Bool Dogs

November 4, 2016

Testing Plan

**1**) Menu

**Description**: Here the player has to select a gameplay option presented to him by the prompt.

**Event**: If in invalid input is entered the program should ask the user to please choose again.

**Testing Menu**: will consist of entering invalid inputs e.g. char, strings, out of range numbers to make sure the program asks user to please choose again

**2**) Gameplay

**Description**: Here each player has a turn to make a selection of column to play or item to use. They will be expected to choose a column where to play their piece or choose an item to use.

**Event**: If an invalid choice is entered, the current player should be able to try again.

**Testing Gameplay**: will consist of making sure every turn is alternated between player(s). The valid inputs are choosing columns 0-6 or item to use. Invalid choices are to be detected such as columns less than 0 or greater than 6.

**3**) Win Conditions

**Description**: A player wins when they have successfully connected at least four of their respective pieces in a row.

**Event**: Once a winning case is detected by the program. The program should display a message for the winner.

**Testing Win Conditions**: The program will conduct a check after every play. The board will be filled with horizontal, vertical, and diagonal win conditions to verify they are being detected.

**4**) Item Modules (Power Ups)

**Description**: These are the items that a player is able to use during their respective turn.

**Event**: The Player has selected an item and the appropriate action should take place e.g. smasher piece drop all the way to the bottom.

**Testing Modules**: The modules will be tested by being used in various board states. They should operate properly when used on a full board, empty board, or on the edges of a board. Swap piece should not be allowed to be used if there is only one piece on the board. Empty elements should be ignored.

Program skips turn when choose column out of bounds

Letter breaks our program

Menu selection closes program when wrong election