

This is a record of the Acceptance Testing performed for the 2048 Program. These are broken into separate User Stories the testers used to verify the functionality under test.

### **ACCEPTANCE TEST 1**

TITLE: Start New Game (Mouse)

ACCEPTANCE TEST NAME: startNewGameM

STORY: When a user clicks the New Game button, a new game should begin regardless of the current state of the game.

### **ACCEPTANCE TEST 2**

TITLE: Start New Game (Keyboard)

ACCEPTANCE TEST NAME: startNewGameK

STORY: When a user presses the 'R' key, a new game should begin regardless of the current state of the game.

### **ACCEPTANCE TEST 3**

TITLE: Continue Game After Win

ACCEPTANCE TEST NAME: continueWinning

STORY: When a user combines enough tiles to create a tile of 2048, the user shall be provided the option to continue playing the current game. There should be no reset.

### **ACCEPTANCE TEST 4**

TITLE: Control Movement - Arrows

ACCEPTANCE TEST NAME: moveArrows

STORY: The user shall control the movement of the tiles using the arrow keys.

### **ACCEPTANCE TEST 5**

TITLE: Control Movement - WASD

ACCEPTANCE TEST NAME: moveWASD

STORY: The user shall control the movement of the tiles using the WASD keys.

## **ACCEPTANCE TEST 6**

TITLE: Control Movement - VIM

ACCEPTANCE TEST NAME: moveVIM

STORY: The user shall control the movement of the tiles using the VIM keys, HJKL.