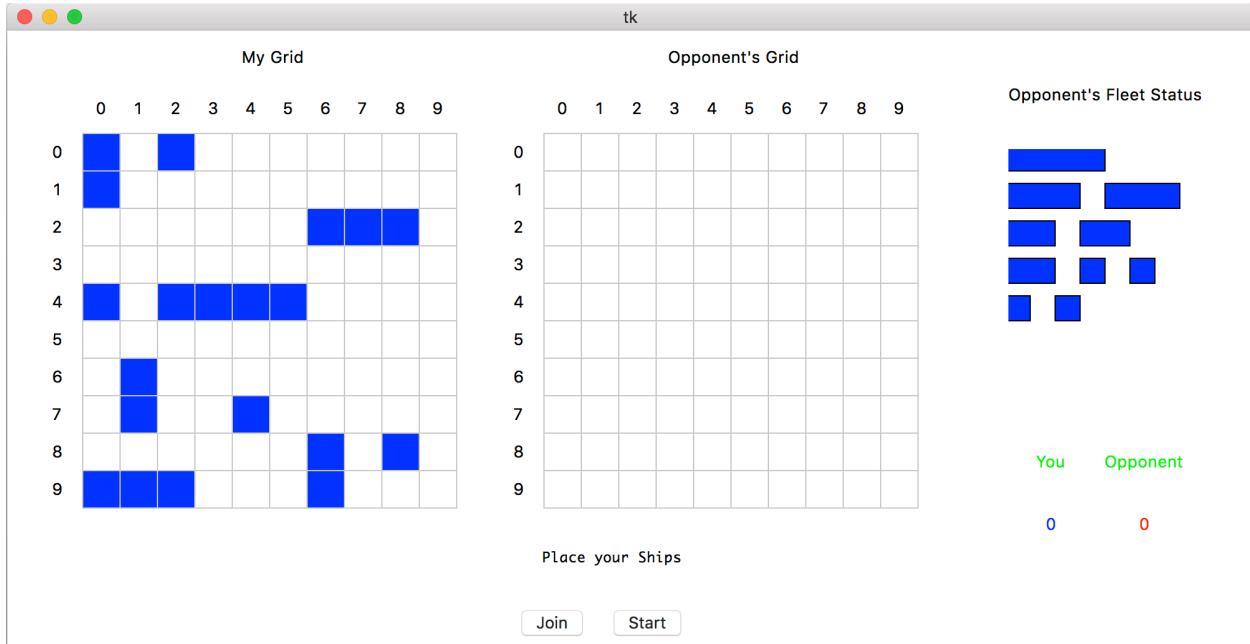
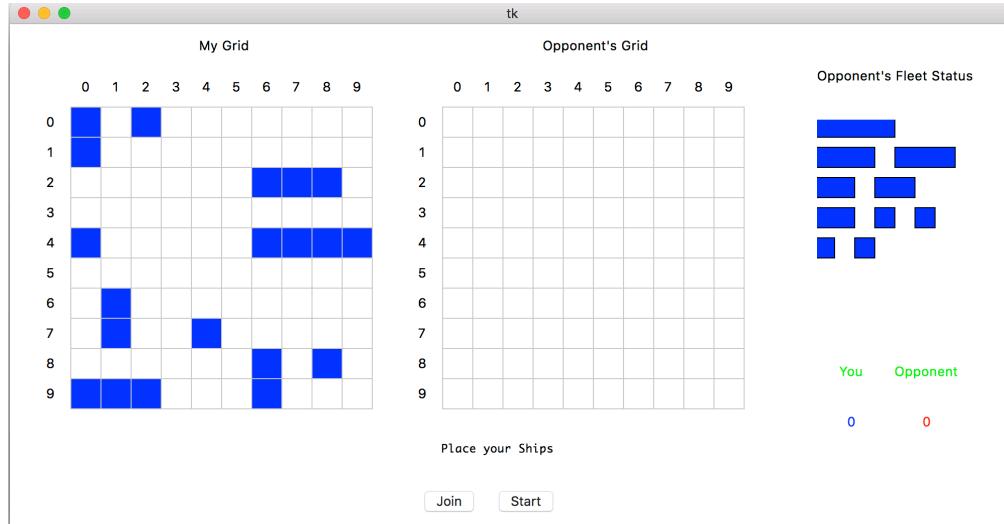
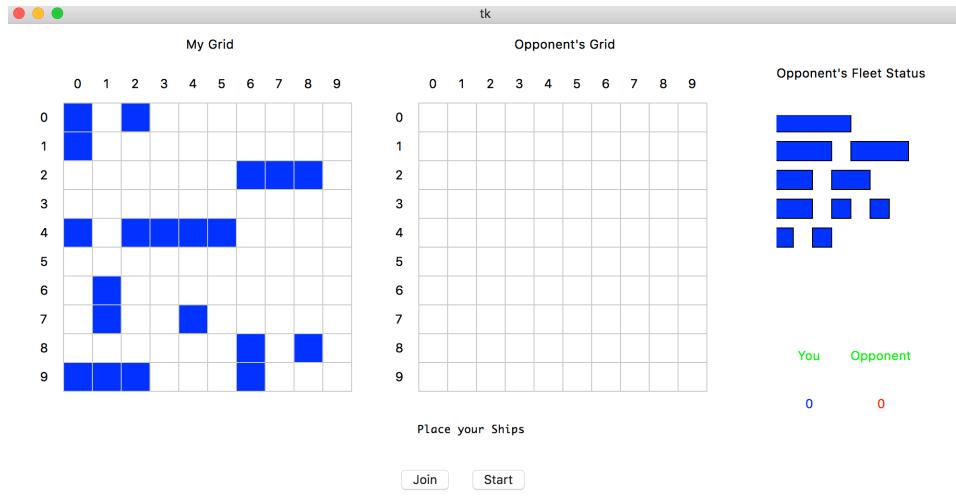


1. This is what the application should look like upon startup:



Ensure that there are 4 1-block, 3 2-block, 2 3-block and 1 4-block ships on the player's board. The opponent's board must be empty. Ensure that the opponent's fleet status panel has 4 1-block, 3 2-block, 2 3-block and 1 4-block ships and that they are all marked alive (blue in color). The scoreboard must start out at 0-0.

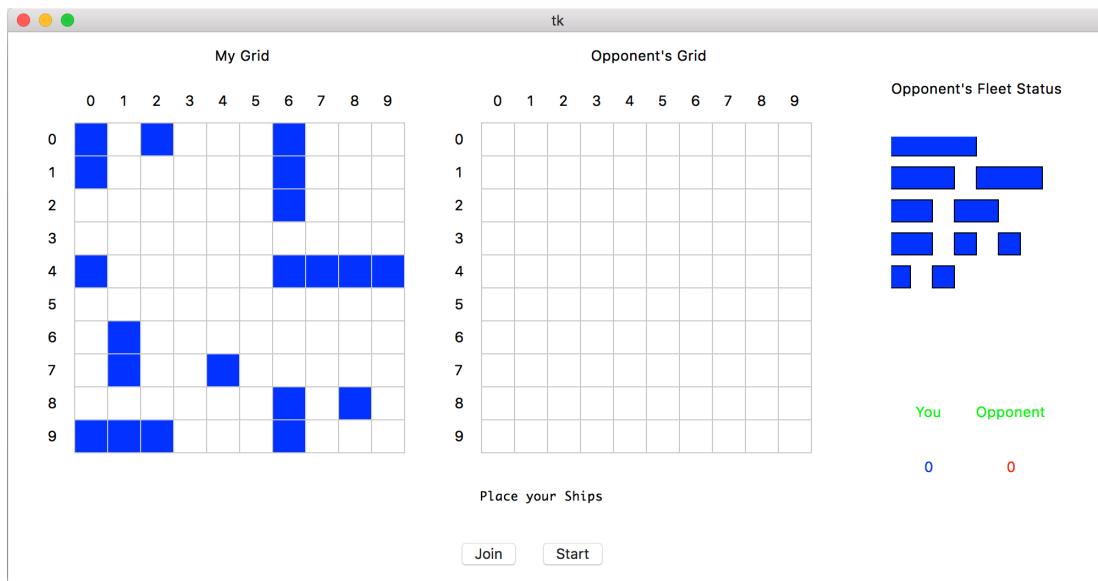
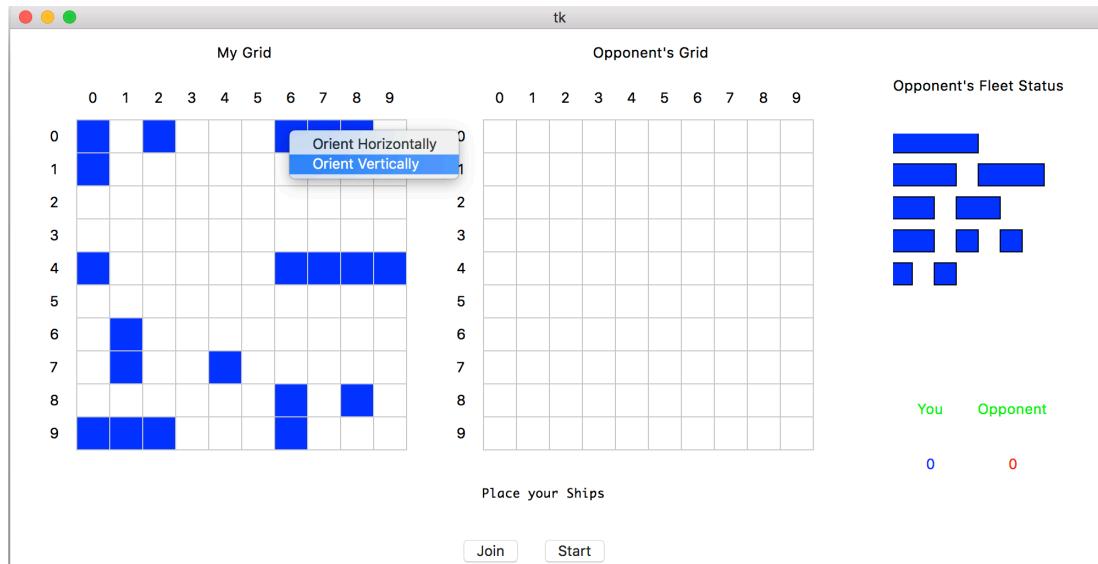
2. Test that you can move the pieces on your board while a game is not in session.



In this case, we've moved the 4-block ship from (2,4) to (6,4).

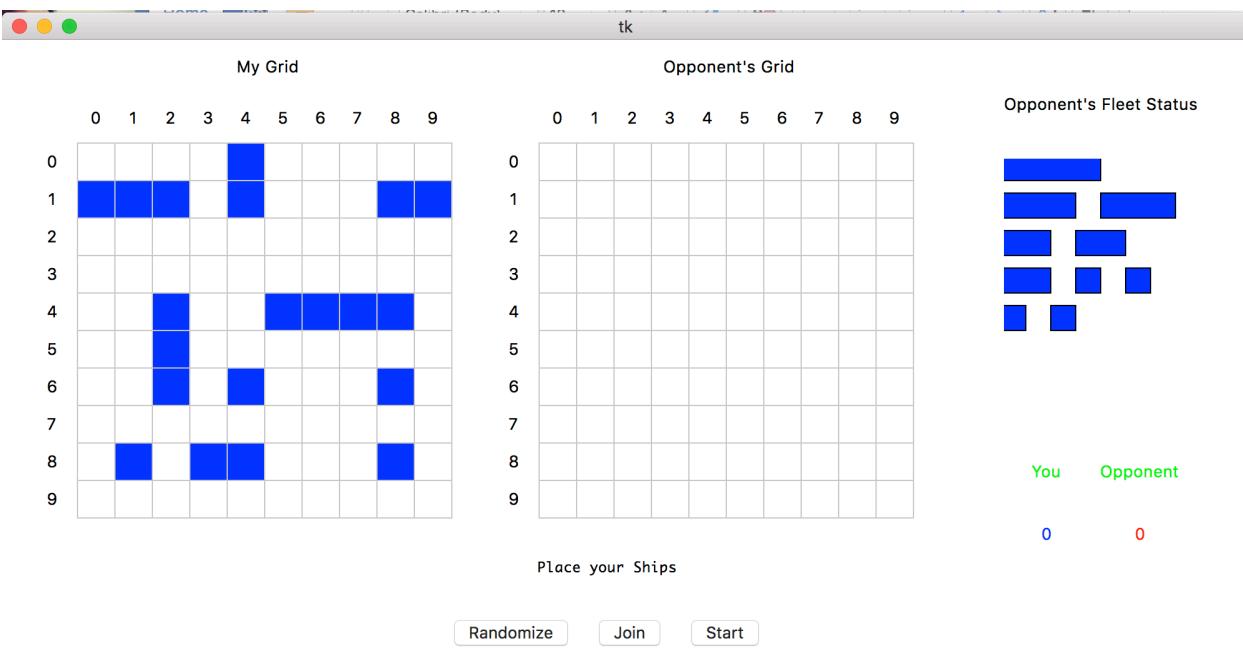
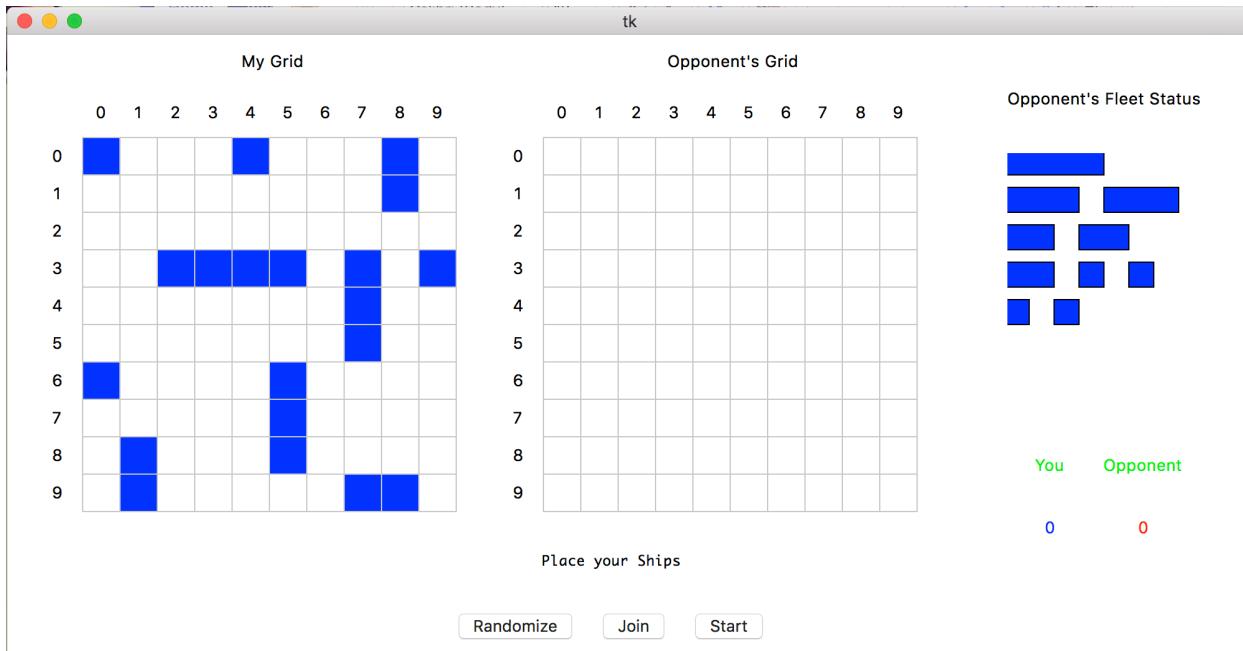
Similarly try moving the other blocks and ensure that valid moves are allowed and invalid moves are not allowed.

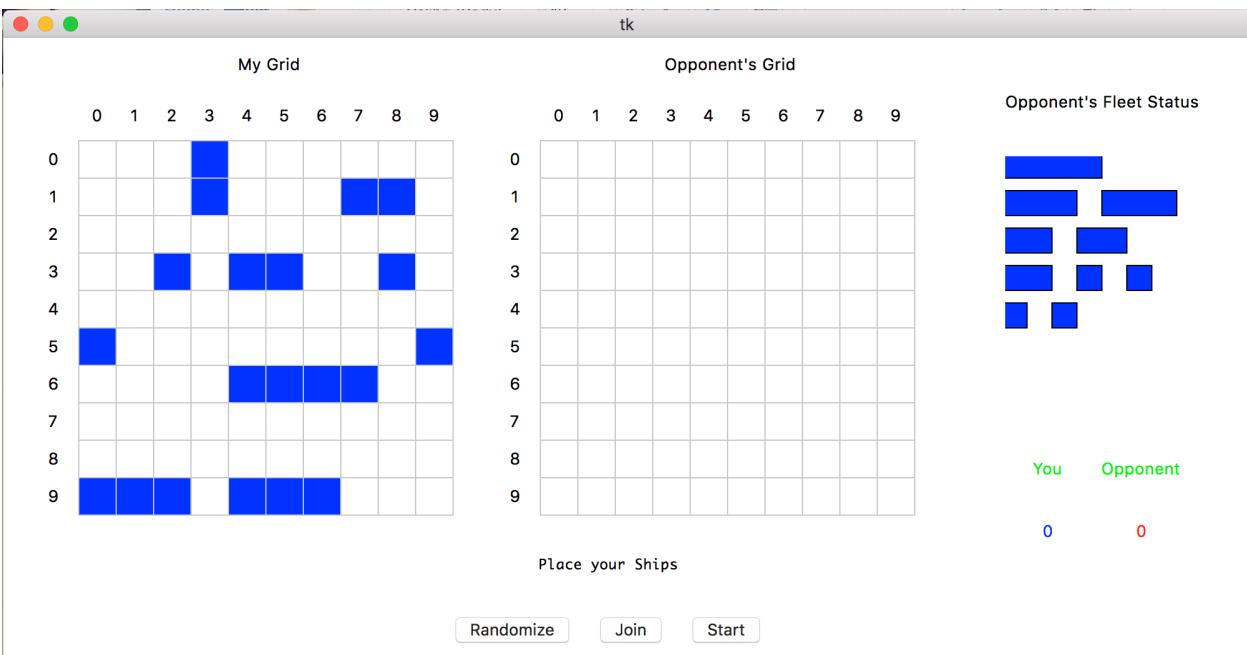
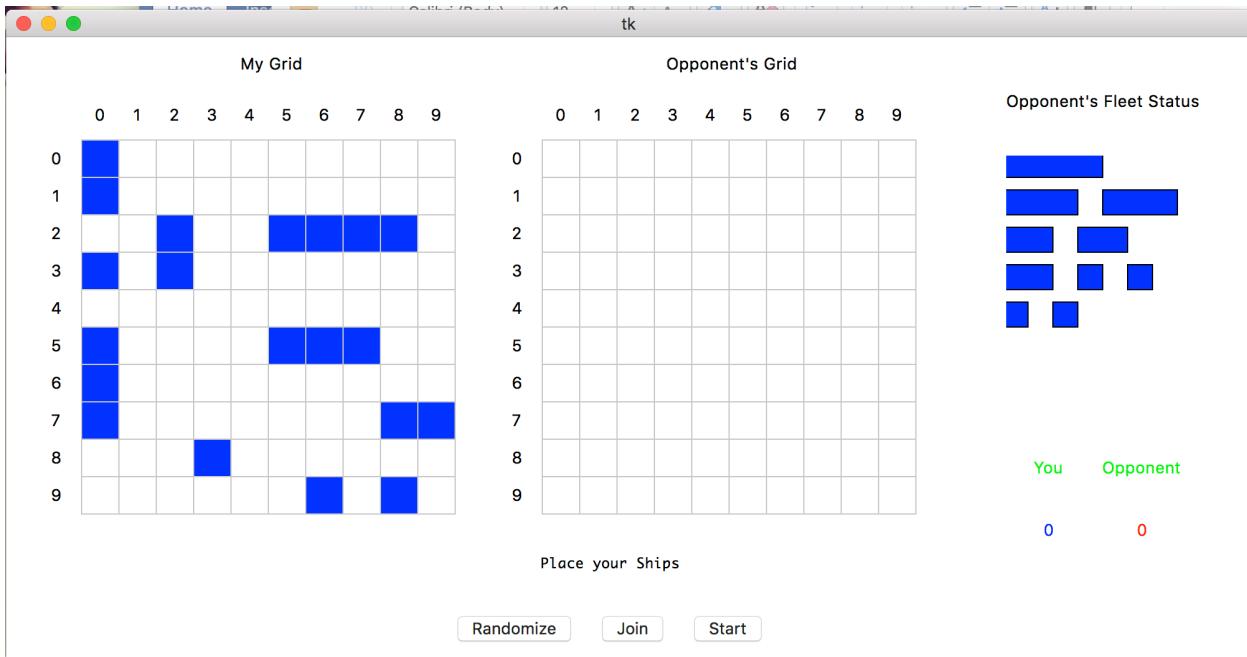
- Try right clicking some of the blocks and ensure that whenever possible they can be rotated as needed.



In this instance, we've vertically rotated the initially horizontally aligned 3-block ship at (6,0). Also make sure that trying to horizontally orient an already horizontally oriented ship doesn't change anything. Same for a vertically oriented ship.

4. Clicking on 'Randomize' should produce a new arrangement every time.





Ensure that the formation is random and new every time 'Randomize' is pressed. Also it shouldn't be available once the game starts. Make sure that the number and type of pieces do not change.

5. Now load up another instance of the app (for multiplayer).



6. Start a game from one instance.

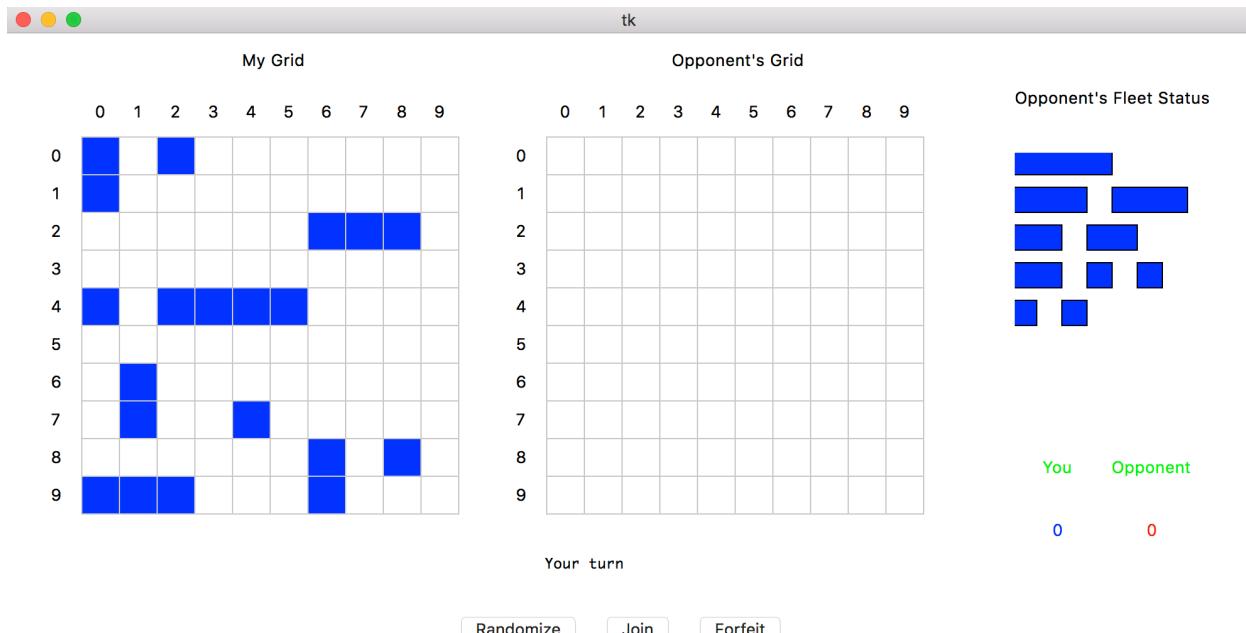
```
/usr/local/bin/python3.6 /Users/SahilGupta/
```

My server details: ('10.182.190.72', 57321)

Join this game from the other instance:

```
IP?10.182.190.72
Port?57321
My server details: ('10.182.190.72', 51275)
```

The starting player gets the first turn.



7. Make a move. Ensure that both instances are updated accordingly, that turns are switched as needed and that the scoreboard is updated at the end of the game. Also ensure that the forfeit button works for both players (although you can only forfeit when it is your turn).

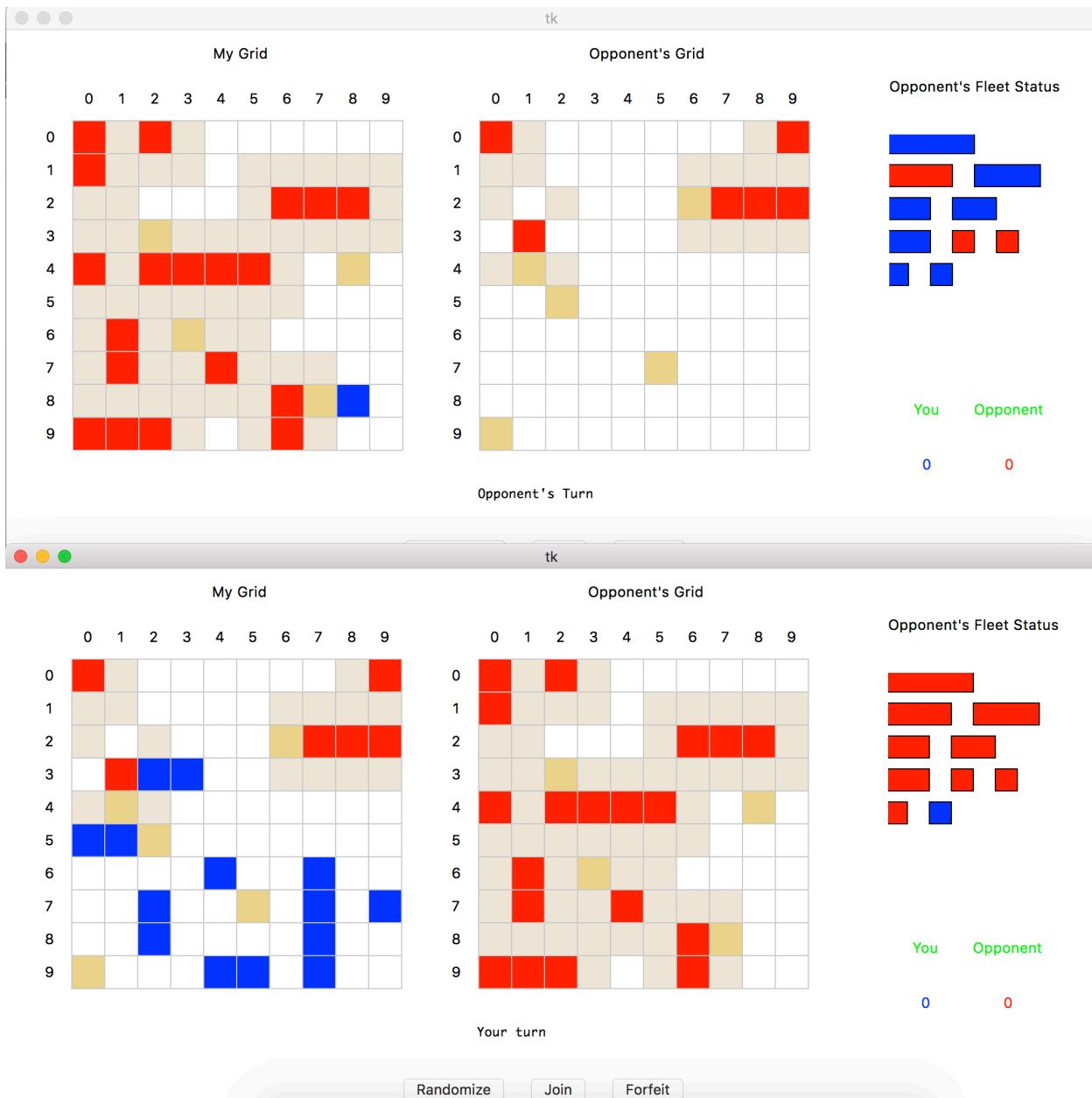






CS 242 Final Project Week 4
Manual Test Plan

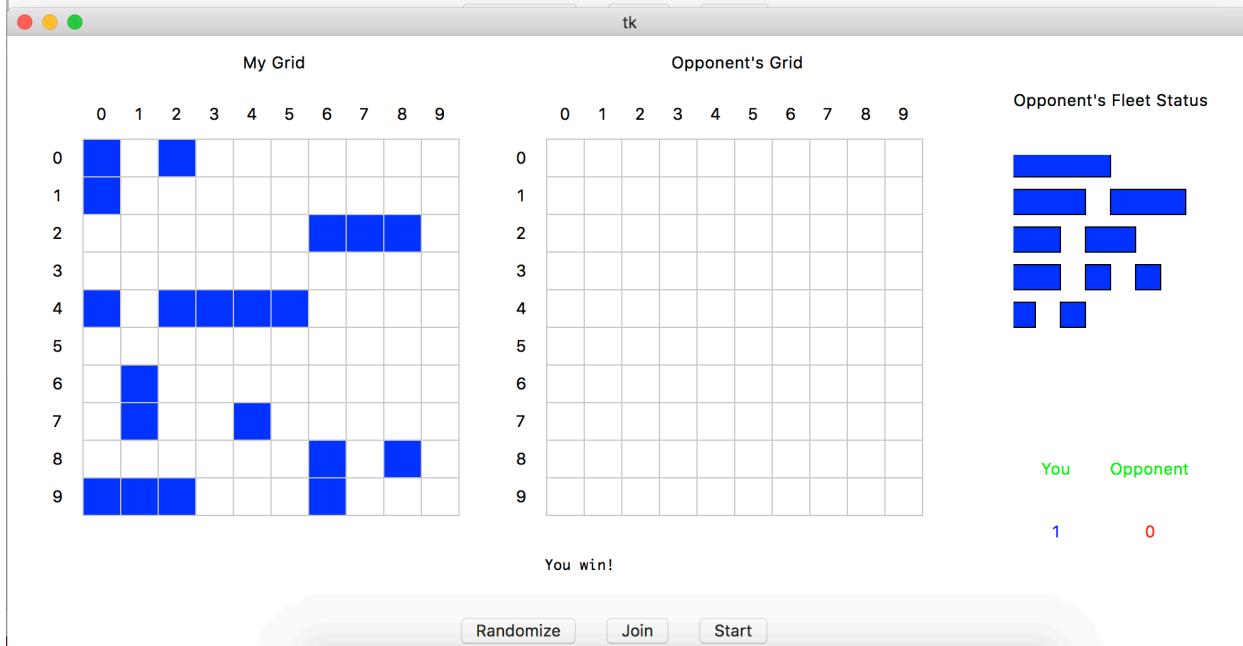
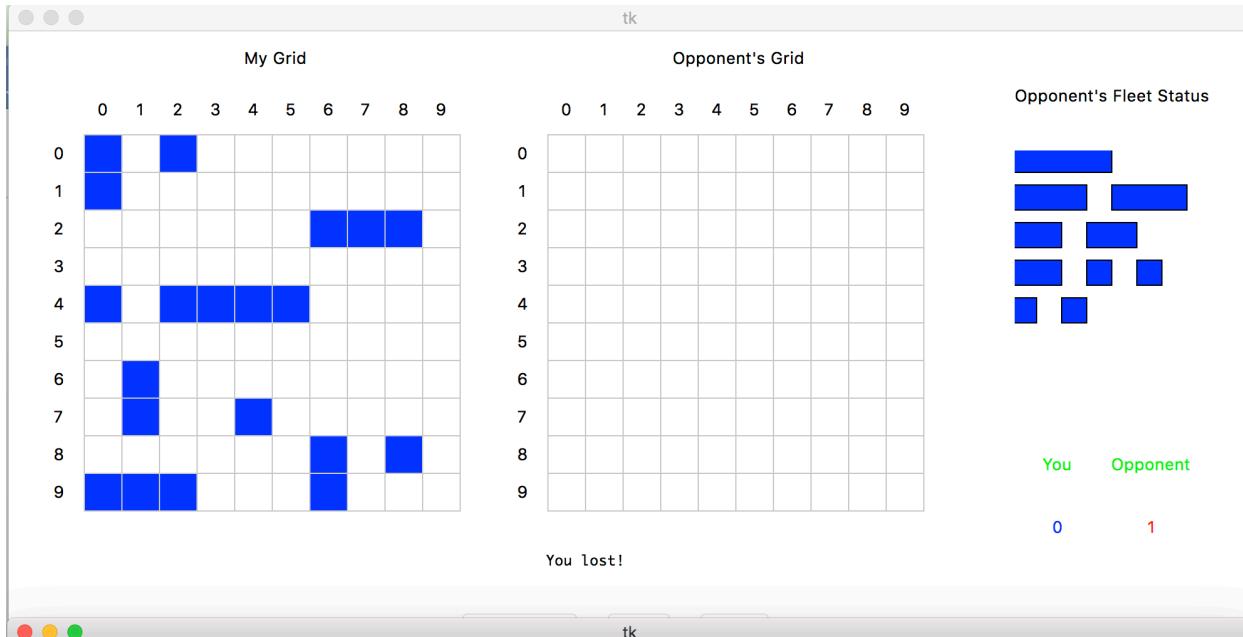
Sahil Gupta
(sjgupta2)



Clicking on the last block :

CS 242 Final Project Week 4
Manual Test Plan

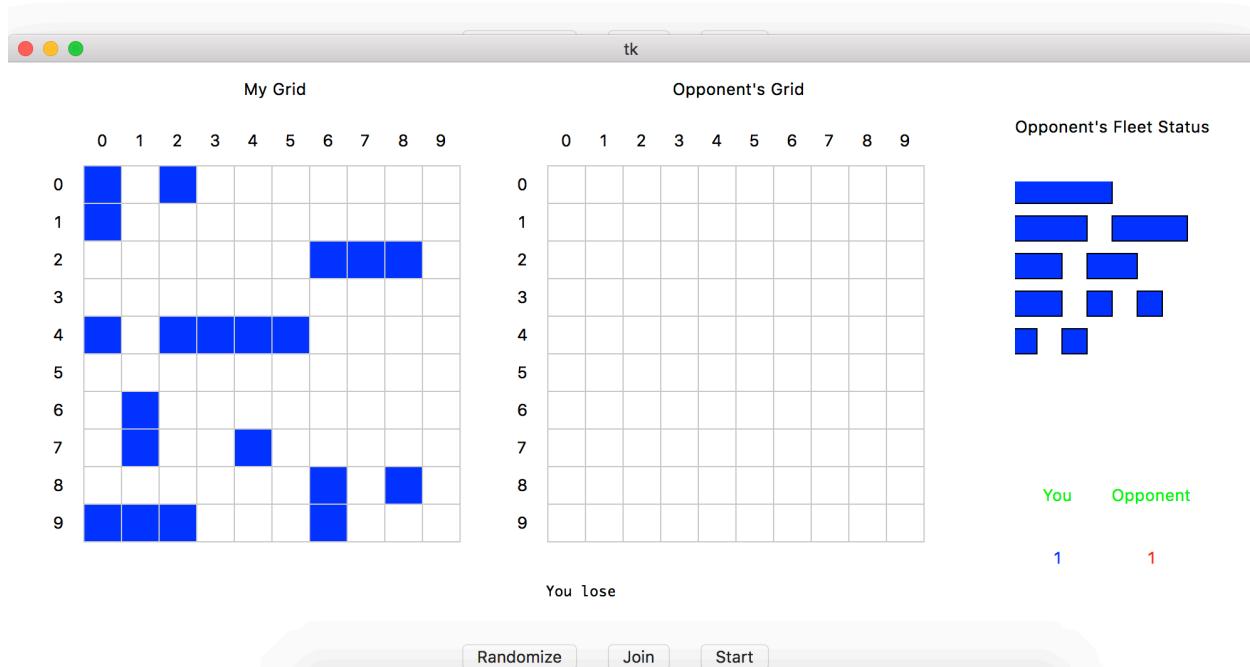
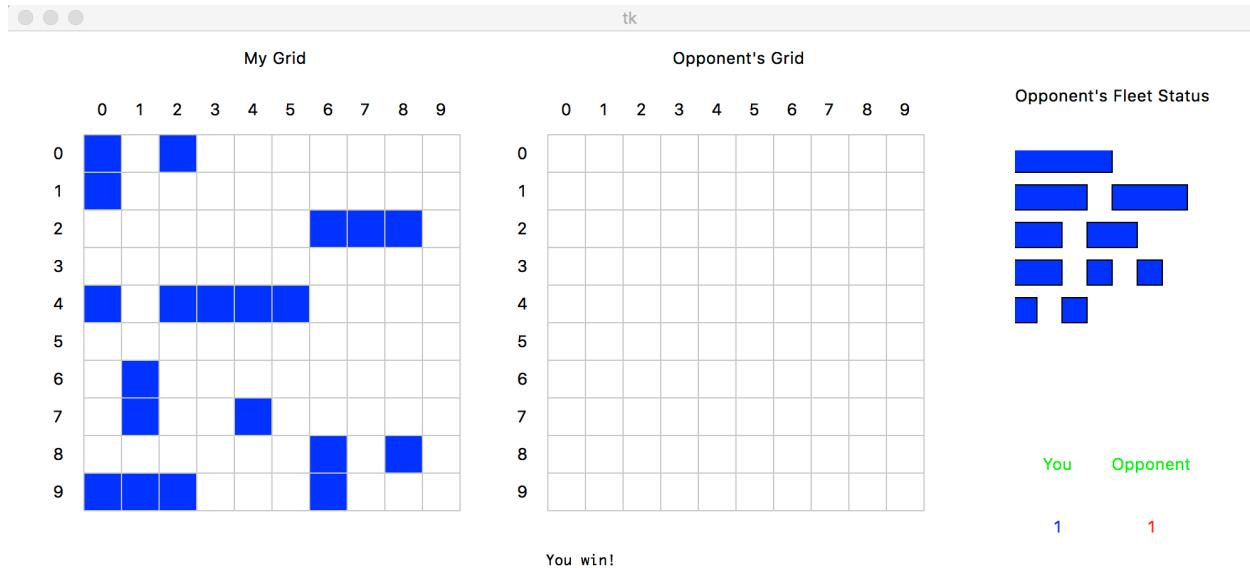
Sahil Gupta
(sjgupta2)



Start another game just like before, this time forfeit one of the players.



When the bottom player forfeits:



At this point you should be able to randomize the board again or start or join a new game from both instances.

Ensure that the scoreboard is correct and that the grids are updated appropriately.