|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test Case # | Requirement ID | Requirement Description | Rationale | Input(s) | Expected Output | Passed? |
| 1 |  | Clicking “Start” starts the game | Shape starts moving down when game starts | Mouse click on “Start” | Game starts | Yes |
| 2 |  | Clicking “Pause” pauses the game | Shape stops moving down when game stops | Mouse click on “Pause” | Game pauses | Yes |
| 3 |  | Shape can’t move to the left when its adjacent to the left bound |  | Left key pressed | Shape does not move | Yes |
| 4 |  | Shape can’t move to the right when its adjacent to the right bound |  | Right key pressed | Shape does not move | Yes |
| 5 |  | Shape can’t move down when is adjacent to the lower bound |  | Down key pressed | Shape does not move | Yes |
| 6 |  | Shape can’t move to the left when there is a shape to its left |  | Left key pressed | Shape does not move | Yes |
| 7 |  | Shape can’t move to the right when there is a shape to its right |  | Right key pressed | Shape does not move | Yes |
| 8 |  | Shape can’t move down when there is a shape underneath it |  | Down key pressed | Shape does not move | Yes |
| 9 |  | Shape can’t rotate when part of it it’s out of bounds |  | Up key pressed | Shape does not rotate | Yes |
| 10 |  | Shape can’t rotate if there is a filled spot occupying a spot that will be covered after rotation |  | Up Key Pressed | Shape does not rotate | Yes |
| 11 |  | Shape is set on board when it can’t be moved down anymore. | Shape is always moving down when game is running | None or Down Key pressed | Shape is set on board | Yes |
| 12 |  | Shape moves down at a speed of 1 block per 1000 millisecond when easy level is selected | Game has to be running | None | Piece moving down at a speed of 1 block per 1000 millisecond | Yes |
| 13 |  | Shape moves down at a speed of 1 block per 500 millisecond when medium level is selected | Game has to be running | None | Piece moving down at a speed of 1 block per 500 millisecond | Yes |
| 14 |  | Shape moves down at a speed of 1 block per 250 millisecond when hard level is selected | Game has to be running | None | Piece moving down at a speed of 1 block per 250 millisecond | Yes |
| 15 |  | Score is updated when the user score points | Game has to be running | None | Score updates | Yes |
| 16 |  | Application displays game over dialog when a shape is reset and can’t move down |  | None/Down key pressed | Game over dialog pops up | Yes |
| 17 |  | Application should set score to 0 when clicking “Accept” on the game over dialog |  | Click on “Accept” in game over dialog | Score resets to 0 | Yes |
| 18 |  | Application should check easy radio button when clicking “Accept” on the game over dialog |  | Click on “Accept” in game over dialog | Easy radio button gets checked | Yes |
| 19 |  | Application should clear the board when clicking “Accept” on the game over dialog |  | Click on “Accept” in game over dialog | Application clears the board | Yes |
| 20 |  | Application should change “Pause” button to “Start” when clicking “Accept” on the game over dialog |  | Click on “Accept” in game over dialog | Application changes “Pause” button to “Start” | Yes |
| 21 |  | Application should generate different shapes depending on the game difficulty | Game has to be running | None | Different shapes depending on the game level | Yes |
| 22 |  | Application should clear all the rows that are complete when a shape is set on board | Row has to be entirely complete in order to be cleared | None/Move down key | Complete rows are cleared | Yes |