Table 2 (Itzel)

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| Test ID | Test inputs | Expected output | Partition ID covered |
| 1 | ‘Left’ Button | Generated Block moves one space to the  left | 2 |
| 2 | ‘Right’ Button | Generated Block moves one space to the right | 3 |
| 3 | ‘Start’ Button | New game generates | 1 |
| 4 | Falling Block | The generated block falls until it reaches the bottom of the screen. Blocks position is locked.  blockInMotion = false; | 4 |
| 5 | ‘Right’ Button | Not Valid | 5 |
| 6 | Left Button | Not Valid | 6 |
| 7 | Falling Block | The generated block will move on the x axis until it reaches another block’s position.  blockInMotion = false; | 7 |
| 8 | Falling Block | Not Valid | 8 |
| 9 | New Block | After a block has completely fallen, a new block will be generated at the top of the screen.  blockInMotion = true; | 9 |
| 10 | Block | Block remains in its final position.  gridFill[x][y]=2; | 10 |