**Text Version Only**

On game menu, test user input:

* Enter random words
  + kahgakga
* Enter invalid number choices
  + 4, 6, 12, 51
* Enter special characters
  + }|:|>:
* Enter whitespaces
  + “ “

Setup the Board

* If play by setup is selected
  + Test invalid strings, special characters, spaces for the board setup
  + Continue with the above procedure
* When attacking
  + - Enter random strings for both inputs, then just column or row
    - Enter invalid column and row, then just column or row
    - Enter a valid coordinate, proceed to complete game for both players

**For GUI version**

\*\* A previously set up map can be loaded from the GUI version at the menu screen for easier start

* Delete the “savedGame.txt” in the saveload package, should print a error message of “Cannot find any previously saved files" without terminating the program
* Try to place ships on top of each other - the ships would not be placed (no response unless you put the ship in a vlaid position)d
* Attack previously attacked positions, nothing should have (no switch turns) until valid position has been saved
* Try save game and load game by pressing the “save” button in the middle of a game and then “load game” button in the menu screen