Test subject: Input taking/interacting with the board

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|  | Test | Expected | Actual | Date | Notes |
| Expected cases | Inputting coordinates for particular cell.  [1, a] | The player is able to interact with cell [1, a] (in this case flag the cell) |  | 15/05/24 | Coordinate for the y-axis is a string but it has to be an integer to locate a particular cell e.g. board[3][3] |
| Inputting coordinates for particular cell.  [1, a] | *The player is able to interact with cell [1, a] (in this case flag the cell)* |  | 15/05/24 | Change the Y coordinate from string to char because char can refer to a number. |
| Inputting different options  [Dig]  [6, e] | After selecting the cell, that cell should be revealed. |  | 15/05/24 |  |
| Inputting different options  [flag]  [9, f] |  |  | 15/05/24 |  |
| Inputting different options  [undo]  [9, f] | The cell that is [F]  Should go back to “o”. | ➡️ | 15/05/24 |  |
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| Invalid cases | Inputting coordinates for a particular cell. But using invalid input  [-23, a3!] | Loop through until get a valid input. |  | 16/05/24 |  |
| Inputting an Invalid option  [ fl4, fl%, di, di#, un!, und@ ] | Loop through until get a valid input. |  | 16/05/24 |  |
| null | It should also loop through until it is valid. |  | 16/05/24 |  |
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| Boundary cases | Inputting  Coordinate at the edge of the table.  [Flag]  [1, a], [10, a]  [1, j], [10, j] | Should be able to work fine. |  | 16/05/24 |  |
| Coordinate of y-axis with capital letters.    [flag]  [5, G] | Should be able to work fine. |  | 16/05/24 |  |
| Inputting different options with random capitalized letters.  [fLAg] | Should be able to work fine. Should be able to work fine. |  | 16/05/24 |  |
| Undo a cell that have no flag  [undo]  [5, h] | The program should tell the player that they can’t undo this cell. |  | 11/06/24 |  |
| Flag the cell that is already been open  [flag]  [] | The program should tell the player that they can’t place a flag here. |  | 11/06/24 |  |

Test subject: Revealed a number

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|  | Test | Expected | Actual | Date | Notes |
| Expected cases | When open a cell that is empty, it should expand out. |  | \*\*stack overflow error. | *2/06/24* | The recursive function that checks the cell around one cell checks each other back and forth causing an infinite loop. |
| When open a cell that is empty, it should expand out. |  |  | 2/06/24 | If the cell already checks and empty change that cell to “0” then if the cell is “0” return because its already been checked. |
| When opening a cell that contains a number  [flag]  [7, g] | Should reveal the number. |  | 2/06/24 |  |
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| Invalid cases |  |  | Invalid cases such as out of range coordinate or wrong input for the y axis (not a-j) when digging is already test in the input taking part. |  |  |
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| Boundary cases | When dig a cell that is already been flagged  [dig]  [] | Should not revealed the |  |  |  |
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Test subject: End of game/win/lose

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|  | Test | Expected | Actual | Date | Notes |
| Expected cases | *Inputting coordinate*  *[1, a]* | *Cell [1, a] is flagged.* |  | *15/05/24* | *Coordinate for y axis is string but it has to be an integer in order to locate a particular cell e.g. board[3][3]* |
| *Inputting coordinate*  *[1, a]* | *Cell [1, a] is flagged.* | *Cell [1, a] is flagged.* | 15/05/24 |  |
| When open a cell that is empty, it should expand out. |  | \*\*stack overflow error. | 1/06/24 | The recursive function that check the cell around one cell checks each other back and forth causes infinite loop. |
| When open a cell that is empty, it should expand out. |  |  | 2/06/24 | If the cell is already check and empty change that cell to “0” then if the cell is “0” return because its already been check. |
| When all the flag is use and the flag is at the correct location. | Tell the player that they won. |  | 5/06/24 |  |
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| Invalid cases | *e.g. -1* | *“You must enter a number >= 0”* |  |  |  |
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| Boundary cases | *1/1000000000000000* | *0* |  |  |  |
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Sample test plan

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|  | Test | Expected | Actual | Date | Notes |
| Expected cases | *Inputting coordinate*  *[1, a]* | *Cell [1, a] is flagged.* |  | *15/05/24* | *Coordinate for y axis is string but it has to be an integer in order to locate a particular cell e.g. board[3][3]* |
| *Inputting coordinate*  *[1, a]* | *Cell [1, a] is flagged.* | *Cell [1, a] is flagged.* | 15/05/24 |  |
| When open a cell that is empty, it should expand out. |  | \*\*stack overflow error. | 1/06/24 | The recursive function that check the cell around one cell checks each other back and forth causes infinite loop. |
| When open a cell that is empty, it should expand out. |  |  | 2/06/24 | If the cell is already check and empty change that cell to “0” then if the cell is “0” return because its already been check. |
| When all the flag is use and the flag is at the correct location. | Tell the player that they won. |  | 5/06/24 |  |
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| Invalid cases | *e.g. -1* | *“You must enter a number >= 0”* |  |  |  |
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| Boundary cases | *1/1000000000000000* | *0* |  |  |  |
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