Validation Testing Document
Play Mode

Test 1 (Start)

Description: Test if a build will run to achieve this press the start button on the left panel.

Requirements : In play mode

Outcome: build will run in play mode

Possibilities:
- If ball is added then ball movement will begin
- If flippers is added flippers will move upon key press if connected.
- Game will still run without flippers or ball but no visual changes.

Pass/Fail: Pass

Test 2 (Pause)

Description: Test if game will pause, to achieve this press the pause button on the left panel.

Requirements : In play mode with the game running

Outcome: game will pause stopping ball movement

Pass/Fail: Pass

Test 3 (Tick)

Description: Test if ball will move for one tick of the game clock, to achieve this press the tick button on the left panel.

Requirements : In play mode with the game paused

Outcome: ball moves for one tick of the game clock

Pass/Fail: Pass

Test 4 (Reset)

Description: Test if the game will reset to its original state before the game is started, achieve this by pressing the reset button on the left panel

Requirements : In play mode with the game started or paused

Outcome: build is reset to its original state before game is started

Pass/Fail: Pass

Test 5 (Build Mode)

Description: Test if the system will successfully switch to build mode from play mode, achieve this by pressing the build mode button above the game board

Requirements : In play mode

Outcome: play mode window closes and build mode window opens, whatever was displayed on the board in play mode will be displayed in build mode

Pass/Fail: Pass

Test 6 (Load)

Description: Test if the system will successfully load a pre-saved build to the play mode board for playing

- Achieve this by selecting options at the top left hand side of the screen then load
- File chooser window will open allowing you to select a pre made build from the directory

Requirements : In play mode, valid text file containing a build saved on directory

Outcome: valid build is displayed in the play mode board for playing, if invalid nothing displays

Pass/Fail: Pass

Test 7 (Reload)

Description: Test if the already loaded build can be reloaded

- Achieve this by selecting options at the top left hand side of the screen then reload

Requirements : In play mode, valid build already loaded

Outcome: valid build is reloaded and displayed on the play mode board

- test this is working correctly by editing the loaded build in build mode then reloading in play mode, edited work will disappear

Pass/Fail: Pass

Test 8 (Exit)

Description: Test if system will close upon selecting exit

- Achieve this by selecting options at the top left hand side of the screen then exit

Requirements : In play mode

Outcome: system closes

Pass/Fail: Pass