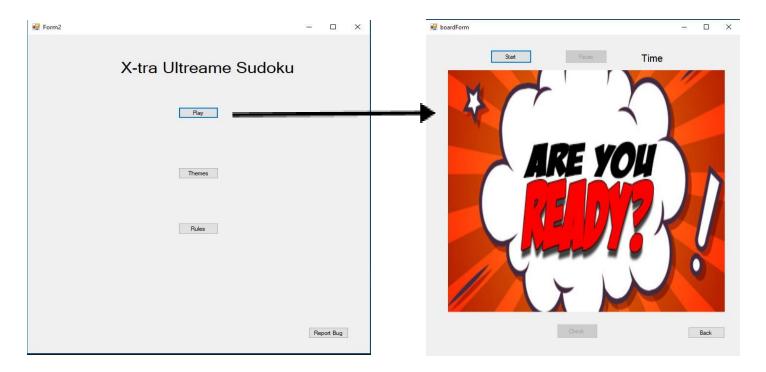
# **Unit Testing**

# Play Button on Main Menu Form

## Functions:

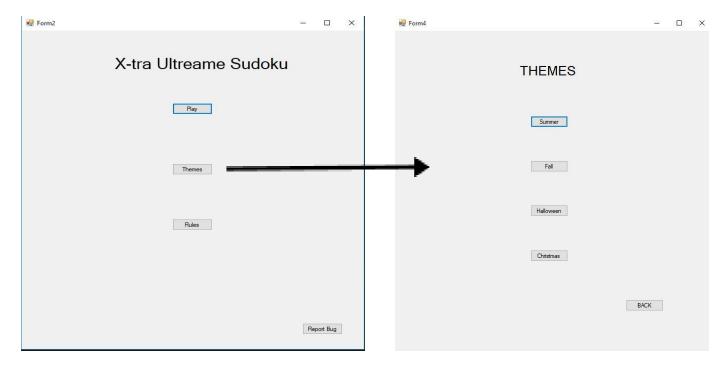
1. Open the Sudoku Board Form



## Theme Button on Main Menu Form

#### Function:

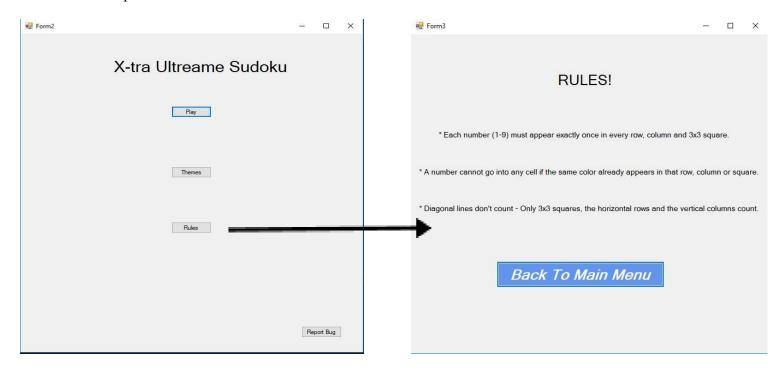
1. Opens the Theme Form



## Rules Button on Main Menu Form

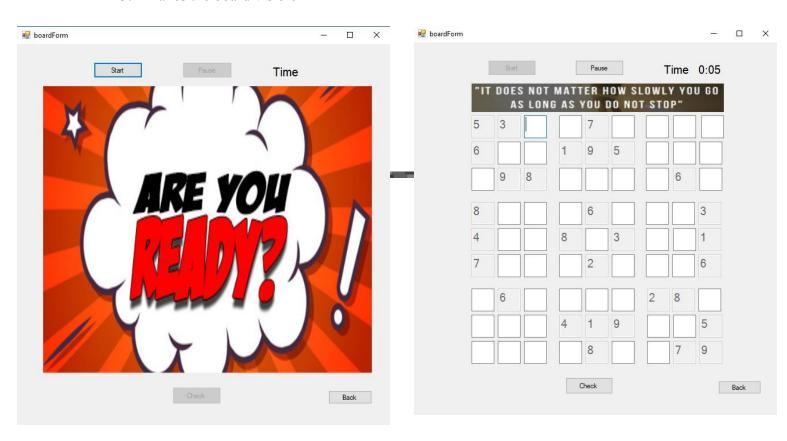
#### Functions:

1. Opens the Rule Form



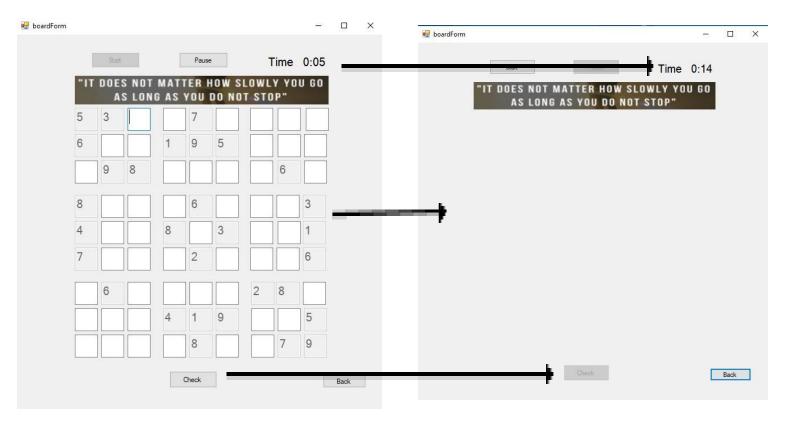
## Start Button on Sudoku Board Form

- 1. Removes the "ARE YOU READY?" Picture
- 2. Starts the timer at 0:00
- 3. Makes the board visible



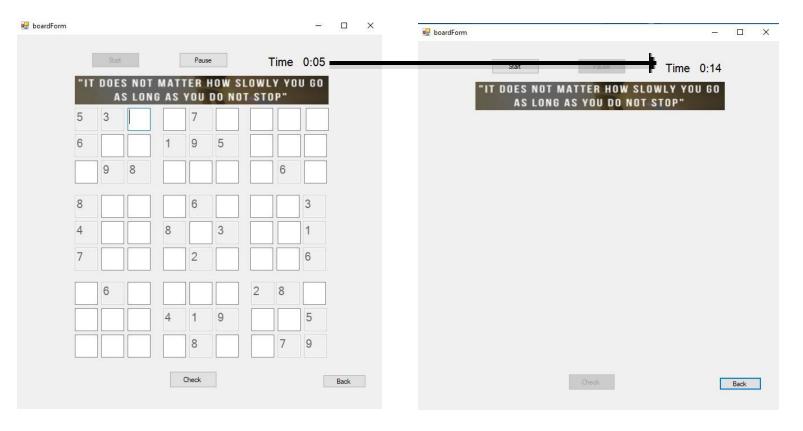
## Pause Button on Sudoku Board Form

- 1. Makes every textbox invisible so user cannot input any values
- 2. Stops the time of running
- 3. Enables Start button s the player can resume



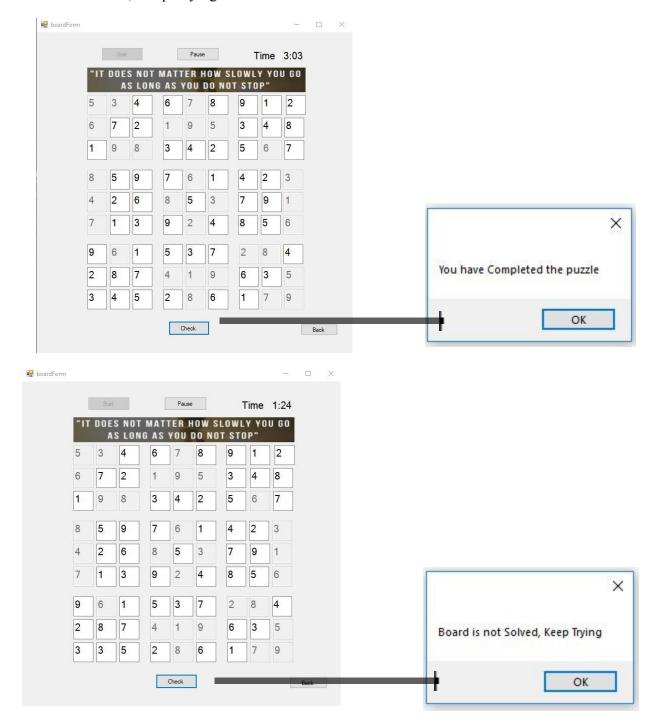
## Timer on Sudoku Board Form

- 1. Starts the timer when the game starts
- 2. Pauses the timer when the player presses the pause button



#### **Check Button on Sudoku Board Form**

- 1. Runs through the solution array
- 2. Gets the player input from each text box
- 3. Checks that value with the solution array
- 4. If correct then prompts "You have Completed the puzzle"
- 5. If the player's input does not match the solution board, display prompt: "Board is not Solved, Keep Trying"



#### Back Button on Rules Form, Theme Form and Sudoku Board Form

- 1. Returns the player back to the Main Menu
- 2. If the player is on the Sudoku board form and clicks back a prompt up "YOU QUIT"
- 3. After the prompt the program goes back to the Main Menu



## **Theme Options From Theme Form to All the Form**

- 1. Player selects the theme
- 2. The theme shows up on all the form Main Menu, Rules, Sudoku Board

