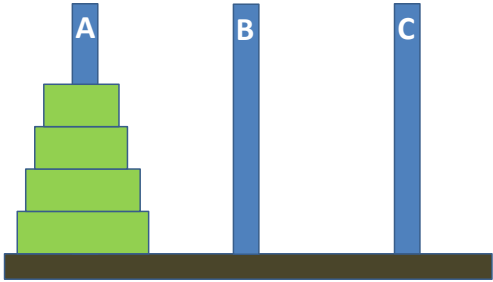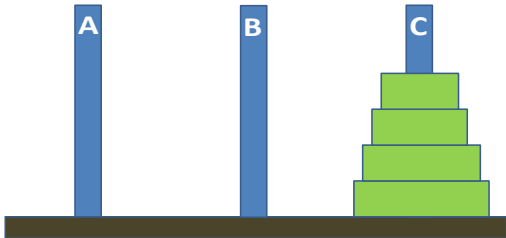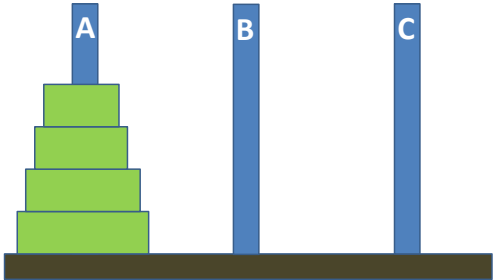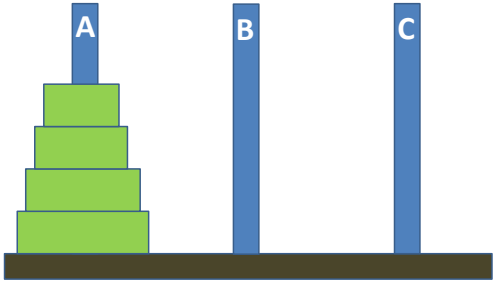# Test Cases for Towers of Hanoi (Partial)

**<span style="color:red">Please note that this a sample only and may not directly relate to the requirements of this semester's assignment</span>**

| Requirement to test | Test Data Input/User Action | Expected Outcomes | Actual Outcomes |
|---|---|---|---|
| 1.1 Test that the game can be completed with a set of perfect moves (program will allow user to drag the disks from its respective pegs) while keeping count of the moves and storing the moves | Run 'Towers of Hanoi' program | <br><br>Count of Moves: **0** | |
| 1.2 Move 1 | Click on '**Start Game**' and move the top disk from peg A to peg B | Move allowed<br>Count of Moves: **1**<br>Move stored | |
| 1.3 Move 2 | Move the top disk from peg A to peg C | Move allowed<br>Count of Moves: **2**<br>Move stored | |
| 1.4 Move 3 | Move the top disk from peg B to peg C | Move allowed<br>Count of Moves: **3**<br>Move stored | |
| 1.5 Move 4 | Move the top disk from peg A to peg B | Move allowed<br>Count of Moves: **4**<br>Move stored | |
| 1.6 Move 5 | Move the top disk from peg C to peg A | Move allowed<br>Count of Moves: **5**<br>Move stored | |
| 1.7 Move 6 | Move the top disk from peg C to peg B | Move allowed<br>Count of Moves: **6**<br>Move stored | |
| 1.8 Move 7 | Move the top disk from peg A to peg B | Move allowed<br>Count of Moves: **7**<br>Move stored | |
| 1.9 Move 8 | Move the top disk from peg A to peg C | Move allowed<br>Count of Moves: **8**<br>Move stored | |
| 1.10 Move 9 | Move the top disk from peg B to peg C | Move allowed<br>Count of Moves: **9**<br>Move stored | |

| 1.11 Move 10 | Move the top disk from peg B to peg A | Move allowed<br>Count of Moves: **10**<br>Move stored | |
|---|---|---|---|
| 1.12 Move 11 | Move the top disk from peg C to peg A | Move allowed<br>Count of Moves: **11**<br>Move stored | |
| 1.13 Move 12 | Move the top disk from peg B to peg C | Move allowed<br>Count of Moves: **12**<br>Move stored | |
| 1.14 Move 13 | Move the top disk from peg A to peg B | Move allowed<br>Count of Moves: **13**<br>Move stored | |
| 1.15 Move 14 | Move the top disk from peg A to peg C | Move allowed<br>Count of Moves: **14**<br>Move stored | |
| 1.16 Move 15 | Move the top disk from peg B to peg C | Move allowed<br><br><br><br>Count of Moves: **15**<br>Game over in 15 moves | |
| | | | |
| 2.1 Does the program allow user to start a new game after a game has been completed | Click on 'Start new game' | <br><br>Count of Moves: **0** | |
| 2.2 Move 1 | Move the top disk from peg A to peg C | Move allowed<br>Count of Moves: **1**<br>Move stored | |
| 2.3 Move 2 | Move the top disk from peg B to peg C | Move allowed<br>Count of Moves: **2**<br>Move stored | |

| 2.4 Does the program allow user to start a new game during a game | Click on 'Start new game' |  Count of Moves: **0** | |
| --- | --- | --- | --- |