System Test scenarios (Sprint 1)

Scenario for User Story 1 (As a developer, I need to understand my tools to create an effective app): N/A

Scenario for User Story 2 (As a child, I need a fun and easy to use interface so that I can understand what to do):
1. Open App
2. Press the "Free Mode" button
3. Observe the UI

System Test scenarios (Sprint 2)

Scenario for User Story 1 (As a user, I need to be able to move a block to make code):
1. Open App
2. Press the "Free Mode" button
3. Press and drag a block from the menu to the screen

Scenario for User Story 2 (As an instructor, I need a program that I could use to demonstrate coding logic simplistically to younger audiences):
1. Open App
2. Press the "Free Mode" button
3. Move blocks around and fit them together to make some coding logic
4. Press the "Run" button in the middle right of the screen to see the results

System Test scenarios (Sprint 3)

Scenario for User Story 1:(As a user, I need to see animations when I put blocks together so that I know what the code does):
1. Open App
2. Press the "Free Mode" button
3. Drag blocks from the "Block Men" on the left to the "Coding Area" on the bottom
4. Observe that when you release a block, it snaps into the closest place it can find

Scenario for User Story 2 (As a user, I would like to see the effects of the code that I have created):
1. Open App
2. Press the "Free Mode" button
3. Press the "Run" button on the middle-right of the screen to see the snake character move in a way that the blocks you put in the bottom "Coding Area" describe.

System Test scenarios (Sprint 4)

Scenario for User Story 1 (As a user, I need an array of options to keep myself engage in learning):
1. Open App
2. Press the "Free Mode" button
3. To switch the category of blocks available to you in the "Block Menu" on the left, click the category buttons on the all the way top left of the screen.

Scenario for User Story 2 (As a user, I need an effective tutorial so that I could understand how to use the application) - NOT PASSED
1. Open App
2. Select the "Tutorial" button
3. There will be dialogue boxes that tell the user instructions on how to use the app, showing it one feature at a time

Scenario for User Story 3 (As a user, I need challenging problems so that I could improve my programming abilities) - NOT PASSED
1. Open App
2. Select the "Challenge" button
3. Select one of the challenges to do
4. The user will have a limited number of blocks to solve a puzzle
5. If they solve it, it will go to the next challenge

Unit Tests

We test everything that can be tested in code in the CodingArea.Test function. This includes the following classes:
1. AndBlock
2. ElseBlock
3. IfBlock
4. WhileBlock
5. IsDownSpaceOpenBlock
6. IsUpSpaceOpenBlock
7. IsRightSpaceOpenBlock

8. IsLeftSpaceOpenBlock
9. MoveBlock
10. NotBlock
11. OrBlock
12. RotateBlock