Battleship

Test Plan

Tejesh Priyatham

Kamran Pirwani

Kritin Gokharu

Udbhav Sahai

Mikhail Kim

David Zinn

Test Plan

1. Identification and Classification
2. Instructions
3. Expected Result

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| A. Battleship 001, Java executable, Severity 1 |
| B. Double-click on the executable to open it |
| C. Game should start up with the home screen |

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| A. Battleship 002, Play Game button, Severity 1 |
| B. Click on the play button to start the game |
| C. The game should display the screen to allow the user to place his ships |

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| A. Battleship 003, Placement of ships, Severity 2 |
| B. User places all ships according to his choices, horizontal or vertical |
| C. The game correctly records the user’s ship locations |

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| A. Battleship 004, Stacking of ships, Severity 2 |
| B. User tries to stack multiple ships on one another |
| C. Stacking of ships is not allowed, and that rule will be enforced in the game design |

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| A. Battleship 005, Ships wrapping around the board, Severity 2 |
| B. User places a ship on the edge of the board, expecting the ship to wrap around on the other side of the board. |
| C. Wrapping around of ships is not allowed, and that rule will be enforced in the game design. |

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| A. Battleship 006, Setting up the AI, Severity 1 |
| B. As soon as the user sets up his board, the AI sets up its own ships on a separate board only accessible to it. |
| C. All this is done behind the scenes. The AI board is not visible to the user. |

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| A. Battleship 007, Hit or Miss, Severity 2 |
| B. User tries to hit AI’s ships |
| C. The moves are processed, recorded and displayed correctly on the UI as hit or miss by the game engine |

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| A. Battleship 008, Hitting the same spot twice, Severity 2 |
| B. User tries to hit a spot that has been previously hit |
| C. This is not allowed, and this rule will be enforced in the game design |

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| A. Battleship 009, Hitting own ships, Severity 2 |
| B. User tries to hit his own ship on his own board |
| C. This is not allowed, and this rule will be enforced in the game design |

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| A. Battleship 010, AI tries to hit the same spot twice, Severity 2 |
| B. This case could happen, since we will be using a random-based hit system for the AI |
| C. This is not allowed, and this rule will be enforced in the game design |

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| A. Battleship 011, Background sound, Severity 3 |
| B. User starts playing the game |
| C. Background music is played throughout the game |

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| A. Battleship 012, Hit or miss sound, Severity 3 |
| B. User tries to hit AI’s ships |
| C. Hit or miss sound is played for each move |

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| A. Battleship 013, Mute game sounds, Severity 3 |
| B. Mute sounds by going inside the Options menu |
| C. The option to mute is disabled by default. |

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| A. Battleship 014, Scoring, Severity 3 |
| B. User plays the game |
| C. Hit vs. Miss scores are displayed at the end |

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| A. Battleship 015, Exit the game, Severity 1 |
| B. Click on Quit to exit the game |
| C. The executable should quit |

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| A. Battleship 016, Number of ships, Severity 2 |
| B. User places 5 ships on the board, as does the AI |
| C. There are exactly 5 ships each on the user’s and the AI’s board |

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| A. Battleship 017, Hit or miss images, Severity 1 |
| B. User tries to hit AI’s ships |
| C. Images of hit or miss should be shown on the corresponding location |

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| A. Battleship 018, Exit button, Severity 1 |
| B. User clicks on the Exit button to quit the game. |
| C. The executable file quits |

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| A. Battleship 019, Username input, Severity 3 |
| B. User can enter only alphanumeric characters as the name |
| C. The game displays the correct username |

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| A. Battleship 020, Invalid username, Severity 3 |
| B. User enters non-alphanumeric characters as the name |
| C. An error message is displayed “Only alphanumeric characters are allowed” |