Test Data

# Grid Tiles

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| --- | --- | --- | --- |
| **Input** | **Reason for inclusion** | **Expected Result** | **Actual Result** |
| Press tile that cannot be moved to | Ensure that invalid tiles are not valid | Nothing happens | Nothing happens |
| Press valid tile (can be moved to) | Ensure that the player can move to valid tiles | Player moved to pressed tile, enemies move | Player moved to pressed tile, enemies move |
| Press on black tile that can normally be moved to | Ensure that “blocked” tiles prevent movement | Nothing happens | Nothing happens |
| Press outside grid | Ensure that outside the grid, nothing happens | Nothing happens | Nothing happens |
| Press on valid tile with enemy | Ensure that enemies can be captured | Player moves to tile, enemy is captured, score increased, other enemies move | Player moves to tile, enemy is captured, score increased, other enemies move |
| Press on valid tile with exit | Ensure that the exit works as intended | Player moves to exit, next level loaded, score increased | Player moves to exit, next level loaded, score increased |
| Move to tile which the enemy can capture | Ensure that the player loses correctly | Game over screen appears, player disappears | Game over screen appears, player disappears |

# Main Menu

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| **Input** | **Reason for inclusion** | **Expected Result** | **Actual Result** |
| Press “Play” | Ensure that the start game button works | Difficulty selection menu appears | Difficulty selection menu appears |
| Press “Help” | Ensure that the help button works | Change to first help screen | Change to first help screen |
| Press “Previous” on first help screen | Ensure that moving back works correctly on boundary pages | Return to main screen with “Play” and “Help” | Return to main screen with “Play” and “Help” |
| Press “Next” on first help screen | Ensure that moving forward works on boundary pages | Change to second help screen | Change to second help screen |
| Press “Previous” on second help screen | Ensure that moving back works on non-boundary page values | Change to first help screen | Change to first help screen |
| Press “Next” on second help screen | Ensure that moving forward works on non-boundary page values | Change to third help screen | Change to third help screen |
| Press “Next” on last help screen | Ensure that moving back works correctly on boundary pages | Return to main screen with “Play” and “Help” | Return to main screen with “Play” and “Help” |
| Press “Previous” on last help screen | Ensure that moving forward works on boundary pages | Change to second last help screen | Change to second last help screen |

# Other Menus

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| **Input** | **Reason for inclusion** | **Expected Result** | **Actual Result** |
| Pressing blank space in difficulty selection | Ensure that buttons are not misplaced/too large | Nothing happens | Nothing happens |
| “Easy” pressed in difficulty selection | Ensure that “Easy” difficulty works | Game starts on easy level | Game starts on easy level |
| “Medium” pressed in difficulty selection | Ensure that “Medium” difficulty works | Game starts on medium level | Game starts on medium level |
| “Hard” pressed in difficulty selection | Ensure that “Hard” difficulty works | Game starts on hard level | Game starts on hard level |
| “Super” pressed in difficulty selection | Ensure that “Super” difficulty works | Game starts on super hard level | Game starts on super hard level |
| “???” pressed in difficulty selection | Ensure that “Ultra” difficulty works | Game starts on ultra hard level | Game starts on ultra hard level |
| Pressing “Escape” in game | Ensure that pause starts correctly | Pause screen appears, music stops | Pause screen appears, music stops |
| Pressing “Escape” while paused | Ensure that game resumes correctly | Pause screen disappears, music resumes | Pause screen disappears, music resumes |
| Press “restart” while paused | Ensure that the restart button works | New game starts, score is 0 | New game starts, score is 0 |
| Press “continue” while paused | Ensure that the continue button works | Pause screen disappears, music resumes | Pause screen disappears, music resumes |
| Press outside buttons while paused | Ensure that the buttons are not too large | Nothing happens | Nothing happens |
| Press “Enter” while at game over screen | Ensure that the game can restart correctly | Game restarts | Game restarts |
| Press anywhere while at game over screen | Ensure that no buttons exist | Nothing happens | Nothing happens |

# Miscellaneous

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| **Input** | **Reason for inclusion** | **Expected Result** | **Actual Result** |
| Pressing X in title bar | Ensures the program closes correctly | Program closes instantly | Program closes instantly |
| Press “Alt” and “F4” at the same time | Ensure that keyboard combinations close the program | Program closes instantly | Program closes instantly |
| Program is run with all required files | Ensure that the program can start | Window opens with main menu | Window opens with main menu |
| Program run with missing files | Ensure that missing files stops the program | Error pop up | Error pop up |