Test: Invalid file name (file does not exist)

Expected Output: Said it is invalid file, ask user if he/she wish to load from file again

Actual Output: Said it is invalid file, ask user if he/she wish to load from file again

Reason for test: Checking for invalid input file

Reason for difference: N/A

Test: Wrong size on file

Expected Output: Display message that the file has wrong size, ask user if he/she wish to load from file again

Actual Output: Display message that the file has wrong size, ask user if he/she wish to load from file again

Reason for test: Validate the size on the file

Reason for difference: N/A

Test: Put ship on out of boundaries

Expected Output Reask user to enter valid coordinate

Actual Output: Reask user to enter valid coordinate

Reason for test: Test to see if the ship is out of boundary

Reason for difference: N/A

Test: Put ship on top of other ship that already exist

Expected Output: Message that ship is in invalid location, ask user to re-enter the ship orientation and location

Actual Output: Message that ship is in invalid location, ask user to re-enter the ship orientation and location

Reason for test: Making sure that no ship is overlapping

Reason for difference: N/A

Test: Tail of ship out of boundary

Expected Output: Message that ship is in invalid location, ask user to re-enter the ship orientation and location

Actual Output: Message that ship is in invalid location, ask user to re-enter the ship orientation and location

Reason for test: Making sure none of the ship parts are out of boundary

Reason for difference: N/A

Test: First player (player 1) load file, the other player (player 2) manually enter ship coordination (and try the other way around), both player loading from file, and both player manually enter ship coordination

Expected Output: All input options for entering (File – File, Manual – Manual, File – Manual, Manual – File) are working just fine

Actual Output: All input options are working just fine

Reason for test: Making sure all options did not give any issues

Reason for difference: N/A

Test: Hit on same spot (already hit and already missed)

Expected Output: Message that the player already shot at that coordinate and ask for another coordinate

Actual Output: Message that the player already shot at that coordinate and ask for another coordinate

Reason for test: Making sure player cannot hit the same coordinate more than once

Reason for difference: N/A

Test: Hit outside of range

Expected Output: Re-ask user to enter valid coordinate

Actual Output: Re-ask user to enter valid coordinate

Reason for test: Validate the coordinate that user choose to hit

Reason for difference: N/A

Test: Ship sunk

Expected Output: Message that specific ship sunk

Actual Output: Message that specific ship sunk

Reason for test: Make sure the message show up when a ship is sunk

Reason for difference: N/A

Test: Game over

Expected Output: Once all ship sunk, ask if user want to play again

Actual Output: Once all ship sunk, ask if user want to play again

Reason for test: Making sure the program know when is game over (all ship sunk)

Reason for difference: N/A

Test: Replay again

Expected Output: replay again

Actual Output: replay again

Reason for test: Making sure replay again function work

Reason for difference: N/A

Test: Quit the program after the game is over

Expected Output: Quit the program

Actual Output: Quit the program

Reason for test: Making sure can quit the program after finish

Reason for difference: N/A