Battleship Test Plan

# Board

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| **Test for Object: Board** | | |
| **Description** | **Procedure** | **Expected Result** |
| Add empty ship | Create new empty Ship  addShip(testShip) | Ship is not added to ships |
| Add ship | Create new Ship  addShip(testShip) | Ship is added to ships |
| Set Up |  |  |
| Display |  |  |
| Place Ships |  |  |

# Cell

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| **Test for Object: Cell** | | |
| **Description** | **Procedure** | **Expected Result** |
| setActiveShip to empty ship | Create new empty Ship  setActiveShip(testShip) | activeShip does not change |
| setActiveShip to ship | Create new Ship  setActiveShip(testShip) | activeShip = testShip |
| Set Symbol to Invalid Character |  |  |
| Set Symbol to Valid Character |  |  |

# Ship

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| --- | --- | --- |
| Test for Object: Ship | | |
| Description | Procedure | Expected Result |
| isSunk | Create new Ship  newShip.isSunk() | • cellsOccupied symbols set to X   * cellsOccupied wasHit is true * wasHit all = false |