

Conway

Conway's Game of Life

Test Plan

ID: DRAW_001 Classification: Draw a Pattern Severity: 1
Instructions: 1. Click on the grid
Expected Results: Fills in appropriate square with appropriate color.

ID: DRAW_002 Classification: Unsuccessful Draw a Pattern Severity: 1
Instructions: 1. Click outside the grid
Expected Results: Doesn't Fills in appropriate square with appropriate color.

ID: CHANGE_001 Classification: Scroll up through grid Severity: 2
Instructions: 1. Press the up arrow key
Expected Results: The center of the grid's view point shifts upwards

ID: CHANGE_002 Classification: Scroll down through grid Severity: 2
Instructions: 1. Press the down arrow key
Expected Results: The center of the grid's view point shifts downwards.

ID: CHANGE_003 Classification: Scroll left through grid Severity: 2
Instructions: 1. Press the Left arrow key
Expected Results: The center of the grid's view point shifts leftwards.

ID: CHANGE_004 Classification: Scroll right through grid Severity: 2
Instructions: <ol style="list-style-type: none"> 1. Press the right arrow key
Expected Results: The center of the grid's view point shifts rightwards.

ID: CHANGE_001 Classification: Zoom in and out Severity: 3
Instructions: <ol style="list-style-type: none"> 1. Press page down
Expected Results: The cell size and number of cells viewed increase.

ID: CHANGE_002 Classification: Zoom in and out Severity: 3
Instructions: <ol style="list-style-type: none"> 1. Press page up
Expected Results: The cell size and number of cells viewed decrease.

ID: ALG_001 Classification: Change rate of generations Severity: 1
Instructions: <ol style="list-style-type: none"> 1. Select options pane . 2. Change number of generations per second. 3. Confirm selection.
Expected Results: Displays options pane, then option pane closes, then simulation changes speed.

ID: COLOR_001 Classification: Add object Severity: 1
Instructions: <ol style="list-style-type: none"> 1. Choose a color from the color selection pane 2. Click the cell.
Expected Results: The cell is colored the appropriate color.

ID: THREADS_001 Classification: Multithreading Severity: 1
Instructions: <ol style="list-style-type: none"> 1. Press the pause hotkey 2. Press the thread hotkey
Expected Results: The system will change threading modes.

ID: RULESET_001 Classification: Add object Severity: 1
Instructions: <ol style="list-style-type: none"> 1. Click ruleset selector pane 2. Select a ruleset 3. Confirm selection
Expected Results: New ruleset is applied

ID: GEN_007 Classification: Skip Generations Severity: 2

Instructions:

1. Press the hashlife hotkey [F4]
2. Input number of generations to skip.
3. Confirm Selection.

Expected Results:

Hashlife dialogue opens on [F4] key press. Dialogue closes on user confirmation. Generations are skipped reflecting the user input.

ID: SAVE_001 Classification: Save Pattern Severity: 1

Instructions:

1. Save pattern button is clicked.
2. Specify file name location.
3. Confirm Selection.

Expected Results:

Pattern is saved to the chosen file location.

ID: LOAD_001 Classification: Load Pattern Severity: 1

Instructions:

1. Click load pattern button
2. Specify the pattern file name and location to load.
3. Confirm selection

Expected Results:

The pattern is loaded into the application.

ID: VIEW_001 Classification: Load Statistics Severity: 3

Instructions:

1. View information table.

Expected Results:

Displays information on the pane.

