Developer Manual Unit Test Case

Manual unit test for Main_Menu.py

Test Scenario	Test Description	Test Values	Expected Outcome	Actual Outcome	Justification
1.0	Display Main menu	Run maze	Main Menu ======= [1] Read and load maze from file [2] View Maze [3] Play maze game [4] Configure current maze [0] Exit Maze Enter your input:	By Sympatization In the Cost Dates Connect Moreon imp Fricham 3.7 of Cost Dates Connect Moreon imp Fricham 3.7 of Cost Dates Connect Cost To Fricham 3.7 of Cost Dates Cost To Fricham 4.7 of Cost Dates Cost To Fricham 5.7 of Cost Dates Cost Dates Cost Dates Cost Dates Fricham 5.7 of Cost Dates Cost Dates Fricham 5.7 of Dates Moreon Enter your Laparti.	
2.0	Test the program on input option 1	Enter your input: "1".	"Option [1] Read and load maze from file" "Enter the name of the data file:" .	6 "Myseculations" In 60 the Dong Option House 100 Pritten 3.7.4 (1489/0.7.4 4485551124, Jul 8 201 Synthem 3.7.4 (1489/0.7.4 4485551124, Jul 8 201 Synthem 2.7.4 (1489/0.7.4 4485551124, Jul 8 201 Synthem 2.7.4 (1489/0.7.4 4485551124, Jul 8 201 Synthem 2.7.4 (1489/0.7.4 448551124) Synthem 2.7.4 (1489/0.7.4 448551124) Synthem 1.7.4 (1489/0.7.4 448561124) Synthem 1.7.	
3.0	Test the program on input option 2	Enter your input: '2*.	[x', x', x', x', x', x', x', x'] [x', x', x', x', x', x', x', x'] [x', x', x', x', x', x', x', x'] [x', x', x', x', x', x', x', x', x'] [x', x', x', x', x', x', x', x', x'] [x', x', x', x', x', x', x', x', x'] [x', x', x', x', x', x', x', x', x'] Enter your input:	A specialistic property of the control of the contr	
4.0	Test the program on input option 3	Enter your input: "3".	Enter your input:3 [X', X', X', X', X', X', X', X', X'] [X', O', O', O', X', O', X', X'] [X', O', X', O', X', O', X', X'] [X', O', X', O', X', O', X', X'] [X', O', X', O', X', X', O', X'] [X', O', X', O', X', X', X', X', X'] [X', O', X', O', X', X', X', X', X'] Location of Start (A) = (Row 1, Column 6) Location of End (B) = (Row 7, Column 1) Press W for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU:	A STATE Company Nation was Typing A Typing Company Nation was Typing A Typing A Company A Compan	
5.0	Test the program on input option 4	Enter your input: "4".	Invalid choice. Enter 1-5 Main menu <u>display</u> again	A type 1/1 form the control of the c	Option 4 has popup an error message because our option 4 haven't started coded yet.
6.0	Test the program on input option 0.	Enter "Yes" on the Kill app pop-up message box	App close.	By The 1/1 more than the property of the prope	

Manual Unit test for Read and load.py

Test Scenario	Test Description	Test Values	Expected Outcome	Actual Outcome	Justification
1	Open maze.csv file	Enter the name of the data file: maze.csv	Display: Number of lines reads: 8 Enter anything to return to Main Menu	Woython 174 Dee"	
2	Leave Null on "Enter the name of the data file"	Enter the name of the data file:	Display error message "Please key in any exoel file"	Departure of the property of t	User didn't key in any input on the name of the data file and press enter error message will occur.

Manual unit test for View_Maze

Test Scenario	Test Description	Test Values	Expected Outcome	Actual Outcome	Justification
1	Display maze from store memory after open maze csv flie from option 1	Enter your input:2	Display: [xt, 'xt, 'xt, 'xt, 'xt, 'xt, 'xt] [xt, 'xt, 'xt, 'xt, 'xt, 'xt, 'xt, 'xt] [xt, 'xt, 'xt, 'xt, 'xt, 'xt, 'xt, 'xt, '	Dyname 2.5 of teaming the second of the control of	
2	Display maze from option 2 without read and load maze.csv file in option 1	Enter your input: 2	Display: Enter your input:	A community of the comm	Maze didn't display because the user didn't go option 1 to read and load the maze.csv life first. Without read and load the csv life first, azer will not be able to display because the csv file have not read yet and the stored memory will be empty.

Manual unit test for Play Maze

Test Scenario	Test Description	Test Values	Expected Outcome	Actual Outcome	Justification
1	Play maze from store memory after open maze.csv file	Enter your input: 3	Display: Enter your input:3	A contract of the contract of	
	from option 1		[X, X, X, X, X, X, X, X, X] [X, 0', 0', 0', X, 0', X, 0', X, X] [X, 0', X, 0', X, 0', X, 0', X, X] [X, 0', X, 0', X, 0', X, 0', X, X] [X, 0', X, 0', X, 0', 0', X, X] [X, 0', X, 0', X, X, X, X, X, X, X]	Comment of the commen	
			Location of Start (A) = (Row 1, Column 6) Location of End (B) = (Row 7, Column 1) Press "W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU:	Tenting of large, and a large of large	
2	Test play maze left function.	Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU: A	Display: Press "W for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU: A Move Successfull [X, X, X, X, X, X, X, X] [X, O', O', O', X, X, X, X, X] [X, O', X, O', X, X, X, X, X, X] [X, O', X, X, X, X, X, X, X, X] [X, O', X,	A transition of the control of the c	
			[X, 'O', 'X, 'O', 'X', 'X, 'O', 'X'] [X, 'O', X, 'O', 'X', 'O', 'O', 'X'] [X, 'O', X, 'O', 'O', 'X', 'X', 'X'] [X, 'B', 'X', 'X', 'X', 'X', 'X'] Press W' for UP, 'X' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU:	State part of the control of the con	
3	Test play maze down function	Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for	Display: [X, 'X', X', 'X', X', 'X', X', X'] [X, 'O', 'O', 'O', X', 'A', 'O', 'X']	CONTROL OF A CONTR	
		MAIN MENU: S	[2X, '0', 'X', '0', 'X', '0', 'X', 'X'] [2X, '0', 'X', '0', 'X', '0', '0', 'X'] [2X, '0', 'X', '0', 'X', 'X', '0', 'X'] [2X, '0', 'X', '0', 'X', 'X', '0', 'X'] [2X, '0', 'X', '0', '0', 'X', 'X', 'X', 'X	Name application to within the Main Main State (Main America (Main Ameri	
			RIGHT, Mr for MAIN MENU: S Move Successful! X,	Date 1	
4	T	S "M-6 US	Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU:	Trace W for US, N for SUT, N for 2000, W for \$1007, W for \$600 \$1000.	
4	Test play maze right function	Press W for UP, '4' for LEFT,'5' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU: D	Display: Move Successfull [72, 72, 72, 72, 72, 72, 72] [73, 73, 74, 72, 72, 72, 72] [74, 73, 74, 72, 72, 73, 74] [74, 73, 73, 73, 74, 74] [74, 73, 74, 73, 74, 74, 74] [74, 73, 74, 74, 74, 74, 74] [74, 73, 74, 74, 74, 74, 74] [74, 73, 74, 74, 74, 74, 74] [74, 74, 74, 74, 74, 74, 74] [75, 74, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74, 74] [75, 75, 74, 74, 74] [75, 75, 74, 74, 74] [75, 75, 74, 74] [75, 75, 74, 74] [75, 75, 74] [75, 7	A process of the Control of the Cont	
			[X, 'O', X', 'O', X', 'O', 'X', 'X'] [X, 'O', X', 'O', X', 'O', 'A', 'X'] [X, 'O', X', 'O', X', X', 'O', 'X'] [X, 'O', X', 'O', X', X', 'O', 'X'] [X, 'O', X', 'O', 'O', 'O', 'X', 'X'] [X, 'B', X', X', X', X', X', X'] Press W for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU:	CET. 0. W. 10. W	
5	Test play maze on up function	Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU: W	Display: Move Successfull [X1, X1, X2, X3, X1, X2, X2, X3] [X2, Y2, Y2, Y2, Y2, Y2, Y2, Y2, Y2, Y2, Y		
			Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU: W Move Successfull [X, 'X', 'X', 'X', 'X', 'X', 'X', 'X',	Pares W for 100 · A for 150 ·	
			[X', 'B', 'X', 'X', 'X', 'X', 'X', 'X'] Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU:	Press W. Co. 19, N. Co. 1977, N. Co. 1987, N. Co. 1988, N	
6	Test play maze if user control player(A) to the wall(X)	Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU: D	Display: [X, X, X, X, X, X, X, X] [X, O, O, A, X, O, O, X] [X, O, X, O, X, O, O, X] [X, O, X, O, X, O, O, X] [X, O, X, O, X, O, X, O, X] [X, O, X, O, X, X, O, X] [X, O, X, O, X, X, X, X, X, X]	ETW. 120. 120. 120. 120. 120. 120. 120. 120	The error message occurs when the user control the player(A) to the wall(X)
			Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU: D invalid Movement. Please Try again Press 'W' for UP, 'A' for LEFT, 'S' for DOWN, 'D' for RIGHT, 'M' for MAIN MENU:	Car. Co. Th. Co. Th. Co. Co. Co.	

Reason for manual unit testing instead of auto for developer team

This is the error while doing automation test on mainmenu.py, view_maze.py, read and load.py amd play_maze.py (if you are wondering why read and load and play maze.py got no error because the whole py is not really entirely right. It should be under manual unit test because we had tried multiple way still got the same error. Therefore, we had switched to manual unit test. I hope this had answer your doubt. If got time we are still trying to solve it.



Coverage Report

