Sokoban Test Plan

# Setup Class

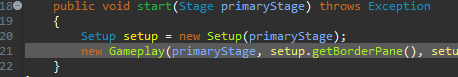
## Test 1

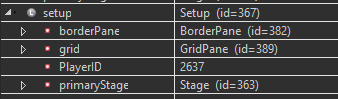
Test: Create a setup object

Description: Create a setup object by calling “new Setup()”;

Result: A setup class was created without error

Evidence:





# Gameplay Class

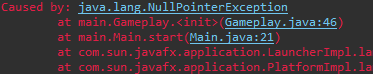
## Test 1

Test: Check Levels are present

Description: Check the folder containing the levels to ensure it contains correct level file types.

Result: Does not pass correctly

Evidence: Without Level Files



With Level Files



Solution: By putting the code that checks the content of the folder into a separate method, and adding a try-catch it would be possible to catch this error and handle it properly

## Test 2

Test: Generate Buttons for each level

Description: Generate a separate button for each level file present in the folder

Result: Buttons are generated correctly for the number of files present