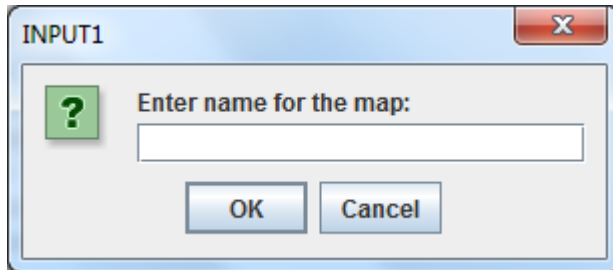


Ran Crook  
Professor Woodley  
CS 242  
17 April 2015

### Manual Test Plan

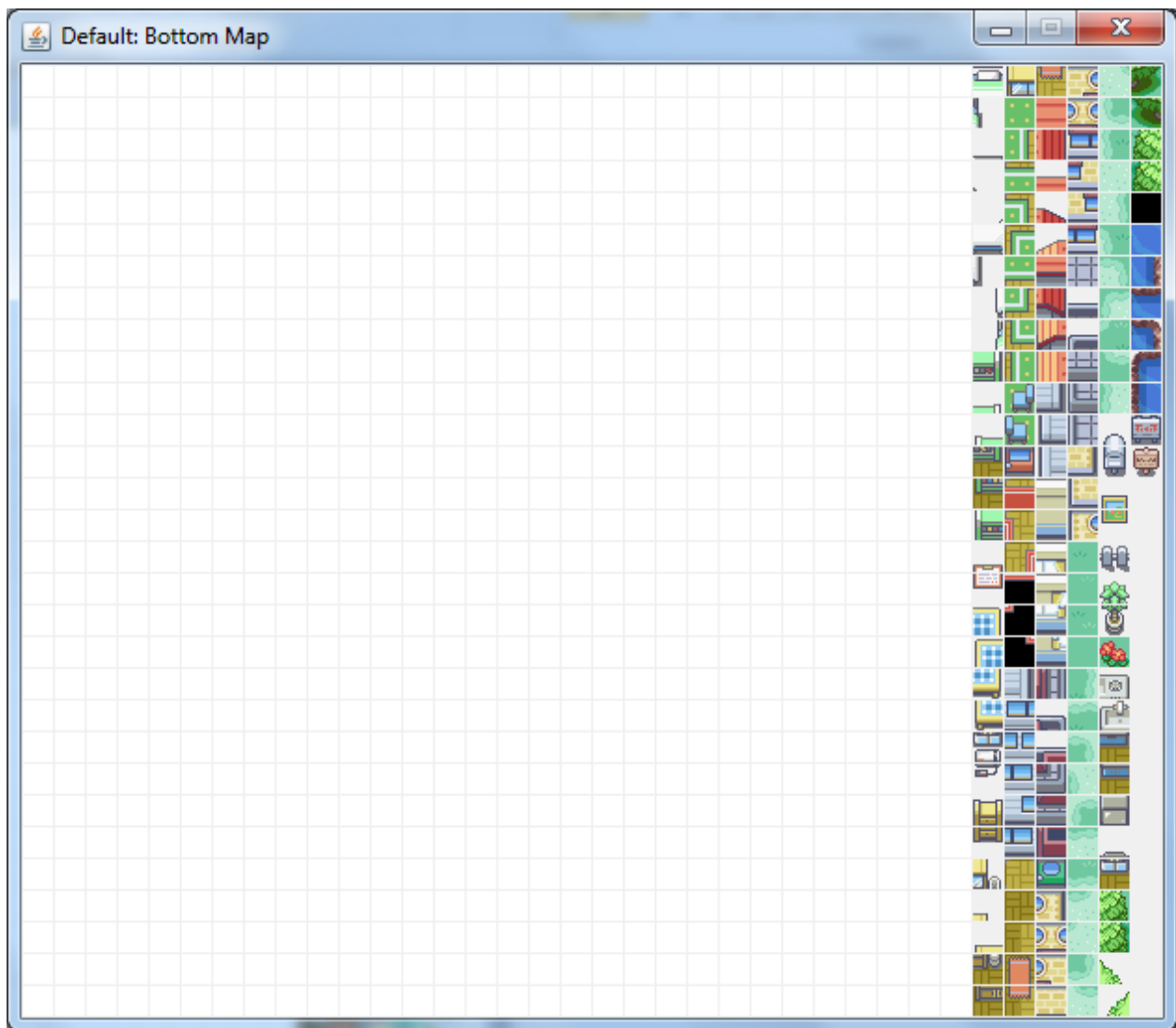
Step 1.



Verify that:

- You can enter a name and dimensions for the map
- Clicking 'Cancel' on the first input prompt will close the program

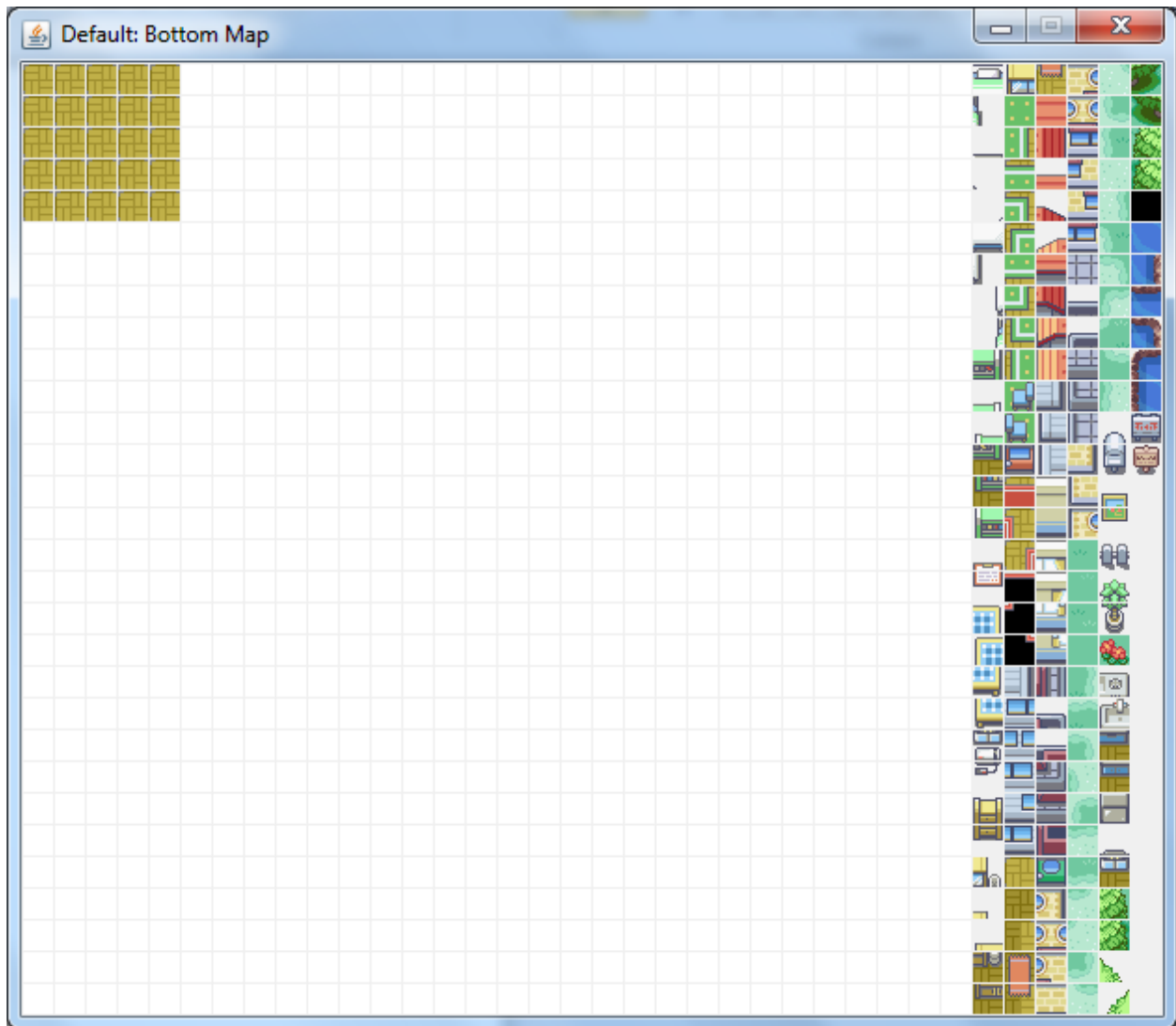
Step 2.



Verify that:

- The window size will scale accordingly with the dimensions of the map
- The tile sidebar renders correctly if you add or remove tiles
- The name you entered for your map appears at the top of the window

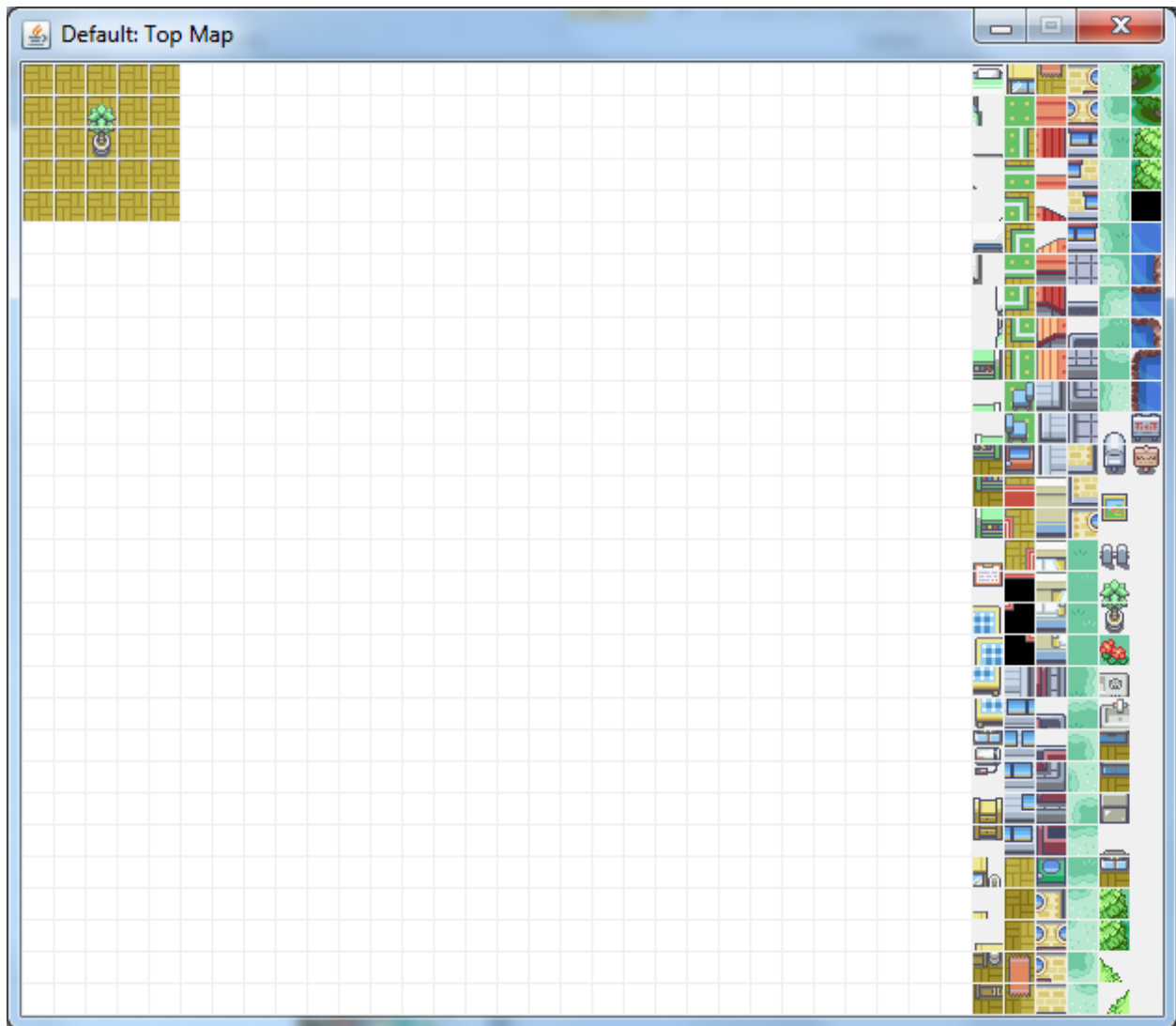
Step 3.



Verify that:

- You can drag and drop tiles
- You can click on an empty map square to fill it in with the last tile you dragged
- Tiles dropped outside of bounds will not snap into a square
- Tiles dropped in the 1-pixel border in between squares will not snap into a square

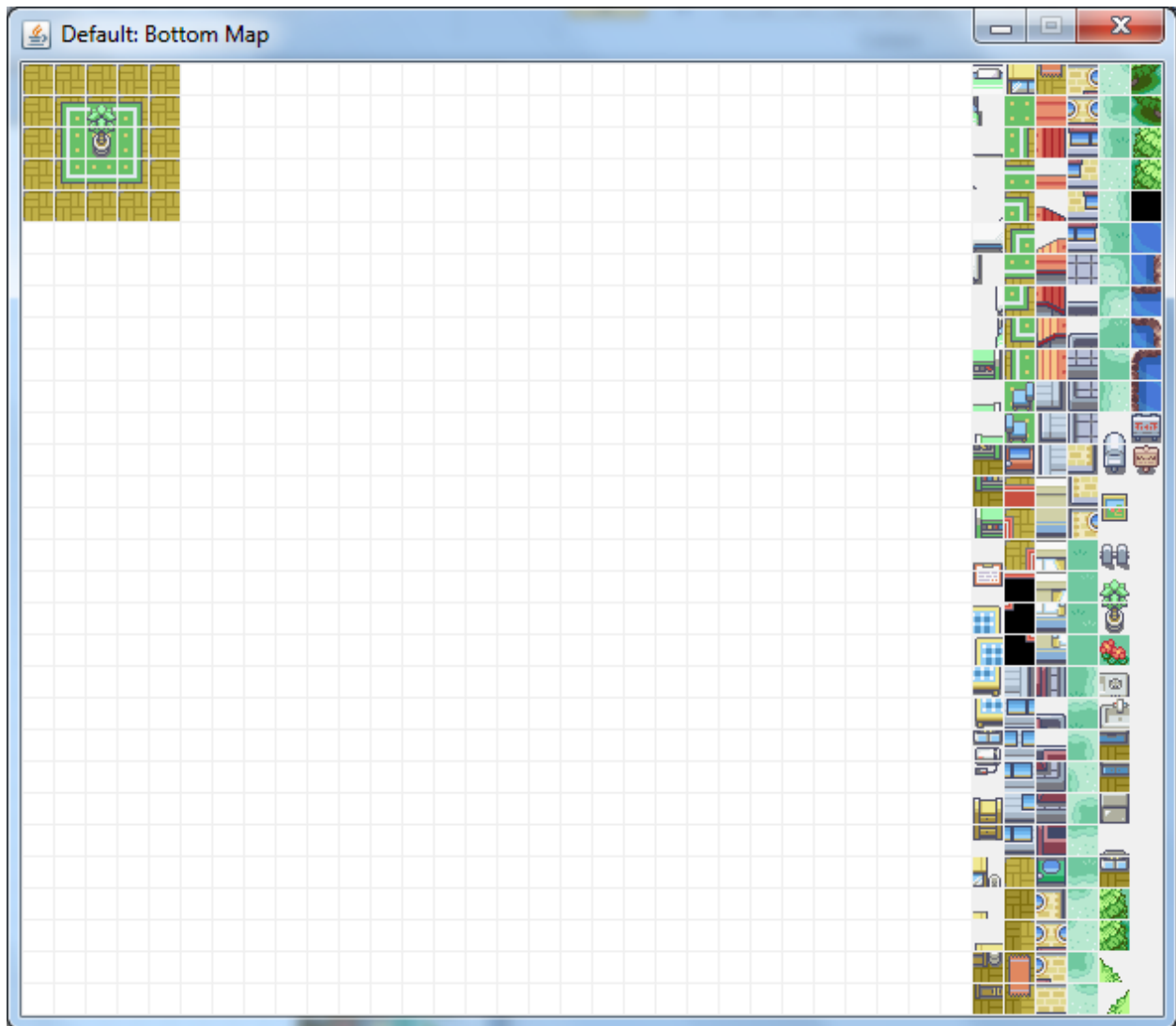
Step 4.



Verify that:

- Space bar alternates between top and bottom layers of the map
- You can place objects in the top layer and that the tile in the corresponding square in the bottom layer will still show through

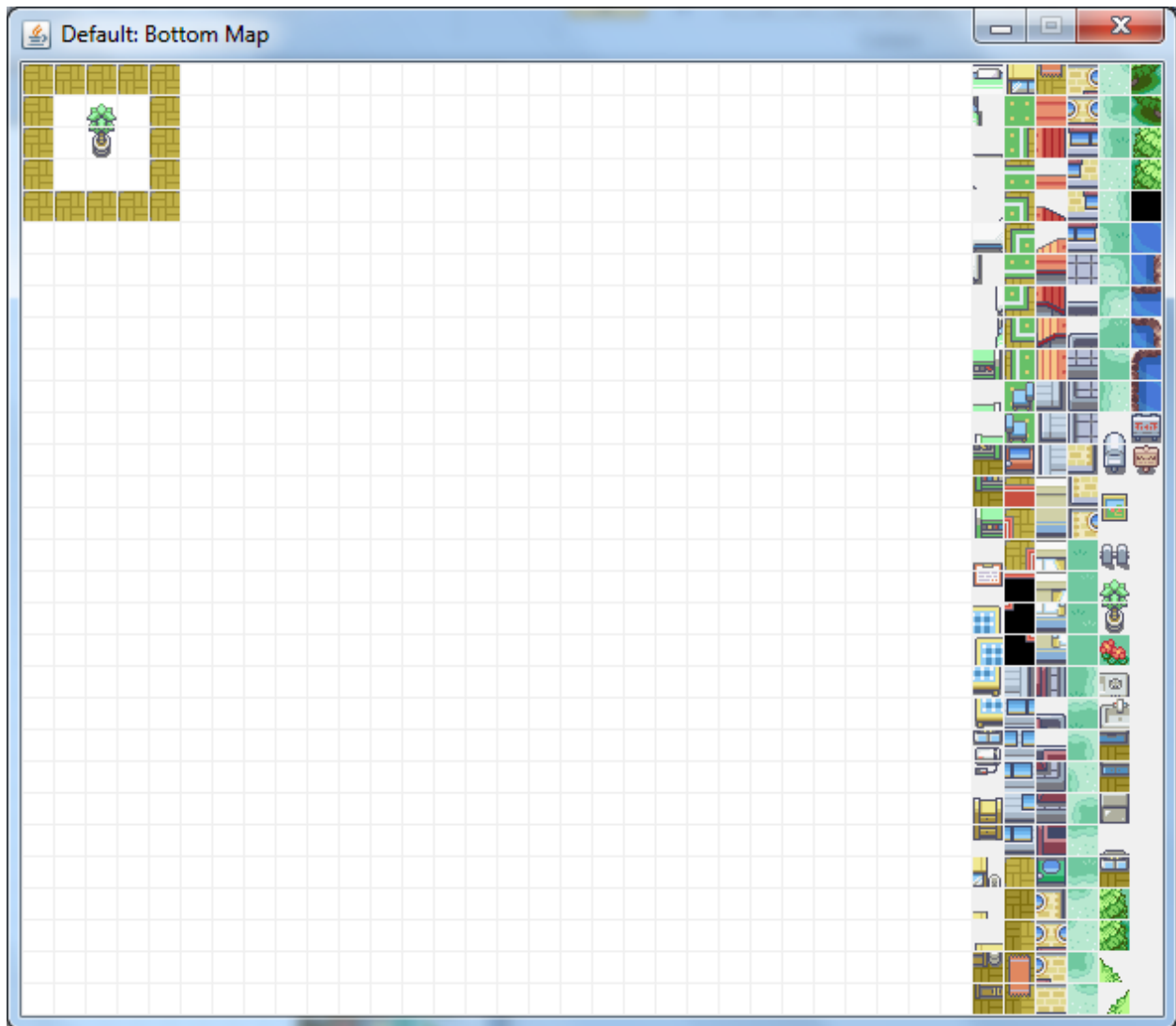
Step 5.



Verify that:

- You can switch to the bottom layer and place tiles within it without obscuring or replacing the tiles in the top layer
- You can replace tiles in squares which are already occupied with new tiles

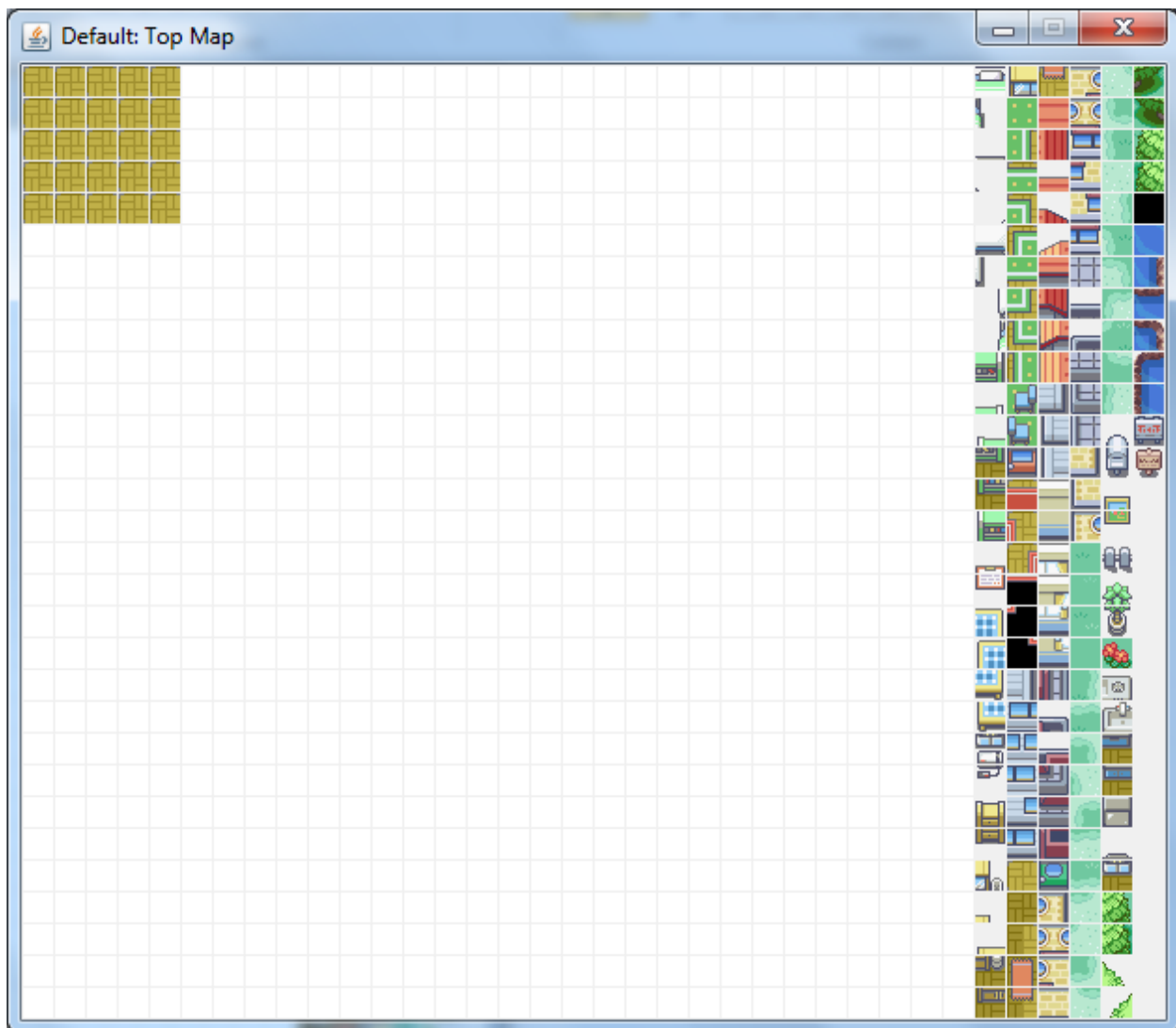
Step 6.



Verify that:

- The 'd' key toggles tile deletion via clicking
- You can switch to the bottom layer and place tiles within it without deleting the tiles in the top layer
- Clicking the 1-pixel border between squares will not delete a tile

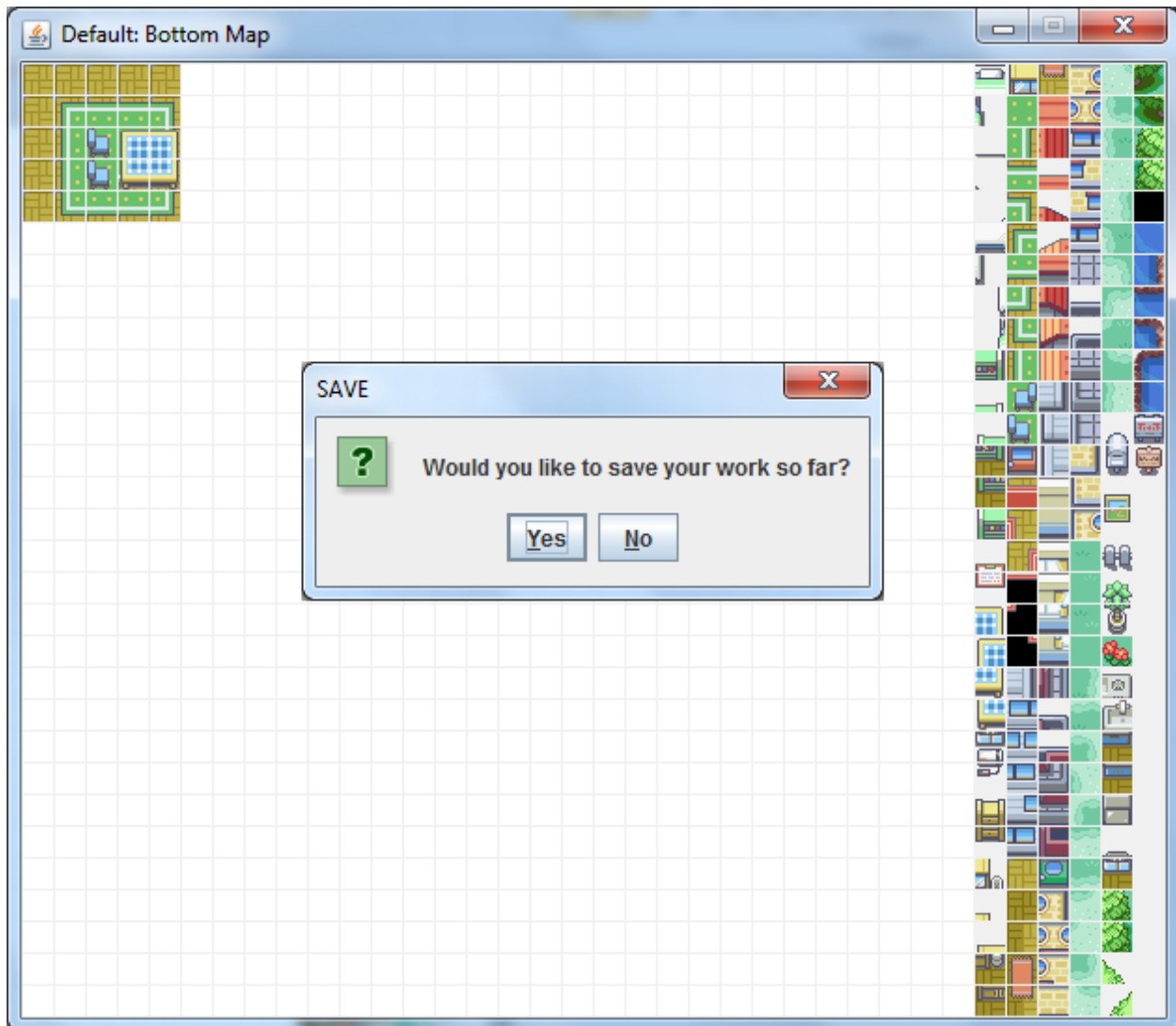
Step 7.



Verify that:

- You can switch to the top layer and place tiles within it without deleting the tiles in the bottom layer
- Clicking the 1-pixel border between squares will not delete a tile

Step 8.



Verify that:

- The 's' key prompts the program to ask whether or not you want to save your work
- That clicking 'No' will not generate a file
- That clicking 'Yes' will generate a file in the appropriate format