Test case 1.1, Navigate to Page

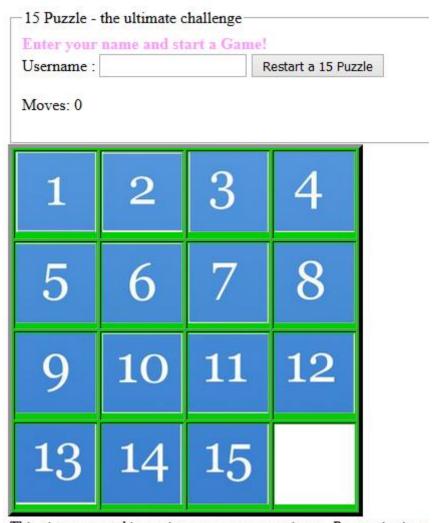
Input

• Navigate to site with an incognito window

Output

- The text "Enter your name and start a Game!" is shown
- A form for starting a game is shown

The 15 Puzzle



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Test case 1.2, Failed starting a game without user name

Input

- Test case 1.1
- The user clicks the "Restart a 15 puzzle" button

Output

- The text "You must enter a name" is shown
- A form for starting a game is shown

| You must e | the ultimate o | me! |) | -1- |
|------------------------|----------------|---------|------------------|-----|
| Username : Moves: 0 | | | Restart a 15 Puz | zie |
| | | <u></u> | 1 | |
| 1 | 2 | 3 | 4 | |
| 5 | 6 | 7 | 8 | |
| 9 | 10 | 11 | 12 | |
| 13 | 14 | 15 | | |

Test case 1.3, Successful start of a game

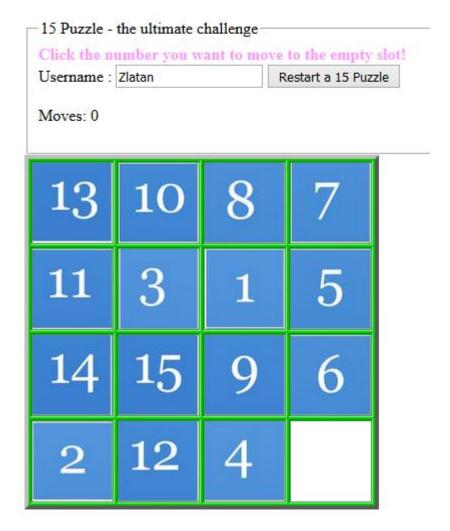
Input

- Test case 1.1
- The user enters a name and clicks the "Restart a 15 puzzle" button

•

Output

- The text "Click the number you want to move to the empty slot!" is shown
- A form for restarting a game is shown
- The game table has been shuffled with numbers



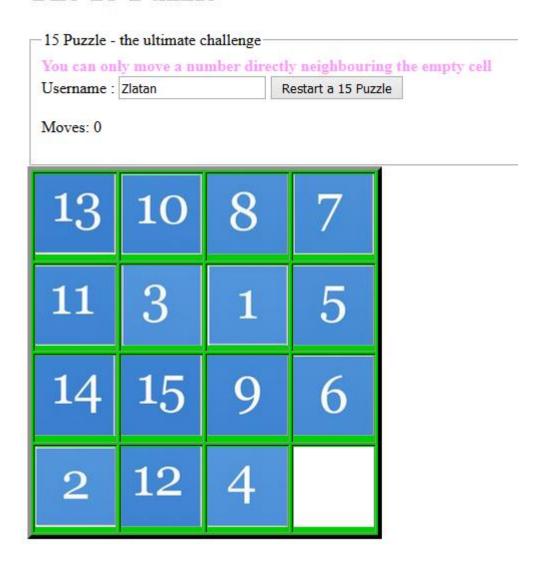
Test case 1.4, Failed attempt to move a number

Input

- Test case 1.3
- The user click a number not next to the empty slot

Output

- The text "You can only move a number directly neighbouring the empty cell" is shown
- A form for restarting a game is shown
- The game table numbers are unchanged



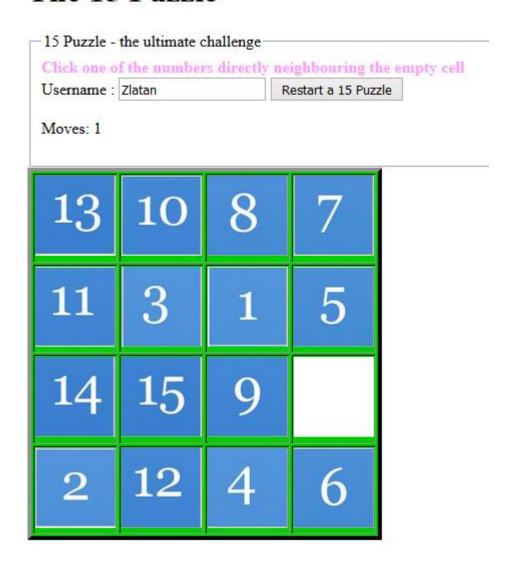
Test case 1.5, Successful attempt to move a number

Input

- Test case 1.3
- The user click a number next to the empty slot

Output

- The text "Click one of the numbers directly neighbouring the empty cell" is shown
- A form for restarting a game is shown
- The number clicked changed place with the empty slot
- The text "Moves" is updated



Test case 1.6, Reload page using F5

Input

- Test case 1.5
- The user press key F5

Output

- A form for restarting a game is shown
- The information text may change
- The game table numbers are unchanged
- The text "Moves" is not updated

The 15 Puzzle



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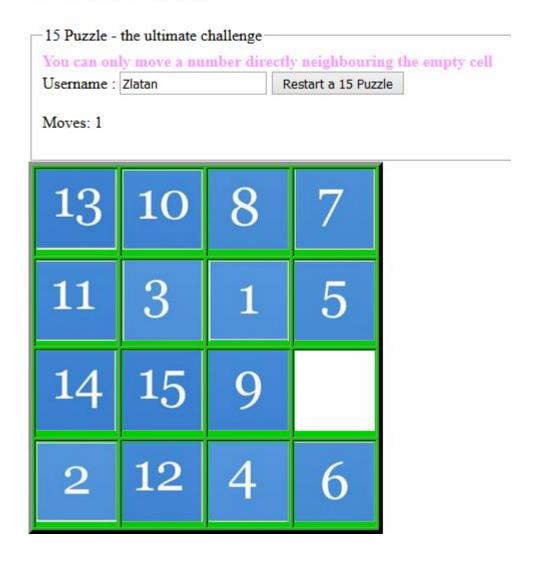
Test case 1.7, Reload page entering start page in browser address field

Input

- Test case 1.5
- Enter the start address in the browser address field

Output

- A form for restarting a game is shown
- The information text may change
- The game table numbers are unchanged
- The text "Moves" is not updated



Test case 1.7, Successful solving the puzzle

Input

- Test case 1.5
- Iterate > The user click a number next to the empty slot

Output

- A form for restarting a game is shown
- The text "Congratulation, you solved the puzzle" is shown
- Moves required to solve the puzzle is shown

