

System Test Plan: WhackaMole program

Introduction: Each test case below assumes that the images directory contains the symbol image files. The text in bold in the **Description** column represents the test inputs to the program. In test mode, once input is complete, clicking on the STOP button will halt the program at that point so the actual results can easily be recorded. Either a written description of the GUI display or a screen shot (using Insert -> Image) is acceptable for actual results.

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t	<p>GUI entitled "Whack A Mole" is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons.</p> <p>Welcome to the Whack a Mole Game -- Press PLAY to start a new game!</p> <p>Total Score: 0 Number of Misses: 0</p> <p>The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30),frog(20), lion (40),frog(20),mole(50),dog(15),cat(10), frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)</p>	<p>GUI entitled "Whack A Mole" is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons.</p> <p>Welcome to the Whack a Mole Game -- Press PLAY to start a new game!</p> <p>Total Score: 0 Number of Misses: 0</p> <p>The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30), frog(20), lion (40),frog(20),mole(50),dog(15),cat(10),</p>

			frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)
testPlayGame Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t Click on PLAY button Click on each animal in row 0 when they are displayed. When the symbol in row 1, col 0 (tiger) is displayed, click on the STOP button to halt the game.	GUI displays: Play Game -- click on an animal to score points! Total Score: 85 Number of Misses: 0 Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.	GUI displays: Play Game -- click on an animal to score points! Total Score: 85 Number of Misses: 0 Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.
testQuit Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t Click on QUIT button	GUI closes	GUI closes

<p>testClickOnSymbol</p> <p>Author: Dr. Balik</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button Do not click on the symbol displayed in row 0 col 0 (cat). Click on the symbol displayed in row 0, col 1 (dog) when it appears. When the symbol in row 0 col 2 (tiger) is displayed, click on the STOP button to halt the game.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.</p>
<p>testClickOnSymbol2</p> <p>Author:Hayden Hunter</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button Do not click on the symbol displayed in row 0 col 0 (cat). Do not click on the symbol displayed in row 0, col 1 (dog) when it appears.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 60 Number of Misses: 2</p> <p>Symbol in row 0, col 2 (tiger) is displayed with yellow highlighted background Symbol in row 0, col 3 (frog) is</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 60 Number of Misses: 2</p> <p>Symbol in row 0, col 2 (tiger) is displayed with yellow highlighted background</p>

	<p>When the symbol in row 0 col 2 (tiger) is displayed, click on the symbol.</p> <p>When the symbol in row 0 col3 is displayed click on the symbol.</p> <p>When the symbol in row 0 col4 is displayed click on the symbol.</p> <p>When the next symbol appears , click on STOP and exit game</p>	<p>displayed with yellow highlighted background</p> <p>Symbol in row 0, col 4 (cat) is displayed with yellow highlighted background followed by symbol in row 1 col 0 (tiger) with a white background.</p> <p>Game halts and closes</p>	<p>Symbol in row 0, col 3 (frog) is displayed with yellow highlighted background</p> <p>Symbol in row 0, col 4 (cat) is displayed with yellow highlighted background followed by symbol in row 1 col 0 (tiger) with a white background.</p> <p>Game halts and closes</p>
<p>testDontClickAnything</p> <p>Author: Hayden Hunter</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button</p> <p>Do not click on the symbol displayed in row 0 col 0 (cat).</p> <p>Do not click on the symbol displayed in row 0 col 1 (dog).</p> <p>Do not click on the symbol displayed in row 0 col 2 (tiger).</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 0 Number of Misses: 3</p> <p>Game Over</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 0 Number of Misses: 3</p> <p>Game Over</p>
	<p>\$ java -cp bin WhackaMoleGUI -t</p>	<p>GUI displays:</p>	<p>GUI displays:</p>

<p>testClickOnEverySymbolThatAppearsAsFastAsPossible</p> <p>Author: Hayden Hunter</p>	<p>Click on PLAY button Do not click on the symbol displayed in row 0 col 0 (cat). Click on the symbol displayed each symbol as it is displayed until every symbol is clicked</p>	<p>Play Game -- click on an animal to score points!</p> <p>Total Score: 585 Number of Misses: 0 Game Over</p>	<p>Play Game -- click on an animal to score points!</p> <p>Total Score: 585 Number of Misses: 0 Game Over</p>
<p>testClickPauseAsItStarts</p> <p>Author: Hayden Hunter</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button Do not click on the symbol displayed in row 0 col 0 (cat). Click on the STOP button to halt the game.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 0 Number of Misses: 0 Game Over</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 0 Number of Misses: 0 Game Over</p>
<p>testRunOutOfTime</p> <p>Author: Hayden Hunter</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button Click on the symbol displayed in row 0 col 0 (cat). Click on the symbol displayed in row 0, col 1 (dog) Click on the symbol displayed in row 0, col 2 (tiger)</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 190 Number of Misses: 1 Out of time! Game Over</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 190 Number of Misses: 1 Out of time! Game Over</p>

	<p>Click on the symbol displayed in row 0, col 3 (frog)</p> <p>Click on the symbol displayed in row 0, col 4 (cat)</p> <p>Do not Click on the symbol displayed in row 1, col 0 (tiger)</p> <p>Click on the symbol displayed in row 1, col 1 (lion)</p> <p>Click on the symbol displayed in row 1, col 2 (dog)</p> <p>Click on the symbol displayed in row 1, col 3 (tiger)</p> <p>Click on the symbol displayed in row 1, col 4 (frog)</p>		
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