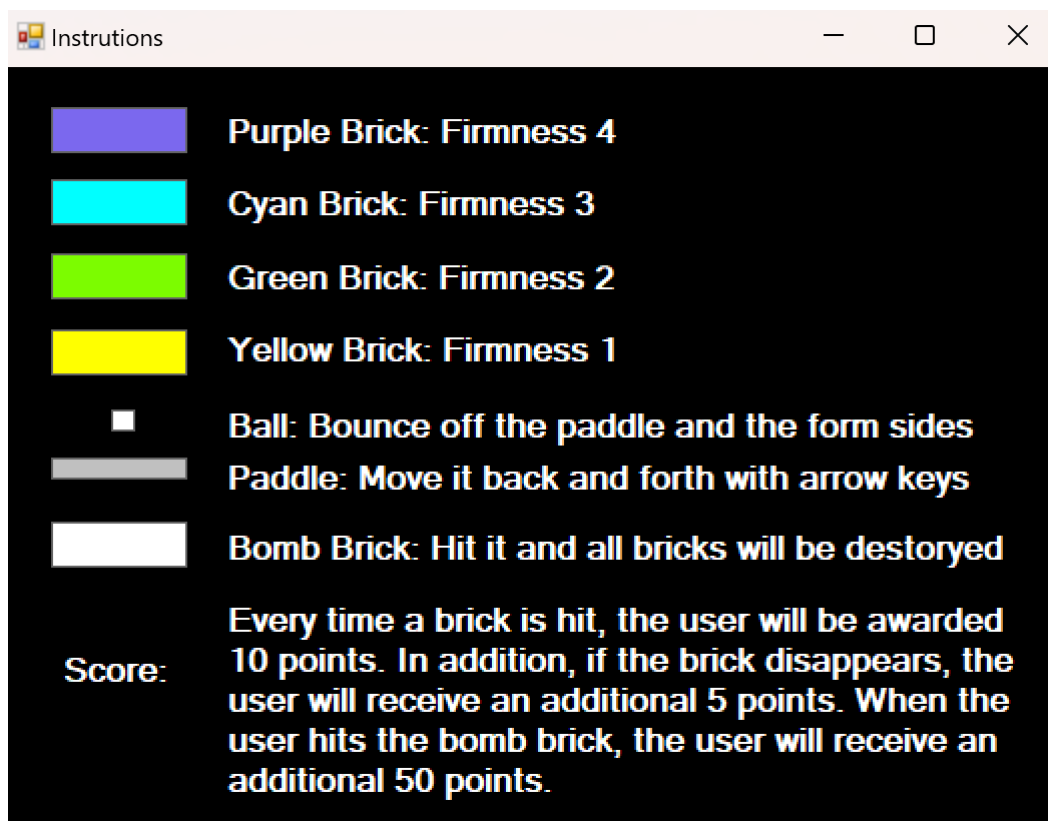
Testcase 1

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
1.1 Welcome form is displayed when the program is run.	Start Debugging	The welcome form appears successfully.	The welcome form appears successfully.



Testcase 2

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
2.1 Test Welcome Form buttons	Start Debugging	The welcome form appears successfully.	The welcome form appears successfully.
Welcome form			
2.1.1 Test "Play" button	Click " Play " button	Start Form is displayed successfully	Start Form is displayed successfully
2.1.2 Test "Instructions" button	Click " Instructions " button	Instructions Form is displayed successfully	Instructions Form is displayed successfully
2.1.3 Test "Exit" button	Click " Exit " button	The welcome form is closed successfully.	The welcome form is closed successfully.



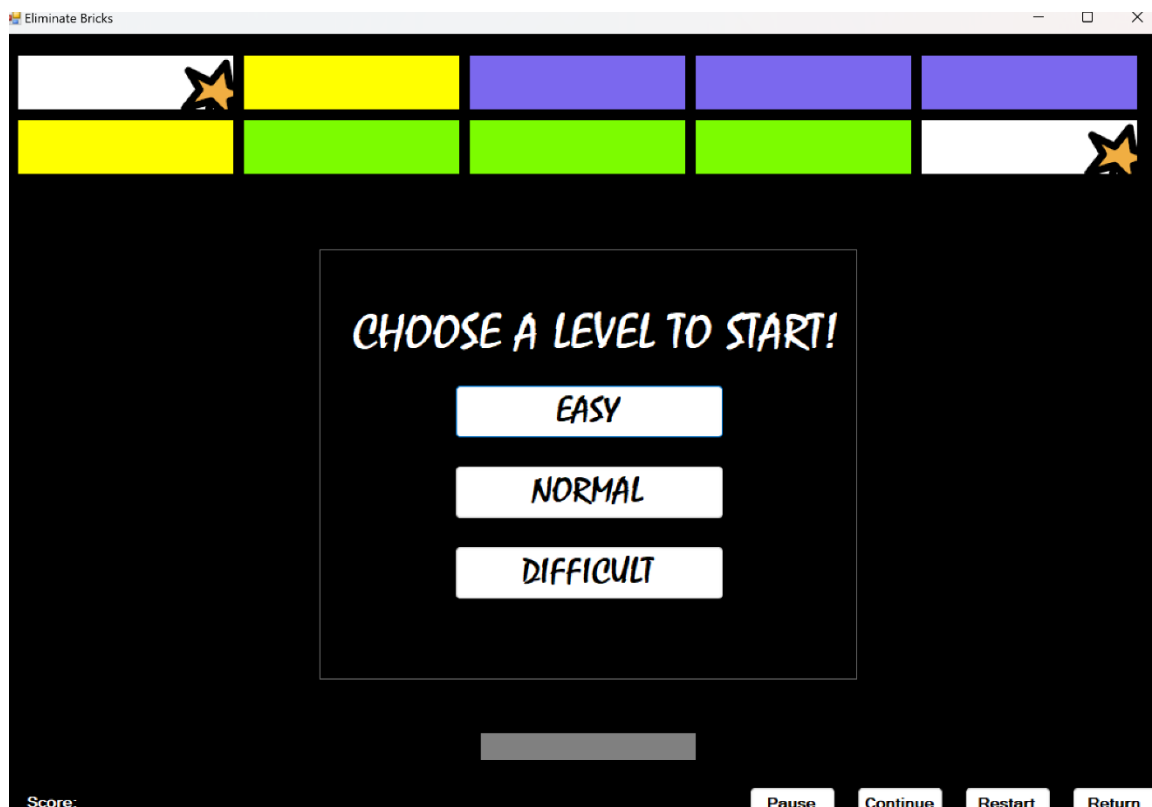
Testcase 3

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
3.1 Test Start Form buttons	Click “Play” button	Start Form is displayed successfully	Start Form is displayed successfully
Start form			
3.1.1 Test “Play” button	Click “New Game” button	Game Form is displayed successfully	Game Form is displayed successfully
3.1.2 Test “Continue” button	Click “Continue” button	Game Form that is the same as the last game is displayed successfully.	Game Form that is the same as the last game is displayed successfully.
3.1.3 Test “Back to Menu” button	Click “Back to Menu” button	The start form is closed, and the welcome form is displayed successfully.	The start form is closed, and the welcome form is displayed successfully.



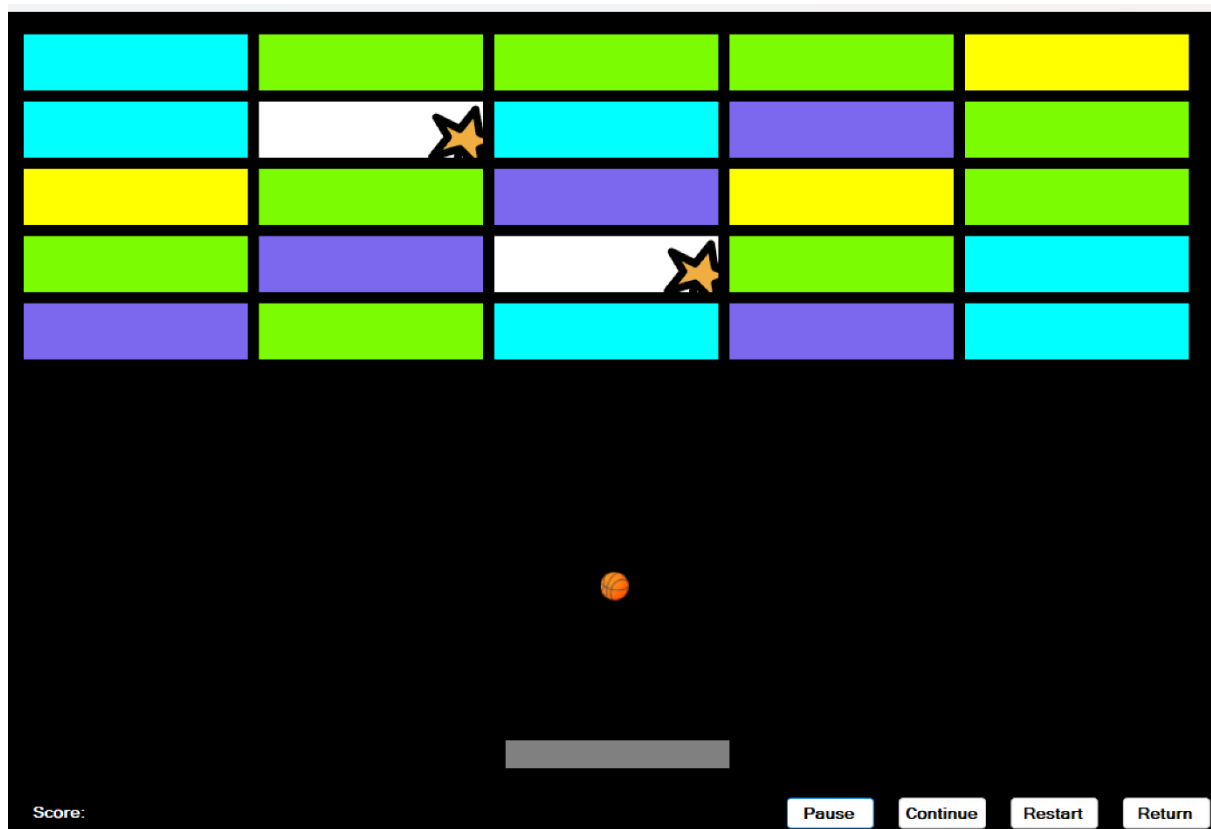
Testcase 4

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
4.1 Test Choosing-Level Panel on game form	Click “ New Game ” button	Game Form is displayed successfully	Game Form is displayed successfully
Game form			
4.1.1 Choose Easy Level	Click “ Easy ” button	The Choosing-Level panel disappeared, and the Easy-Level game with two-rows bricks started successfully.	The Choosing-Level panel disappeared, and the Easy-Level game with two-rows bricks started successfully.
4.1.2 Choose Normal Level	Click “ Normal ” button	The Choosing-Level panel disappeared, and the Normal-Level game with four-rows bricks started successfully.	The Choosing-Level panel disappeared, and the Normal-Level game with four-rows bricks started successfully.
4.1.3 Choose Difficult Level	Click “ Difficult ” button	The Choosing-Level panel disappeared, and the Normal-Level game with five-rows bricks started successfully.	The Choosing-Level panel disappeared, and the Normal-Level game with five-rows bricks started successfully.



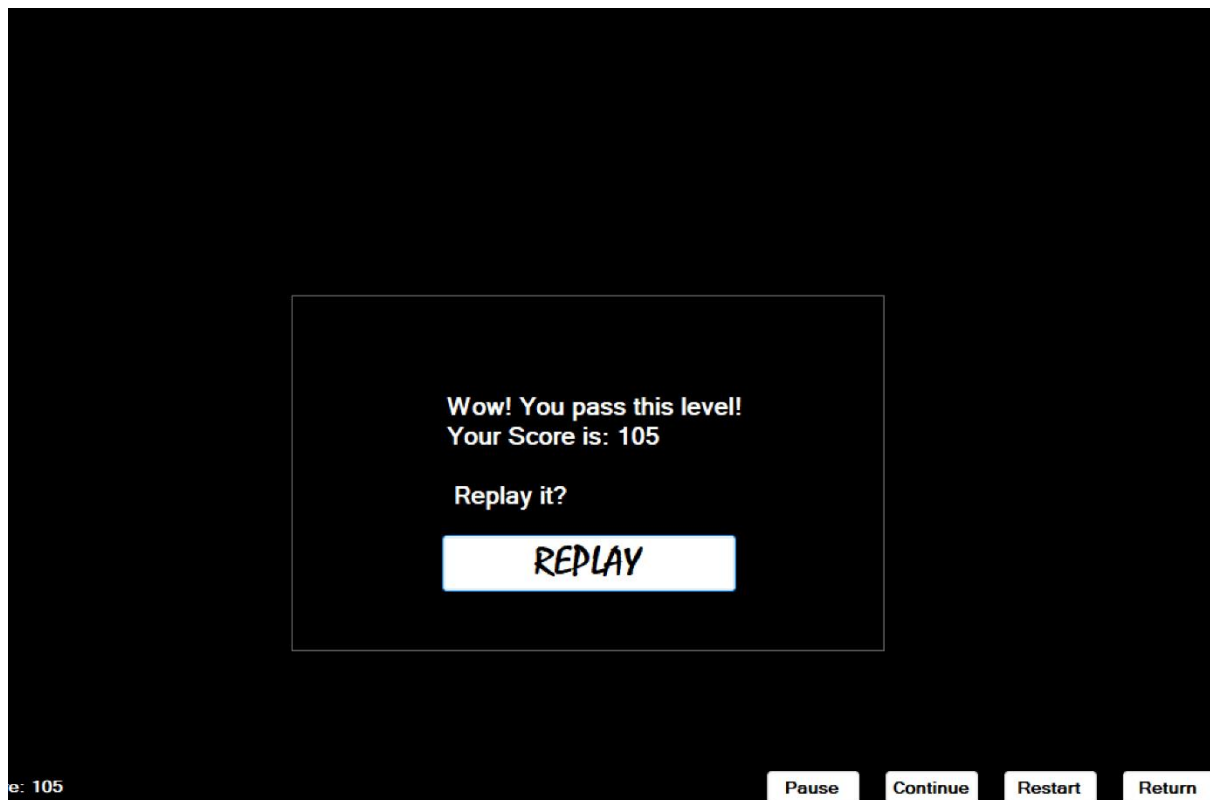
Testcase 5

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
4.2 Test four buttons on game form	Click “ New Game ” button and choose a level to start	Game Form was displayed, and the game started successfully	Game Form was displayed, and the game started successfully
Game form			
4.2.1 Test “Pause” button	Click “ Pause ” button	Game paused successfully.	Game paused successfully.
4.2.2 Test “Continue” button	Click “ Continue ” button	Game continued successfully.	Game continued successfully.
4.2.3 Test “Restart” button	Click “ Restart ” button	Game restarted successfully.	Game restarted successfully.
4.2.4 Test “Return” button	Click “ Return ” button	Game form closed and back to Start form successfully.	Game form closed and back to Start form successfully.



Testcase 6

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
4.3 Test the ending panel when passed the level	Click “ New Game ” button and choose a level to start	Game Form was displayed, and the game started successfully	Game Form was displayed, and the game started successfully
Game form			
4.3.1 Passed the level	Eliminate all bricks	The success panel with correct scores appeared successfully.	The success panel with correct scores appeared successfully.
4.3.2 Test “Replay” button on ending panel	Click “ Replay ” button	Game restarted successfully.	Game restarted successfully.



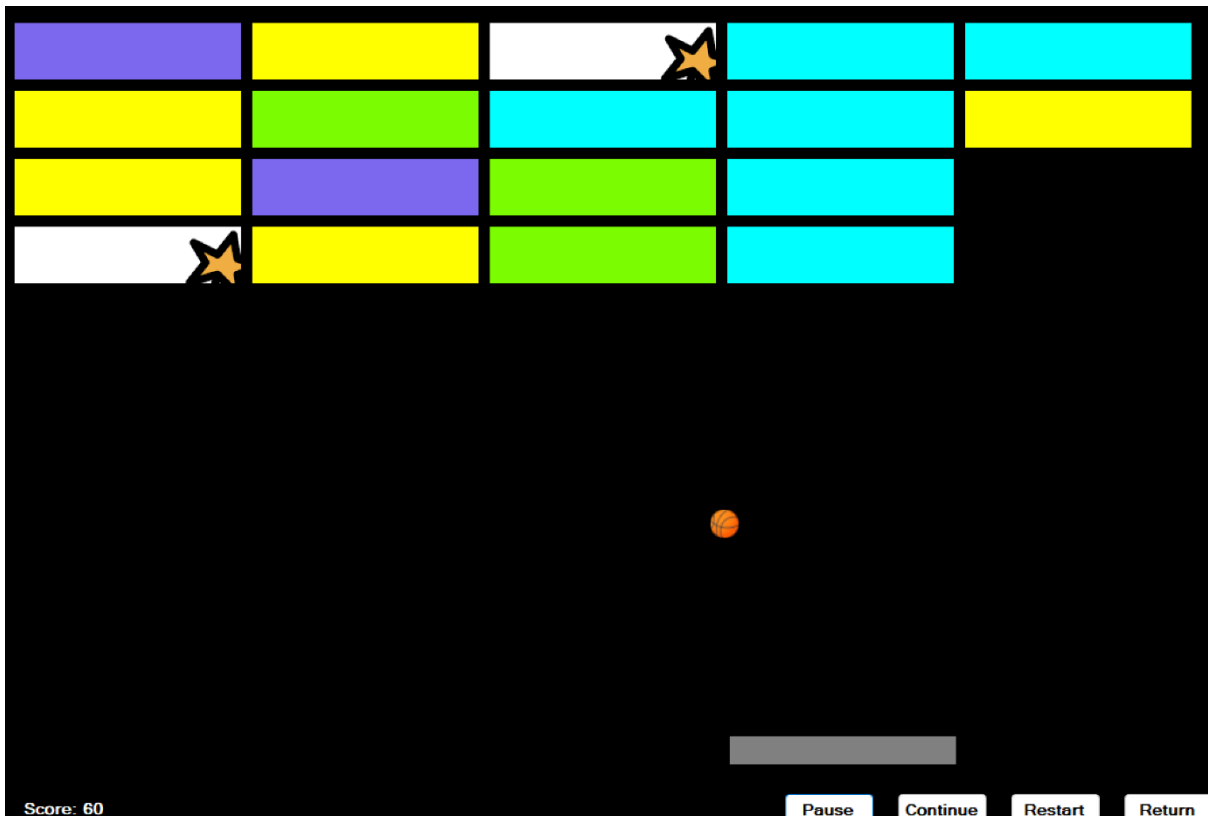
Testcase 7

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
4.4 Test the ending panel when failed	Click “ New Game ” button and choose a level to start	Game Form was displayed, and the game started successfully	Game Form was displayed, and the game started successfully
Game form			
4.3.1 Failed in the level	Make the ball fall to the bottom without eliminating all bricks	The game-over panel with correct scores appeared successfully.	The game-over panel with correct scores appeared successfully.
4.3.2 Test “Replay” button on ending panel	Click “ Replay ” button	Game restarted successfully.	Game restarted successfully.



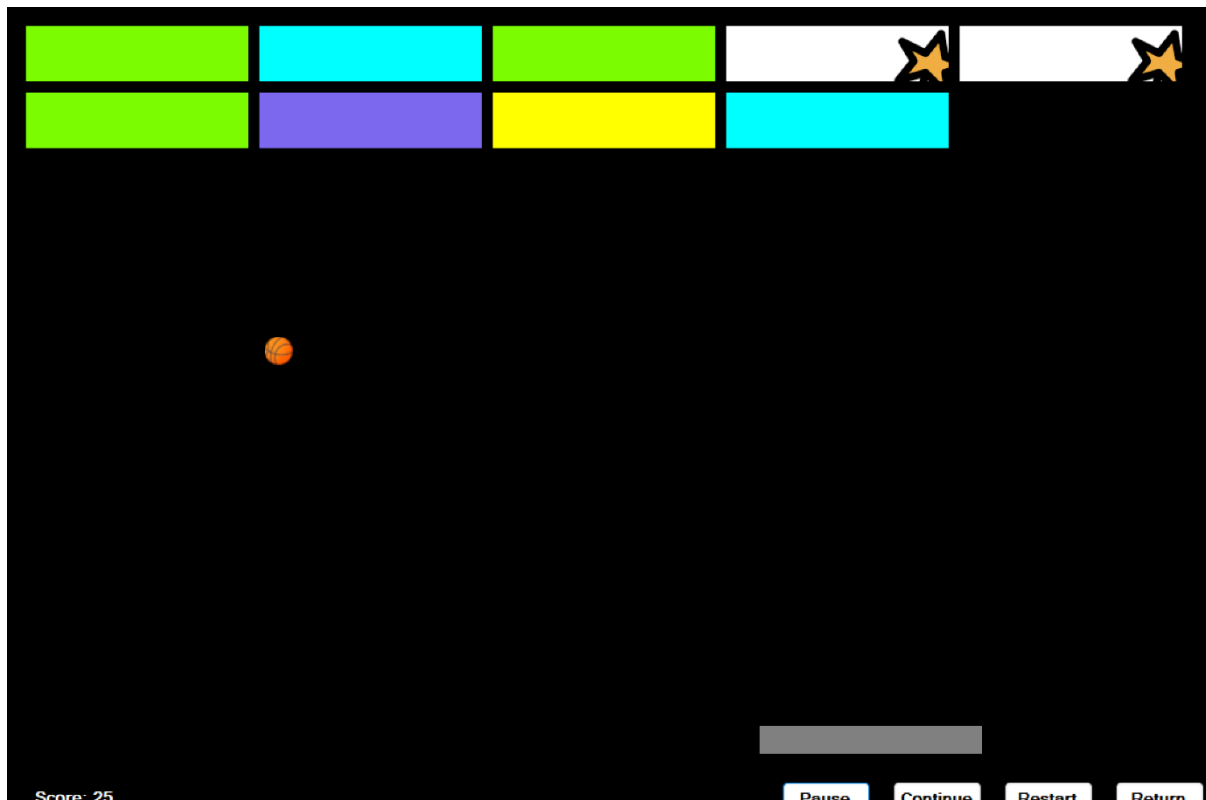
Testcase 8

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
5.1 Test Paddle move	Click “New Game” button and choose a level to start	Game Form was displayed, and the game started successfully	Game Form was displayed, and the game started successfully
Game form			
5.1.1 Test paddle move with mouse move	Move mouse to the left	The paddle moves to the left successfully.	The paddle moves to the left successfully.
	Move mouse to the right	The paddle moves to the right successfully.	The paddle moves to the right successfully.



Testcase 9

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
5.2 Test Ball move and Ball bounce	Click “New Game” button	Game Form was displayed successfully	Game Form was displayed successfully
Game form			
5.2.1 Test Ball move	Choose Easy level to start	Game started and the ball moved successfully	Game started and the ball moved successfully
5.2.2 Test Collision between the ball and the paddle	Bounce the ball off the paddle	The ball was bounced off the paddle successfully.	The ball was bounced off the paddle successfully.
5.2.3 Test Collision between the ball and the form edge	Make the ball hit the left edge of the form	The ball bounced off the left edge successfully	The ball bounced off the left edge successfully
	Make the ball hit the right edge of the form	The ball bounced off the left edge successfully	The ball bounced off the left edge successfully
	Make the ball hit the top edge of the form	The ball bounced off the top edge successfully	The ball bounced off the top edge successfully
	Make the ball hit the bottom edge of the form	The ball falls to the ground and the game failed.	The ball falls to the ground and the game failed.



Testcase 10

Requirement to test	Test Data Input	Expected Outcomes	Actual Outcomes
5.3 Test Bricks elimination	Click “New Game” button and choose a level to start	Game Form was displayed, and the game started successfully	Game Form was displayed, and the game started successfully
Game form			
5.3.1 Test collision between the ball and the brick	Make the ball hit the “yellow” brick	The “yellow” brick disappeared successfully	The “yellow” brick disappeared successfully
	Make the ball hit the “Green” brick	The color of the “green” brick changes into yellow, and the ball bounced off the brick successfully.	The color of the “green” brick changes into yellow, and the ball bounced off the brick successfully.
	Make the ball hit the “Cyan” brick	The color of the “Cyan” brick changes into green, and the ball bounced off the brick successfully.	The color of the “Cyan” brick changes into green, and the ball bounced off the brick successfully.
	Make the ball hit the “Purple” brick	The color of the “Purple” brick changes into cyan, and the ball bounced off the brick successfully.	The color of the “Purple” brick changes into cyan, and the ball bounced off the brick successfully.
	Make the ball hit the “Bomb” brick	All the bricks were eliminated, and the won message displayed successfully.	All the bricks were eliminated, and the won message displayed successfully.

