

CCPROG2
Machine Project
MINESWEEPER [REMASTERED]
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Test Cases:

Function name	#	Test description	Sample Input	Expected Result	Actual Result	Test Result
countAdjacentBombs() and CascadeBombs()	1	There are mines on all adjacent sides	Press E to inspect tile	8	8	P
	2	There are mines in each corner, and adjacent pieces	Press E to inspect tile	4	4	P
	3	There are no mines in the neighboring cells triggering a recursion	Press E to inspect the tile	The cascade should reveal all neighboring empty cells recursively until cells with adjacent bombs are reached.	The cascade revealed all neighboring empty cells recursively.	P

Function name	#	Test description	Sample Input	Expected Result	Actual Result	Test Result
Gameplay: Easy(), Difficult() and CustomGame()	1	The user inspects a mine	Press E to inspect	"A mine exploded! Better luck next time :>"	"A mine exploded! Better luck next time :>"	P
	2	The user quits	Press ESC to quit	"You forfeited the game!"	"You forfeited the game!"	P

	3	A player won	Press E to inspect to the last non mine tile or Press F to flag the last mine	"Congratulations! You won"	"Congratulations! You won"	P
	4	The user inspects a tile that doesn't have a mine	Press E to inspect	countAdjacentBombs() should return the number of adjacent mines and place it on the coordinate of the cell	A number is returned on the coordinate of the cell	P
	5	The user tries to flag an inspected tile	Press F to flag	"You inspected this already"	"You inspected this already"	P
	6	The user tries to flag with 0 flags	Press F to flag	"You have no more flags"	"You have no more flags"	P
	7	The user flags a cell that already has a flag	Press F to flag	"You flagged this already"	"You flagged this already"	P
	8	The user tries to remove a flag on a cell that does not contain a flag	Press Q to remove flag	"You haven't flagged this yet"	"You haven't flagged this yet"	P
	9	The user tries to remove a flag on a cell that does contain a flag	Press Q to remove flag	The flag should be removed	The flag is removed	P

Function name	#	Test description	Sample Input	Expected Result	Actual Result	Test Result
CreateLevel() and createCustomBoard()	1	The user inputs a row/column exceeding the maximum row or column	11	"Invalid input"	"Invalid input"	P
	2	The user enters the name of an existing file name	Example file taken: INPUTTEST1 Input: INPUTTEST1	"File name already exists! Please choose a different name"	"File name already exists! Please choose a different name"	P
	3	The user enters a file name of a non existing file name	Example file: INPUTTEST1	The user is then prompted to input row and if it is valid, input column	The user is prompted to input row and if it is valid, input column	P
	4	The user quits creating a custom level without any mines	Press ESC key	"You didn't plant any mines"	"You didn't plant any mines"	P
	5	The user quits creating a custom level with all cells containing mines	Press Enter to plant mine	"You placed mines on all cells"	"You placed mines on all cells"	P
	6	The user creates a valid custom board	Press ESC	*Returns to main menu*	*Returns to main menu*	P

Function name	#	Test description	Sample Input	Expected Result	Actual Result	Test Result
checkIGN()	1	The user inputs an In game name with all capital letters	JEDIDIAH	The user is automatically logged in as a profile, and then the number of players is updated The user is then added to the player list files	The user is automatically logged in as a profile, and then the number of players is updated The user is then added to the player list files	P
	2	The user inputs an In Game Name that contains a mixture of small and capital letters	JeDIDiaH	The user is prompted to create a profile again	The user is prompted to create a profile again	P
	3	The user inputs an In Game Name that contains all small letters	jedidiah	The user is prompted to create a profile again	The user is prompted to create a profile again	P

Function name	#	Test description	Sample Input	Expected Result	Actual Result	Test Result
DelProfile()	1	The user inputs a user that is logged in	Sample user: JEDIDIAH Input: JEDIDIAH	Trouble deleting files. You are currently in the game!	Trouble deleting files. You are currently in the game!	P
	2	The user deletes a valid profile	JEDIDIAH	Success deleting profile Should be deleted from the file list	Success deleting profile Should be deleted from the file list	P
	3	The user deletes a nonexistent profile	GOJO	Profile doesn't exist!	Profile doesn't exist!	P

Function name	#	Test description	Sample Input	Expected Result	Actual Result	Test Result
CreateProfile()	1	The user inputs a taken profile name	JEDIDIAH	"Account name already exists"	"Account name already exists"	P
	2	The user selects a profile that he/she is currently logged in already	1.JEDIDIAH 2. JED 2	"You are already logged in to this profile"	"You are already logged in to this profile"	P
	3	The user selects an out-of-bounds index of a player profile	11	"Player profile doesn't exist"	"Player profile doesn't exist"	P
	4	After deleting a profile The indices of each player below the deleted profile should decrement by 1. If the user selects the index of the new player it should show that it is the new player's index	1. JEDIDIAH 2. JED 3. KYLE Delete: JED Input: 2	KYLE	KYLE	P