TEST PLAN

STRATEGY

1.   Divided the use case into small independent features and functions

2.   Developed them and tested them using unit test methodology

3.   On all the small unit tests are successful, we integrated and tested the finalproject.

USE CASES

1.   Opened the webpage 15puzzle.html and check if the audio music_notinuse.mp3 audio file.

2.   Clicked on the select picture and choose all the Hamburger, Parrot, Noddy, and Sheep pictures and validate the loading of puzzles

3.   Started the game again and reset the puzzle and validate if the arrangement of puzzle pieces is randomized

4.   Started the game and change the difficulty level from easy to complex with 4 intervals and check if the puzzle size changes/Increasing

5.   Started the game, and in between, click on the reset button to check if the game has rested or not

6.   Once the game is started, try to click the puzzle, which has squares around it, and validate that it should not move or change its position and orientation