Test Case	Expected Outcome	Actual Outcome	Pass or Fail
Game is opened	Game opens in a 1000x800 window	Expected outcome	Pass
	The background is black	Expected outcome	Pass
	Game opens on the Main Menu screen	Expected outcome	Pass
	Main menu displays Battleship game logo	Expected outcome	Pass
	New game button is displayed to the user	Expected outcome	Pass
	Rules button is displayed to the user	Expected outcome	Pass
User clicks the rules button on the main menu	A new window is opened	Expected outcome	Pass
	The new window contains the rules and fits all of it in the window	Expected outcome	Pass
	In the new window there is a back button	Expected outcome	Pass
User clicks the back button in the rules window	The window is closed	Expected outcome	Pass
User clicks new game button on the main menu	User is taken to the player name screen	Expected outcome	Pass
	The background is black	Expected outcome	Pass
	The text "Name of Players" is displayed centered at the top	Expected outcome	Pass
	The text "Player 1:" is displayed	Expected outcome	Pass
	A text entry box is displayed to the right of the "Player 1:" text	Expected outcome	Pass
	The text "Player 2:" is displayed under the "Player 1:" text	Expected outcome	Pass
	A text entry box is displayed to the right of the "Player 2:" text	Expected outcome	Pass
	The back button is displayed to the user	Expected outcome	Pass
	The next button is displayed to the user	Expected outcome	Pass
User clicks the back button on the player name screen	User is taken to the main menu screen	Expected outcome	Pass
User clicks the next button on the player name screen	User is taken to the ship setup screen	Expected outcome	Pass
	The background is black	Expected outcome	Pass
	At the top and center there is text that says "[player1's name] ship setup"	Expected outcome	Pass
	A 10x10 grid of buttons is displayed below the header text	Expected outcome	Pass
	On the top of the grid is text numbered 1-10.	Expected outcome	Pass
	On the left side of the grid is text for the	Expected outcome	Pass

	letters A-J		
	To the right of the grid is a set of radio buttons for "Carrier", "Battleship", Destroyer", "submarine", and Patrol Boat"	Expected outcome	Pass
	To the right of the grid and the set of radio buttons is another set of radio buttons for "Horizontal" and "Vertical"	Expected outcome	Pass
	Next button is displayed	Expected outcome	Pass
	Next button is disabled until all ships have been placed	Expected outcome	Pass
User clicks any of the radio buttons	That radio button becomes selected and signifies this by having the black dot move to that selection	Expected outcome	Pass
User clicks a cell on the grid where the ship can fit	The screen doesn't flash	Expected outcome	Pass
	The grid updates	Expected outcome	Pass
	The grid displays the ship that the user had selected with the radio buttons	Expected outcome	Pass
	The grid displays the ship in the orientation that the user had selected with the radio buttons	Expected outcome	Pass
	The grid displays the ship with the top left most section of the ship at the location the user clicked	Expected outcome	Pass
	The grid displays the ship with its associated color	All of the ships are displayed as gray	Fail
User clicks a cell on the grid where the ship cannot fit	A pop-up window is displayed telling the user that the placement was a fail	Expected outcome	Pass
User clicks the next button on the ship setup screen	Takes the user to the intermediate screen	Expected outcome	Pass
User clicks the Start Turn button on the intermediate screen	User is taken to their turn if their setup has been completed, otherwise taken to their ship setup	Expected outcome	Pass
User starts their turn by clicking Start Turn button	The text [player's name]'s Turn is displayed at the top of the screen.	Expected outcome	Pass
	Last missile message is displayed unless this is the first turn	Expected outcome	Pass
	Missile grid is displayed on the left side of the screen	Expected outcome	Pass
	Missile grid has letters A through J on the top of the grid	Expected outcome	Pass
	Missile grid has numbers 1 through 10 on the left side of grid	Expected outcome	Pass

	Each of the cells are clickable on the missile grid except the ones that have already been fired.	Expected outcome	Pass
	Each of the fired missiles that missed on the missile grid are blue	Expected outcome	Pass
	Each of the fired missiles that hit on the missile grid are red	Expected outcome	Pass
	The ship grid is displayed to the right of the missile grid	Expected outcome	Pass
	The ship grid has letters A through J on the top of the grid	Expected outcome	Pass
	The ship grid has the numbers 1 through 10 on the left side of the grid	Expected outcome	Pass
	None of the ship grid buttons are clickable	Expected outcome	Pass
	The player's ships are displayed as gray on the ship grid as long as they aren't hit	Expected outcome	Pass
	Sections of the player's ships that have been hit by missiles on the ship grid as marked as red	Expected outcome	Pass
	Each of the sections hit by enemy missiles that contain no ships are marked in blue	Expected outcome	Pass
	The fire button is displayed to the right of the ship grid	Expected outcome	Pass
	The end turn button is displayed but not clickable	Expected outcome	Pass
	The surrender button is displayed	Expected outcome	Pass
	The surrender button causes the player to surrender and takes user to game over screen	Expected outcome	Pass
	Clicking the fire button before clicking a cell in the missile grid give an error popup	Expected outcome	Pass
	Clicking a cell on the missile grid and then clicking the fire button refreshes the screen with the new missile on the missile grid, the fire button disabled, and the end turn button clickable	Expected outcome	Pass
	Clicking the end turn button causes the user to be taken to the intermediate screen if the user hasn't sunk all enemy ships	Expected outcome	Pass
	Clicking the end turn button causes the user to be taken to the game over screen if the user has sunk all enemy ships	Expected outcome	Pass
User is taken to the game over screen via surrender or sinking all enemy ships	The text '[PlayerName] wins!" is displayed with the player's name being the person who won. (the player who didn't surrender or sunk all the ships)	Expected outcome	Pass
	A picture of a crown is displayed below the	Expected outcome	Pass

	text.		
	The Main Menu button should be displayed below the text.	Expected outcome	Pass
	Clicking the button will take the user back to the main menu with new game settings (deletes old settings from previous game)	Expected outcome	Pass