

Lamb Chops					
Test Planner and Tracker					
Test No. ID	Related Systems / User Story	Pre - Conditions	Test Description (Steps)	Expected Outcome	Outcome
1.1	Load Landing Page	n/a	User launches Sudoku web application with link.	Web page is displayed with beginner board, with little delay.	delayed
2.1	New Game Level	1. System has been setup and configured. 2. New Game modal successfully displayed.	User selects "Beginner"	A game board with 36 - 46 tiles is displayed with little delay.	Passed
2.2			User selects "Intermediate"	A game board with 32 - 35 tiles is displayed with little delay.	Passed
2.3			User selects "Advanced"	A game board with 28 - 31 tiles is displayed with little delay.	delayed
2.4			User selects "Expert"	A game board with 17 - 27 tiles is displayed with little delay.	delayed
3.1	Input Number Game Mode	1. System has been setup and configured. 2. Sudoku tile has been selected (cell, row, and column highlighted)	User selects a number button 1 - 9	The clicked number button displays in the selected tile. The remaining number count decrements by 1.	Passed
3.2			User selects a feature other than number buttons 1 - 9	The selected tile remains blank.	Passed
3.3			User types a number 1 - 9 on keyboard.	The typed number displays in the selected tile. The remaining number count decrements by 1.	Passed
3.4			User types a character other than number 1 - 9 on keyboard.	The selected tile remains blank.	Passed
4.1	Erase	1. System has been setup and configured. 2. Sudoku tile has been selected (cell, row, and column highlighted)	User has selected a tile they played a number in. User clicks "Erase" button.	The selected tile displays empty.	Passed
4.2			User has selected an empty tile. User clicks "Erase" button.	The selected tile remains displaying empty.	Passed

Key	
	Passed Test
	Error Occurred / Criteria was not met

4.3			<p><i>User has selected a tile that was initialized with the game board.</i></p> <p>User clicks "Erase" button.</p>	The selected tile remains displaying the initialized number.	Passed
5.1	Undo	1. System has been setup and configured.	<p><i>User has played numbers on the board.</i></p> <p>User clicks "Undo" button (works regardless of whether button has been used previously)</p>	Board displays previous state.	Passed
5.2			<p><i>User has made no moves on the board.</i></p> <p>User clicks "Undo" button.</p>	The board remains in its current state.	Passed
5.3			<p><i>User has made n moves on the board.</i></p> <p>User clicks "Undo" button $n + 1$ times. (works regardless of whether button has been used previously)</p>	Board undoes all plays and then remains the same for additional clicks of "undo."	Passed
6.1	Hint	1. System has been setup and configured.	<p><i>User has played numbers on the board, and one or multiple of them do not match the correct solution.</i></p> <p>User clicks "Hint" button.</p>	System will locate first instance of a mistake traversing the array by row and display the correct number. Hint count is decremented by one.	Passed
6.2			<p><i>User either has either made no plays or has made no mistakes.</i></p> <p>User clicks "Hint" button.</p>	System will locate first instance of an empty cell traversing the array by row and display the correct number. Hint count is decremented by one.	Passed
6.3			<p><i>User has already used three hints.</i></p> <p>User clicks "Hint" button.</p>	Board will remain in the same state.	Passed

7.1.1 / 7.1.2	Change Settings	1. System has been setup and configured. 2. "Settings" button has been clicked and modal is displayed.	User clicks the slider labeled "Error Limits"	(7.1.1) <i>If the setting was off</i> : the system will terminate the current game if the user makes more than three mistakes. (7.1.2) <i>If the setting was on</i> : users are able to make an unlimited amount of mistakes without the game terminating.	Not Implemented
7.2.1 / 7.2.2			User clicks the slider labeled "Auto-Detect Mistakes"	(7.2.1) <i>If the setting was off</i> : the system will alert the user when play a number than conflicts with the answer key for the board. (7.2.2) <i>If the setting was on</i> : users will only be altered when they play a number that conflicts with the rules of Sudoku.	Not Implemented
7.3.1 / 7.3.2			User clicks the slider labeled "Auto-Update Notes"	(7.3.1) <i>If the setting was off</i> : after a number is played in game mode, the system will check for notes that conflict with the rules of Sudoku and remove them. Users are still able to manually remove notes, if they desire. (7.3.2) <i>If the setting was on</i> : users have to manually remove all notes.	Not Implemented
7.4.1 / 7.4.2			User clicks the slider labeled "Light/Dark Mode"	(7.4.1) <i>If the setting was off</i> : the system will alter the display to darker colors (dark mode) (7.4.2) <i>If the setting was on</i> : the system will alter the display to light colors (light mode)	Passed
8.1	Input Number Notes Mode	1. System has been setup and configured. 2. Sudoku tile has been selected (cell, row, and column highlighted) 3. User has activated Notes Mode by clicking the "Notes" button.	User selects a number button 1 - 9	The clicked number button displays smally in the selected tile.	Passed
8.2			User selects a feature other than number buttons 1 - 9	The selected tile remains blank.	Passed
8.3			User types a number 1 - 9 on keyboard.	The typed number displays smally in the selected tile.	Passed
8.4			User types a character other than number 1 - 9 on keyboard.	The selected tile remains blank.	Passed