

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 'Restart Level' 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	Initialize High Scores	2	Finish a level for the first time.	The score should become the High Score for the level.
12	Getting high score	2	Finish a level with more points than the previous high score.	The new highest score should be from the most recent play.
13	Getting Lower Score	2	Finish a level with less points than the previous high score.	The high score should remain unchanged.
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 Success	2	Select 'Load Game' from the main menu	Previously saved game should be brought up.

			or menu bar after having saved a game.	
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	Click Anywhere without error	1	Click both on and off the minefield.	SuperSweeper should not crash or throw fatal errors.
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 Message	2	Select a mine grid.	A game over message should display, making it so you can't select any more grid units.
32	Locked Levels	3	Select a level on the main menu that	The program should do nothing.

			hasn't been unlocked.	
33	Select Level	1	Select a level on the main menu.	The level should load into a new game.