Testing Script

Part 1

1. In the Test Harness
2. Click on the grid panel
3. Enter a number 1-9
4. Reenter the same number
5. Navigate using all the arrow keys
   1. Make sure they wrap around the edges
6. Right click an empty cell
7. Enter any number of marks
8. Delete some marks by entering them again
9. Enter any number of digits in the grid by switching to digit mode (ctrl+d)
10. Do the same after switching to mark mode (ctrl+m)
11. Clear all cell marks in a cell by pressing delete
12. Clear a digit by going to the cell and pressing delete
13. Click the Big Hint button to clear all incorrect digits
14. Enter in more digits
15. Click the clear all marks button to remove all your marks
16. Click the reset grid button to reset the grid
17. Press ctrl z a few times to undo things
18. Press ctrl y to do them again
19. Use the undo and Redo buttons
20. Ask for a hint

Part 2:

1. Click File -> new game
2. Click File-> print
   1. Then print the file
3. Click File -> settings
   1. Choose a new difficulty (9)
   2. Close settings
4. Click File -> new game
5. Click File -> settings
   1. Choose a new game library (TestPuzzlePackage.zip)
   2. Choose a new difficulty (2)
   3. Close settings
6. Click File -< new game
7. Click help -> help
8. Click help -> how to play
9. Click help -> about
10. Click give up
11. Erase a digit
12. Solve the puzzle and win
13. Click Success if everything worked or Failure if something didn’t worked.