Severity	Module	Name	Instructions	Expected Results
3	Level Select Screen 01	Left Click Level S.	Left Click a level to begin playing	Level that was left clicked is opened and ready to play
3	Level Select Screen 02	Right Click Level S.	Right click's should be ignored	Right clicking doesn't alter the game state
1	Level Select Screen 03	Level Progress	Complete a level with the intent to advance	After completing a level the next level will be highlighted as available to play from the first to final levels
1	Level Select Screen 04	Left Click Level R.	Select a level from the "dial pad"	Left clicking a level should start the level and exit the Level Select Screen
1	General 01	Application Start	Enter "java -jar SuperSweeper.jar" in command-line	Application should start and display appropriately according to design spec.
2	General 02	Application GUI Close	Navigates to "exit" or left clicks X in top-right to exit application.	Application should terminate and close cleanly.
2	General 03	Application Start Numbers	Enter "java -jar SuperSweeper.jar" in command-line	Exactly 1 copy of the application should start up
2	General 04	Minimize Application	Left-click minimize button "_" .	Application should minimize appropriately.
1	General 05	Non-crashing App	Use application for an extended period of time	Application doesn't crash, thus loosing progress
1	General 06	Save Games	Close game and come back later	Game progress is saved between sessions
3	General 07	Tile Pressed	Left-clicking unpressed tile.	Tile appears indented.
1	Game Screen 01	Game Initiation	Game is initiated through level select screen	The result includes the following elements: Number of placed flags label (initially 0), a timer (set to start upon first click), the game grid, and 3 power-up buttons located underneath the game tiles.
3	Game Screen 02	Left-Click Flag Label	The flag label is left-clicked.	Nothing should result from this action.
3	Game Screen 03	Right-Click Flag Label	The flag label is right clicked.	Nothing should result from this action.
1	Game Screen 04	Left-Click Unpressed Grid Unit	An unpressed grid unit is left clicked.	The unit should be exposed as a bomb, a number, or an empty square.

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1	Game Screen 05	Exposing Unpressed Unit	An unpressed unit is pressed.	The exposed unit should display within itself a number representing the amount of mines amongst it's 8 neigbors.
1	Game Sceen 06	Right Click Unpressed Unit	Right click an unclicked unit	Should plant a flag on the unit and increment the flag counter
3	Game Sceen 07	Left Click a Flag Unit	Left click on a unit that has a flag on it	Nothing should happen
2	Game Sceen 08	Right Click a Flagged Unit	Right click a unit with a flag on it	Flag should be removed and flag counter should be decremented
3	Game Sceen 09	Left Clicking An Exposed Unit	Click an exposed unit	Nothing should happen
3	Game Sceen 10	Right Clicking An Exposed Unit	Click an exposed unit	Nothing should happen
1	Game Screen 11	(+1) power up, legal, non-bomb	With sufficient score to activate, left click power-up, then click non-bomb square.	Score is decremented by value of power-up, click behaves normally.
1	Game Screen 12	(+1) power up, legal, bomb	With sufficient score to activate, left click power-up, then click bomb square.	Score is decremented by value of power-up, bomb is flagged.
1	Game Screen 13	(_) power--up, legal	With sufficient score to activate, left click power-up, then click any square.	Decrement users score, bombs in 9x9 square flagged. No other effects.
1	Game Screen 14	(^) power--up	With sufficient score to activate, left click power-up, then click any square.	Decrement users score, numbers in a 9x9 are shown. No other effects.
2	Game Screen 15	Power-up illegal	Left-click power-up with insufficient score.	Power-up does not activate, score and board is not effected.
2	Game Screen 16	Right-Click power-up	Right-click power-up.	Nothing happens.
2	Game Screen 17	Right-Click with power-up enabled.	Left-click power-up, right-click anywhere.	Behaves as would without power-up.
1	Game Logic 01	Bomb Click	Left-click on a bomb	The game should end with failure
2	Game Logic 02	Time out	Run out of time	The game should end with failure
1	Game Logic 03	Win game	Expose all non-minefields	Unlock the next level
2	Game Logic 04	Timer	Set a stopwatch to verify timer is decrementing accurately	Timer should match stopwatch

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2	Game Logic 05	Flag limit	Plant unlimited number of flags	Should not cause any run time problem
1	Game Logic 06	Non-mine flag	Flag a non-mine	Should not be exposed
3	Game Logic 07	Right click bomb	Right click a bomb	Should have no response
2	Game Logic 08	Bomb Continue	After clicking bomb and ending game, keep clicking	Should have no response
1	Menu Bar 01	Option Elements	Left-click "Options" button	Menu appears with "Level Select", Restart Level", "Help", and "Exit" options
2	Menu Bar 02	Score Ticker	Observe Score during game	Score should track score during game
2	Menu Bar 03	Score Progression	Observe Score progression for game actions	Score should increase in a logical, consistent manner
2	Menu Bar 04	Interacting with Score	Try to interact with the Score ticker	Nothing should happen
2	Menu Bar 05	Level Select	Choose "Level Select" in Options menu.	Should quit game and go back to Level Select screen
3	Menu Bar 06	Restart Level	Choose "Restart Level" in Options menu	Should restart the current level with different mine locations
3	Menu Bar 07	Help Button	Choose "Help" in Options menu	Display a general Help popup box
2	Menu Bar 08	Exit Button	Choose "Exit" in Options menu	Application should close