Testing table

# Introduction

Complete the testing table for your battle boats game based on your **success criteria** document.

Remember to use [normal (typical), boundary and erroneous data](https://isaaccomputerscience.org/concepts/prog_cwk_testing_aqa?topic=software_project) for your tests. If the program produces an error then work out how to fix it.

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| --- | --- | --- | --- | --- |
| Test number | Test description | Test data | Expected output | Actual results |
| 1 | How the menu function handles data within correct range | 3 | Should call the function as described by the instructions | Correctly shows instructions |
| 2 | How the menu function handles boundary inputs | 1 | Should begin the game as described | Fresh game is started |
| 3 | How the menu function handles erroneous data | Using a character rather than number | Produce an error message and force user to re-enter | Error message is produce, re-entry is forced |
| 4 | How the game handles out-of-range coordinates when setting player sets up the game | A,9 | Produce an error message and ask for re-type |  |
| 5 | How the game handles, invalid data types being entered | A,1/ | Filter erroneous characters and continue as normal given rest of input is correct |  |
| 6 | How the game handles repeat coordinates | A,1 after already being deployed | Produce and error and ask for different coordinates |  |
| 7 | How the game handles misses | Empty grid location | Produce a message notifying the user they missed |  |
| 8 | How the game handles a player reaching 5 strikes. | 5 positions attacked successfully | End the game, stating the winner. |  |
| 9 | How the game handles resuming from a save file | 3 – to trigger resume function | Carry on from the point at which the last session was saved. |  |
| 10 | How the game handles a strike | Correct coordinate of target | Produce a message notifying the user, display on the target tracker accordingly |  |
| 11 | How the game handles the computer missing | No target and generated coordinate | Produce message notifying user |  |