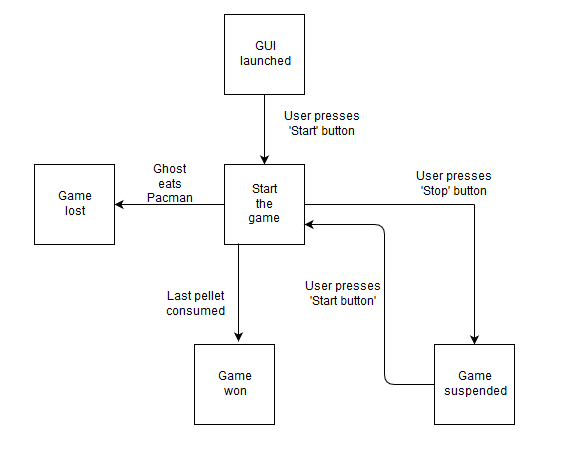
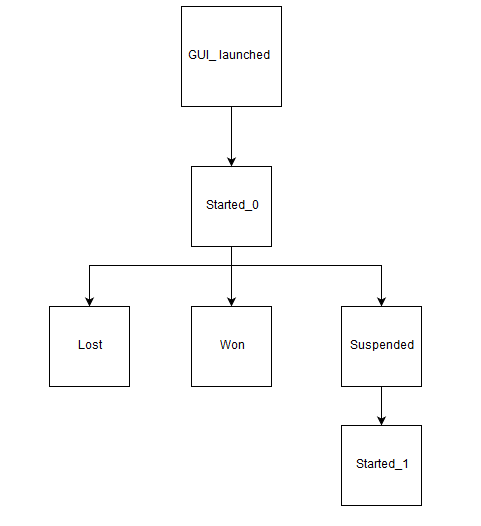
6.



7.



8.

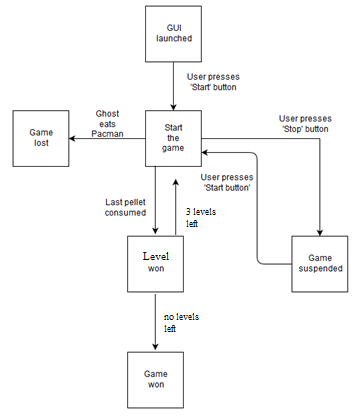
|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| States | Events | | | |
|  | Start button pressed | Ghost eats Pacman | Last pellet consumed | Stop button pressed |
| GUI\_Launched | Started | - | - | - |
| Started | Started | - | - | - |
| Lost | - | Lost | - | - |
| Won | - | - | Won | - |
| Suspended | - | - | - | Suspended |

All the test cases (sorted by events):  
- Start button has been pressed and the game has started.  
- Start button has been pressed and the player has won.  
- Start button has been pressed and the player has lost.  
- Start button has been pressed and the game has been suspended.  
  
- Stop button has been pressed and the game has started.  
- Stop button has been pressed and the player has won.  
- Stop button has been pressed and the player has lost.  
- Stop button has been pressed and the game has been suspended.

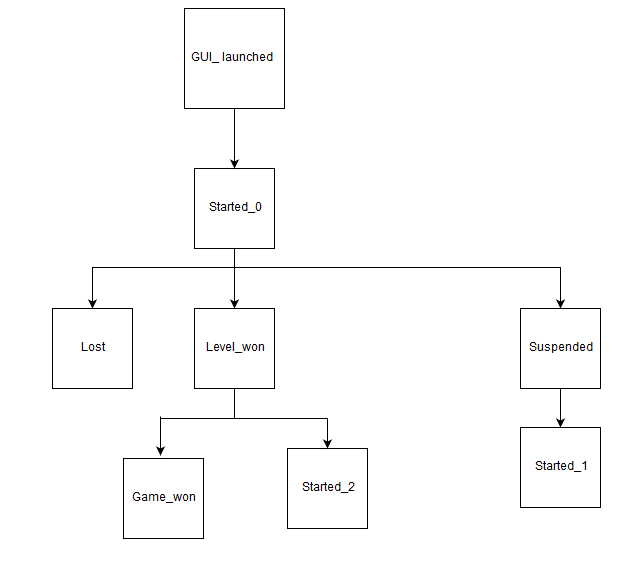
- Last pellet has been consumed and the game has started.  
- Last pellet has been consumed and the player has won.  
- Last pellet has been consumed and the player has lost.  
- Last pellet has been consumed and the game has been suspended.

- Ghost has eaten Pacman and the game has started.  
- Ghost has eaten Pacman and the player has won.  
- Ghost has eaten Pacman and the player has lost.  
- Ghost has eaten Pacman and the game has been suspended.

11.



State diagram



Transition tree

12.

Test cases:

We can use most of the previous test cases *(see ex. 10)* except:  
- Start button has been pressed and the player has won.  
-- Stop button has been pressed and the player has won.  
- Ghost has eaten Pacman and the player has won.  
- Last pellet has been consumed and the player has won.

We have to adjust these into two cases:

1. One where there are still levels left and the player goes to the next level.
2. One where there are no levels left and the player has won the game.

So the test cases become:

- Start button has been pressed and the player has won level and there is a next level.  
- Stop button has been pressed and the player has won level and there is a next level.  
- Ghost has eaten Pacman and the player has won and there is a next level.  
- Last pellet has been consumed and the player has won and there is a next level.

- Start button has been pressed and the player has won the game.  
- Stop button has been pressed and the player has the game.  
- Ghost has eaten Pacman and the player has won the game.  
- Last pellet has been consumed and the player has won the game.