

## SuperSweeper Test Plan

Team 8

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Test ID	Title	Severity	Instructions	Expected Result
01	Launch Application	1	Run the program 'SuperSweeper'.	The GUI of the game should load, with the main screen displayed first.
02	Exit Application	1	In the GUI, go to the menu bar and select 'Exit'.	The GUI and application should close completely.
03	Launch Game	1	Click on a level from the 'main menu'.	The GUI should load a 'SuperSweeper' grid.
04	Interaction	1	Click on a grid unit.	The grid unit should be recognized as the selected value and become pressed.
05	Scoring	1	Click on a grid unit.	There should be a change in the displayed score.
06	Mines	1	Click on a grid unit that has a mine.	The game should stop and notify you that you have lost, not allowing you to access other grid units.
07	Buying Upgrades Success	1	Click on 'buy upgrade' while having score greater than price.	The user score should go down the given amount and one upgrade should be added to the user's inventory.
08	Buying Upgrades Unsuccessful	1	Click on 'buy upgrade' while having score less than the price.	An error message should show telling the user there isn't enough points. No change to user score or inventory.
09	Restart Level	2	Select 'New Game' from the menu bar.	A new game of that level should begin, with new placements of mines.
10	Go to Main	2	Select 'Main Menu'	No matter where you are in the

	Menu		from the menu bar	game, go to main menu screen.
11	Create User	2	On the main menu, create a new user, giving a username.	You should now be logged onto that user.
12	Login	2	Select a user at the main menu login.	That user's score, level progress, and powerups should be displayed in the game.
13	Logout	2	Select 'Logout' from the menu bar or main menu.	Score, level progress, and powerups should be reset to beginning state.
14	Mine Numbers	1	Select grid units around a mine or group of mines.	The grid units surrounding the mine should display numbers based on how many mines are touching that unit.
15	Extra Life Powerup	2	While holding an extra life powerup, click a mine.	The game should not end, but instead show the mine uncovered and defused. The powerup should be gone.
16	Missile Powerup	2	Have a missile powerup, select it, and then select an area of the board.	The area of the board selected should be uncovered, with all mines uncovered being disabled, and therefore not ending the game. The powerup should be gone.
17	Metal Detector Powerup	2	Have a metal detector powerup and select it. Then select an area of the board.	The area selected should flash uncovered for one second, after which it become covered again. The powerup should be gone.
18	Flag	1	Right click a grid unit.	A flag should appear above the the grid unit, not matter what is actually under the grid unit.
19	Powerups Failure	2	Select powerup in inventory when you have none there.	There should be no effect. The powerup should not work.
20	Save Game	2	Select 'Save' from the menu bar.	The game should be exited and saved for later.
21	Load Game	2	Select 'Load Game'	Previously saved game for that

	Success		from the main menu or menu bar after having saved a game.	user should be brought up.
22	Load Game Unsuccessful	3	Select 'Load Game' from the main menu or menu bar without having a previously saved game.	Message should be displayed telling the user that there is no saved game.
23	No Mines Near Selection	2	Select a grid unit that doesn't have a mine or a number underneath.	All of the mines surrounding that mine that don't have a mine or number should be uncovered also. Also, the first layer of numbered grid units should be uncovered as well.
24	First Selection	3	Select the first grid unit in a game.	This grid unit should never be a mine.
25	Time Limit	2	Let a game run until the time limit gets to 0:00.	The game should end as a failure.
26	Create User Failure	3	At the main menu create a new user, but set the name of the user as the same as a previously made user.	There should be a message displayed saying that isn't a valid input.
27	Number of bombs	2	Select all of the bombs in a level.	The counter saying how many bombs there are left in the level should be 0.
28	Can't Click Flags	3	Flag a grid unit then attempt to uncover it.	The minefield should remain the same and the grid unit flagged.
29	Un-click Flags	2	Flag a grid unit then unflag it.	The grid unit should be unflagged.
30	Show Bombs on Game Over	3	Uncover a mine to cause game over.	All remaining mines should be displayed on the minefield.
31	Game Over	2	Select a mine grid.	A game over message should

	Message			display, making it so you can't select any more grid units.
32	Click Anywhere without error	1	Click both on and off the minefield.	SuperSweeper should not crash or throw fatal errors.
33	Locked Levels	3	Select a level on the main menu that hasn't been unlocked.	The program should do nothing.
34	Select Level	1	Select a level on the main menu.	The level should load into a new game.
35	Initialize High Scores	2	Finish a level with no high score board yet.	The username should be displayed as #1 on the high score board with their score on the level next to the name.
36	Getting high score	2	Finish a level with more points than the previous high score.	The new highest score should be the user, with the new score next to the name.
37	Getting Lower Score	2	Finish a level with less points than the previous high score.	The high score should remain unchanged, with a runner up position belonging to the newest play.