

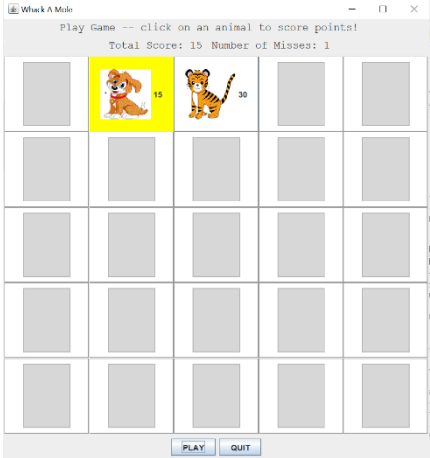
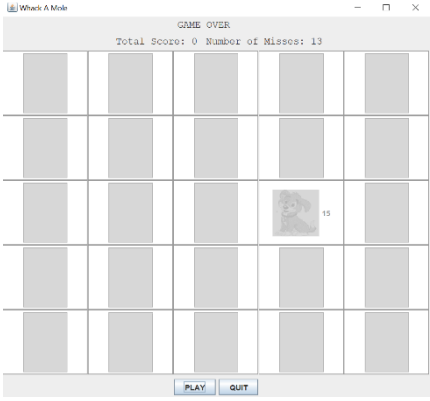



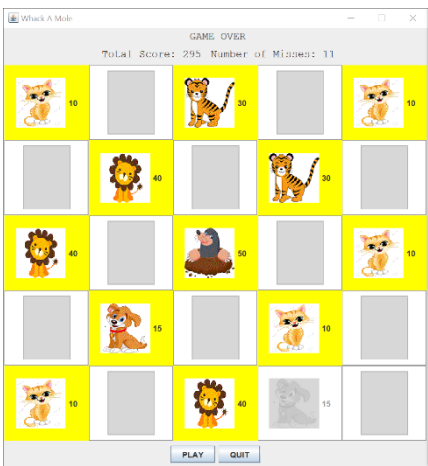
System Test Plan: WhackaMole program


Introduction: Each test case below assumes that the images directory contains the symbol image files. The text in bold in the **Description** column represents the test inputs to the program. In test mode, once input is complete, clicking on the STOP button will halt the program at that point so the actual results can easily be recorded. Either a written description of the GUI display or a screen shot (using Insert -> Image) is acceptable for actual results.

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	\$ java -cp bin WhackaMoleGUI -t	<p>GUI entitled “Whack A Mole” is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons.</p> <p>Welcome to the Whack a Mole Game -- Press PLAY to start a new game!</p> <p>Total Score: 0 Number of Misses: 0</p> <p>The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30),frog(20), lion (40),frog(20),mole(50),dog(15),cat(10), frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)</p>	

<p>testPlayGame</p> <p>Author: Dr. Balik</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button Click on each animal in row 0 when they are displayed. When the symbol in row 1, col 0 (tiger) is displayed, click on the STOP button to halt the game.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 85 Number of Misses: 0</p> <p>Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.</p>	
<p>testQuit</p> <p>Author: Dr. Balik</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on QUIT button</p>	<p>GUI closes</p>	<p>GUI closes</p>

<p>testClickOnSymbol</p> <p>Author: Dr. Balik</p>	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p>Click on PLAY button Do not click on the symbol displayed in row 0 col 0 (cat). Click on the symbol displayed in row 0, col 1 (dog) when it appears. When the symbol in row 0 col 2 (tiger) is displayed, click on the STOP button to halt the game.</p>	<p>GUI displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 15 Number of Misses: 1</p> <p>Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.</p>	
<p>testNoClicks</p> <p>Author: Ryan Blazer</p>	<pre>\$ java -cp bin WhackaMoleGUI -t</pre> <p>Click on PLAY button, do not click on any symbols until the time runs out. Allow the game to end.</p>	<p>GUI Displays:</p> <p>GAME OVER</p> <p>Total Score: 0 Number of Misses: 13</p> <p>Symbol in row 2, col 3 is a dog with a greyed out picture.</p>	

<p>testAllClicks</p> <p>Author: Ryan Blazer</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button and click on every symbol until the game ends.</p>	<p>GUI Displays:</p> <p>GAME OVER</p> <p>Total Score: 585 Number of Misses: 0</p> <p>All symbols in the grid are highlighted yellow</p>	
<p>testSpacedClicks</p> <p>Author: Ryan Blazer</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button and click on every OTHER symbol until the game ends.</p>	<p>GUI Displays:</p> <p>GAME OVER</p> <p>Total Score: 295 Number of Misses: 11</p> <p>Every other symbol in the grid is highlighted up to row 4, col 3 which will be highlighted grey.</p>	

<p>testNextRowSkipping</p> <p>Author: Ryan Blazer</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button and click on every symbol in row 0 until the last one then pause and let the program display the first symbol in (1, 0) then wait until the next symbol is displayed, click on that one, then click STOP and observe results.</p>	<p>GUI Displays:</p> <p>Play Game -- click on an animal to score points!</p> <p>Total Score: 125 Number of Misses: 1</p> <p>Every symbol in row 0 is highlighted yellow, (1, 0) is blank, (1, 1) is a lion highlighted yellow, and (1, 2) is a dog with a white background.</p>	
<p>testAllColumnClicks</p> <p>Author: Ryan Blazer</p>	<p>\$ java -cp bin WhackaMoleGUI -t</p> <p>Click on PLAY button and click on only symbols in column 2 until the game ends.</p>	<p>GUI Displays:</p> <p>GAME OVER</p> <p>Total Score: 95 Number of Misses: 12</p> <p>Every symbol in column 2 in rows 0, 1, and 2 are highlighted yellow, and one symbol is greyed out (row 3, col 0).</p>	