**Competitive Minesweeper Test Plan**

**Format:**

A. Identification and Classification

B. Instructions

C. Expected Result

A. New Game, Severity 1.

B. Press the New Game button.

C. A fresh board should appear and the player should be able to start sweeping for mines.

A. Play Game, Severity 1

B. Attempt to clear board.

C. Numbers should accurately indicate the number of adjacent mines. Additionally, game should correctly recognize when a mine is hit, or when the board is cleared.

A. Create Board, Severity 2

B. Click Menu-> Create board.

C. A size selection should appear and then a blank board will appear. The user should be able to place mines.

A. Save Board, Severity 2

B. After creating a board, press Save Board.

C. A save dialog should appear and allow the user to name the board and successfully save it locally.

A. Get a High Score, Severity 3

B. Complete a board with a high enough score to reach the high score list for that board

C. The high score list will appear and ask for a name. The name will be entered and be accurately placed on the list for that board

A. Play a Game With an Opponent, Severity 3

B. Connect to the game server, select an opponent, select or create a board, play a game.

C. See other person’s board update real time, update gametime based on correct or incorrect choices, see end game dialogue when completed

A. Load a board for an Opponent, Severity 3

B. When connected to an opponent to play a game, select load board.

C. The game should allow you to select a previously saved board from a list, instead of creating a new one. The opponent would then play on this loaded board.