Hyperspace Cheese Battle Testing

All testing conducted in test mode within the program.

|  |  |  |  |
| --- | --- | --- | --- |
| Test number | Description of test | Expected result | Outcome |
| 1-10 | Run a sample of the game in test mode with 4 players: A, B, C and D |  |  |
| 1 | Test the dice roll for the first player (A) and ensure it follows the direction of the arrow.  Dice value of 2 was entered | A follows the arrow on (0,0) and is placed on square (0,2). | As expected |
| 2 | With player B’s turn enter the dice value of 2 to collide with A and ensure that the collision with player A is detected and resolved | B collides with A and moves in one direction given by the arrow of the panel of the collision (and not by the panel which player B moved from) | As expected |
| 3 | Roll a 3 for player C to have them land on a cheese square and ensure that this is detected | The program informs player C they have landed on a cheese square and gives them the option of shooting someone’s engines or moving again | As expected |
| 4 | Have player C select the option to move again and ensure that they can | The player is asked to roll the dice again | As expected |
| 5 | After landing D on a cheese square select the option to shoot C | Player C is shot down to the bottom of the board | As expected |
| 6 | After being shot down, player C is asked to choose where on the bottom of the board they would like to be placed | Player C decides to place their rocket at (6,0) and this is correctly verified by the program | As expected |
| 7 | Verify that the boundaries for the board are set and that players cannot go over the edge of the board | Player B rolls a 6 but is denied a move to prevent them from going over the edge of the board and stays in their current position | B does stay in the current position but there is no message to inform that a move could not be made |
| 8 | Ensure that a winner is announced when they have reached the win panel (7,7) | Player A rolls and lands on the win panel and is announced as the winner | As expected |
| 9 | Check the validation for the entry of the number of players | Enter some values < 2 and > 4 and ensure they are rejected | As expected |
| 10 | As above | Ensure the values 2 to 4 are accepted | As expected |
| 11 | Ensure the player is asked if they would like to enter test mode – y being treated as yes and any other input as no | Test mode is engaged when the answer y is inputted and isn’t in the case of any other response | As expected  Though may want to make sure any other response being regarded as not to engage test mode is clear to the player when they are asked – fixed 7/12/2013 |
| 12 | Check validation for the entry of a dice value in test mode | The entered values below 1 and above 6 are rejected and the values 1 to 6 are accepted | As expected |
| 13 | Check that the validations for the actions of cheese power are working | If the player enters 1 they are granted another move,  If the player enters 2 they are asked which player they would like to shoot | As expected |
| 14 | Check the validation for a shot players input of where they would like to be at the bottom of the board | The values 1 to 6 are accepted and other inputs are rejected | As expected |
| 15 | After a winner is declared and the players are asked if they would like to play again the correct responses are accepted | The input y from the player is regarded as yes and n is regarded as no | As expected |