Battleship!

Black Box Test Plan

All mouse click on the GUI are represented by a [row,column] coordinate. The rows and columns are zero indexed.

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| Test ID | Description | Expected Results | Actual Results |
| 1 | Exit out of all previous Battleship games.  % java BattleshipGUI hi there | Usage: java BattleShipGUI <seed> | Usage: java BattleShipGUI <seed> |
| 2 | Exit out of all previous Battleship games.  % java BattleshipGUI 1  Place submarine (size=1) at [2,1]  Place destroyer (size=2) at [0,7] | Message:  No room: try again with destroyer | Message:  No room: try again with destroyer |
| 3 | Exit out of all previous Battleship games.  % java BattleshipGUI 1  Place submarine (size =1) at [2,1]  Place destroyer (size=2) at [3,4]  Place cruiser (size=3) at [6,1]  Press Vertical Button  Place battleship (size=4) at [1,7]  Fire at the following locations:  [1,0]  [1,1]  [0,3]  [3,3]  [4,3]  [5,3]  [6,3]  [1,7]  [2,7]  [3,7] | **Human Board** dots in order of appearance  [7,2] W  [1,2] W  [2,4] W  [6,0] W  [4,6] W  [4,5] W  [0,1] W  [6,3] R  [4,1] W  [7,5] W  **Computer Board** dots in order of appearance:  [1,0] R  [1,1] R  [0,3] R  [3,3] R  [4,3] R  [5,3] R  [6,3] R  [1,7] R  [2,7] R  [3,7] R  **Message:**  Human Wins! | **Human Board** dots in order of appearance  [7,2] W  [1,2] W  [2,4] W  [6,0] W  [4,6] W  [4,5] W  [0,1] W  [6,3] R  [4,1] W  [7,5] W  **Computer Board** dots in order of appearance:  [1,0] R  [1,1] R  [0,3] R  [3,3] R  [4,3] R  [5,3] R  [6,3] R  [1,7] R  [2,7] R  [3,7] R  **Message:**  Human Wins! |
| 4 | Exit out of all previous Battleship games.  % java BattleshipGUI 1  Place submarine (size=1) at [3,1]  Place destroyer (size=2) at [1,3]  Place cruiser (size=3) at [1,4] | Message:  No room: try again with cruiser | Message:  No room: try again with cruiser |
| 5 | Test that game begins after  four ships are placed |  |  |
| 6 | Test computer win |  |  |
| 7 | Test firing at a place that has been fired already |  |  |
| 8 |  |  |  |