

## 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

15 Puzzle - the ultimate challenge

Enter your name and start a Game!

Username :

Moves: 0

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	

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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

## The 15 Puzzle

15 Puzzle - the ultimate challenge

You must enter your name!

Username :

Restart a 15 Puzzle

Moves: 0

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
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### 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

## The 15 Puzzle

15 Puzzle - the ultimate challenge

Click the number you want to move to the empty slot!

Username :

Moves: 0

13	10	8	7
11	3	1	5
14	15	9	6
2	12	4	

## 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

## The 15 Puzzle

15 Puzzle - the ultimate challenge

You can only move a number directly neighbouring the empty cell

Username :

Restart a 15 Puzzle

Moves: 0

13	10	8	7
11	3	1	5
14	15	9	6
2	12	4	

## 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

## The 15 Puzzle

15 Puzzle - the ultimate challenge

Click one of the numbers directly neighbouring the empty cell

Username :

Moves: 1

13	10	8	7
11	3	1	5
14	15	9	
2	12	4	6

## 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

15 Puzzle - the ultimate challenge

You can only move a number directly neighbouring the empty cell

Username :

Moves: 1

13	10	8	7
11	3	1	5
14	15	9	
2	12	4	6

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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

## The 15 Puzzle

15 Puzzle - the ultimate challenge

You can only move a number directly neighbouring the empty cell

Username : Zlatan

Restart a 15 Puzzle

Moves: 1

13	10	8	7
11	3	1	5
14	15	9	
2	12	4	6



## 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

## The 15 Puzzle

15 Puzzle - the ultimate challenge

**Congratulation, you solved the puzzle!**

Username :

Moves: 98

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	