## CS202 Test Plan

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**Test Plan # 1:**

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| **Test Cases for** | **Expected Result** | **Verified?**  **(yes/no)** |
| No edges in graph | Connect items |  |
| More than 5 dead ends | Connect a dead end to an existing checkpoint |  |
| Generating repeat connections | Only 3 edges for a checkpoint max. |  |
| Check return value | Should report true/false based on correct graph build. |  |

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| **Test Cases for dequeue player function** | **Expected Result** | **Verified?**  **(yes/no)** |
| Player finishes turn | Dequeue from queue, call queue. |  |
| Player reaches end | Dequeue from queue, do not call queue.  Add player # to “won players” |  |

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| **Test Cases for queue player function** | **Expected Result** | **Verified?**  **(yes/no)** |
| Player finishes turn | Call queue after dequeue |  |
| Player reaches end | Do not call queue after dequeue |  |

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| **Test Cases for end game function** | **Expected Result** | **Verified?**  **(yes/no)** |
| Player count is 2 lower than starting player count | Leave game. |  |
| Player count is > starting count -2 | Do not leave game |  |

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| **Test Cases for build map function** | **Expected Result** | **Verified?**  **(yes/no)** |
| Map has >5 dead ends | Connect a dead end to an existing checkpoint |  |
| Map has > 20 checkpoints | Invalid map |  |
| Map has < 4 checkpoints | Invalid map |  |

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| **Test Cases for assign start/assign end** | **Expected Result** | **Verified?**  **(yes/no)** |
| Empty graph | Assign no checkpoint |  |
| Checkpoint chosen for start and end are connected | Choose different endpoint. |  |

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| **Test Cases for display info function** | **Expected Result** | **Verified?**  **(yes/no)** |
| Name or description does not exist | Display nothing |  |
| Name and description exists | Display name/description |  |

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| **Test Cases for is change location function** | **Expected Result** | **Verified?**  **(yes/no)** |
| Checkpoint is dead end | Display dead end |  |
| Checkpoint is end | Call end game function |  |
| Checkpoint is not dead end or end checkpoint | Change to current checkpoint |  |