Breakout – A game(In order to run the app better, please set the Scale to 100% and the Display Resolution to 1920\*1080).

Requirement to test	Test Data Input	<b>Expected Outcomes</b>	Actual Outcomes
1.1. Introduction	Double click	1. Introduce form	1. Introduce form
form is displayed	"Breakout.exe" to run	shows in the center	shows in the center
when the program is		of the screen.	of the screen.
run		2.There is a	2.There is a
		introduction about	introduction about
		how to play the game	how to play the game
		showing on the top	showing on the top
		of the form.	of the form.
		3. Ranking, Start and	3. Ranking, Start and
		Quit buttons show on	Quit buttons show on
		the bottom of the	the bottom of the
		form.	form.
		4. A Textbox shows in	4. A Textbox shows in
		the middle of the	the middle of the
		form.	form.
1.2. Ranking button	Click the Ranking	1. Introduction form	1. Introduction form
works correctly	button	hides;	hides;
		2. Ranking form	2. Ranking form
		shows.	shows.
1.3. Start button	1. Click the Start	1. Tip "Please enter	1. Tip "Please enter
works correctly	button;	your name before	your name before
	2. Input your name;	starting the game";	starting the game";
	3. Click the Start	2. Introduction form	2. Introduction form
	button again;	hides and the Game	hides and the Game
		form shows.	form shows.
1.4. Quit button	Click the Quit button	The application quit.	The application quit.
works correctly			
2.1 Ranking form	Click the Ranking	1. A Datagridview	1. A Datagridview
displays correctly.	button	shows top 10 users'	shows top 10 users'
		name and scores	name and scores
		order by the descent.	order by the descent.
		2. A Back button.	2. A Back button.
2.2. Back button	Click Back Ranking	1.Back to the	1.Back to the
works correctly.	button	Introduction form if it	Introduction form if it
		comes from the	comes from the
		Introduction form.	Introduction form.
		2. Back to the Result	2. Back to the Result
		form if it comes from	form if it comes from
		the Result form.	the Result form.

button;  but	3.1. The Game form	Click the Start	1. There are 8*12	1. There are 8*12
colors show on the top of the form; Some bricks have special feature:				
button.  top of the form; Some bricks have special feature:  +10: get more 10 points.  +20: get more 20 points;  Bomb: destroy all bricks around it.  Stretch: include the length of the paddle;  Shrink: reduce the length of the paddle, the minimum is 2.  Plus: add 1 ball. 2. Score displays on the left bottom corner; 3. A pause button displays on the right bottom corner; 4. A level label shows on the middle bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  1. press Left key; 2. press Right key; 2. press Right key; 3.3. Ball move woorder.  Move paddle to bound the ball  Move paddle to bound the ball  top of the form; Some bricks have special feature:  + 10: get more 10 points.  + 20: get more 20 points;  + 20: get more 20 points;  + 20: get more 20 points;  + 20: get more 20 points.  - 10: points.  + 20: get more 20 points.  - 10: points.  + 20: get more 20 points.  + 20: get more 20 points.  - 10: points.  + 20: get more 20 points.  - 10: points.  - 21: get more 20 points.  - 21: get more 20 points.  - 21: get more 20 points.  - 22: per soudle;  - 3.4 Palus add 1 ball.  2. Score displays on the left betome corner;  3. A pause button displays on the left bottom corner;  4. A level label shows above the Level label and a ball on the paddle.	1			
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bottom corner; 4. A level label shows on the middle bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  1. press Left key; 2. press Right key; 4. A level label bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border. 2. the paddle moves right and stops when it reaches the border. 3.3. Ball move correctly  Move paddle to bottom corner; 4. A level label shows on the middle bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border. 2. the paddle moves right and stops when it reaches the border. 3.3. Ball move bound the ball 3.4. A level label shows on the middle bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle. 3.4. The paddle moves above the Level label and a ball on the paddle. 3.5. A paddle shows above the Level label and a ball on the paddle. 3.6. The paddle moves left and stops when it reaches the border. 3.6. The ball moves up automatically. 3.7. The ball bound 3.8. The ball bound			3. A pause button	3. A pause button
4. A level label shows on the middle bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  1. press Left key; 2. press Right key;  2. press Right key;  2. the paddle moves right and stops when it reaches the border. 2. the paddle moves right and stops when it reaches the border. 3.3. Ball move correctly  4. A level label shows on the middle bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border. 2. the paddle moves right and stops when it reaches the border. 1. The ball moves up automatically. 2. The ball bound 2. The ball bound			displays on the right	displays on the right
on the middle bottom of the form. 5. A paddle shows above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  1. press Left key; 2. press Right key; 2. the paddle moves right and stops when it reaches the border. 2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly  On the middle bottom of the form.  5. A paddle shows above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border. 2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically. 2. The ball bound  2. The ball bound			bottom corner;	bottom corner;
bottom of the form.  5. A paddle shows above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  1. press Left key; 2. press Right key; left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly  Move paddle to bound the ball  bottom of the form.  5. A paddle shows above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound  2. The ball bound			4. A level label shows	4. A level label shows
5. A paddle shows above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  2. press Right key; left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly  5. A paddle shows above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound  2. The ball bound			on the middle	on the middle
5. A paddle shows above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  2. press Right key; left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly  5. A paddle shows above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound  2. The ball bound			bottom of the form.	bottom of the form.
above the Level label and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  1. press Left key; left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly bound the ball above the Level label and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound  2. The ball bound				
and a ball on the paddle.  3.2. Paddle move when left and right key pressed.  2. press Right key; left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly bound the ball and a ball on the paddle.  1. the paddle moves left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound  2. The ball bound			•	•
3.2. Paddle move when left and right key pressed.  1. press Left key; and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly bound the ball paddle.  1. the paddle moves left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound  2. The ball bound				
when left and right key pressed.  2. press Right key; left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly bound the ball left and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound				
when left and right key pressed.  2. press Right key; left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly bound the ball left and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound left and stops when it reaches the border.  2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically.  2. The ball bound	3.2. Paddle move	1. press Left key;	1. the paddle moves	1. the paddle moves
key pressed.  reaches the border.  the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly  Move paddle to bound the ball  reaches the border.  1. The ball moves up automatically. 2. The ball bound  reaches the border.  1. The ball moves up automatically. 2. The ball bound	when left and right	2. press Right key;		
2. the paddle moves right and stops when it reaches the border.  3.3. Ball move correctly bound the ball 2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically. 2. the paddle moves right and stops when it reaches the border.  1. The ball moves up automatically. 2. The ball bound			•	
right and stops when it reaches the border.  3.3. Ball move correctly bound the ball right and stops when it reaches the border.  1. The ball moves up automatically. 2. The ball bound 2. The ball bound			2. the paddle moves	2. the paddle moves
it reaches the border. it reaches the border.  3.3. Ball move correctly bound the ball automatically.  2. The ball bound it reaches the border. it reaches the border.  1. The ball moves up automatically.  2. The ball bound			·	•
3.3. Ball move correctly bound the ball 1. The ball moves up automatically. 2. The ball bound 2. The ball bound				
correctly bound the ball automatically. automatically. 2. The ball bound 2. The ball bound	3.3. Ball move	Move paddle to	1. The ball moves up	
2. The ball bound 2. The ball bound	correctly	•	•	•
			•	•
			back when it hit the	

	Т	T	I
		left, right, bottom	left, right, bottom
		and top of the bricks.	and top of the bricks.
		3. The ball bound	3. The ball bound
		back when it hit the	back when it hit the
		left, right and paddle.	left, right and paddle.
		4. The ball bound	4. The ball bound
		back when it hit the	back when it hit the
		left, right and top	left, right and top
		wall.	wall.
		5.The system play	5.The system play
		sound when the ball	sound when the ball
		hit paddle and wall.	hit paddle and wall.
3.4. The bricks	Move paddle to	1.The brick	1.The brick
disappear when the	bound the ball	disappears when the	disappears when the
ball hit them		ball hit the brick.	ball hit the brick.
		2.The score of the	2.The score of the
		brick add to total	brick add to total
		score. For normal	score. For normal
		brick add 10 point.	brick add 10 point.
		+10 brick add 20	+10 brick add 20
		point. +20 add 30	point. +20 add 30
		point.	point.
		3. When different	3. When different
		bricks disappear, the	bricks disappear, the
		system plays different	system plays different
		sound.	sound.
		4.If the brick with	4.If the brick with
		bomb is hit, the	bomb is hit, the
		bricks around the it	bricks around the it
		also disappear and	also disappear and
		the score add	the score add
		together.	together.
		5.If the brick with	5.If the brick with
		Stretch or Shrink is	Stretch or Shrink is
		hit, the paddle	hit, the paddle
		becomes longer or	becomes longer or
		shorter.	shorter.
		6.If the brick with	6.If the brick with
		Plus is hit, a new ball	Plus is hit, a new ball
		appears.	appears.
3.5. Pause button	1.Click Pause button.	1. The ball and	1. The ball and
works correctly	2.Click Resume	paddle stop.	paddle stop.
TOTRS COTTECTLY	button.	2. The paddle does	2. The paddle does
	batton.	not move when the	not move when the
		not move when the	not move when the

		mouse moves or	mouse moves or
		when the left or right	when the left or right
		keys are pressed.	keys are pressed.
		3. The ball and	3. The ball and
		paddle continue to	paddle continue to
		move after the	move after the
		Resume button is	Resume button is
		clicked.	clicked.
3.6. game over	The paddle misses	1.The Game form	1.The Game form
	the ball	disappears.	disappears.
		2. Play the Death	2. Play the Death
		sound.	sound.
		3. The Result form	3. The Result form
		shows with "Game	shows with "Game
		Over! your final	Over! your final
		score is: *.	score is: *.
		Your best ranking is *	Your best ranking is *
		with score(*)"	with score(*)".
		4. If the score is	4. If the score is
		bigger than the top	bigger than the top
		10, it will be recorded	10, it will be recorded
		to the list.	to the list.
3.7. game finish	All bricks is hit	1.The Game form	1.The Game form
		disappears.	disappears.
		2. Play the Good Job	2. Play the Good Job
		sound.	sound.
		3. The Result form	3. The Result form
		shows with	shows with
		"Congratulations!	"Congratulations!
		You have completed	You have completed
		level *. Your current	level *. Your current
		score is: *. Your best	score is: *. Your best
		ranking is * with	ranking is * with
		score(*)".	score(*)".
		4. If the score is	4. If the score is
		bigger than the top	bigger than the top
		10, it will be recorded	10, it will be recorded
		to the list.	to the list.
4.1. Result form	Reach 3.6 or 3.7	1. Next, Replay,	1. Next, Replay,
displayed when the		Ranking and Quit	Ranking and Quit
game is over or		buttons display at the	buttons display at the
finishes		bottom of the form.	bottom of the form.
		2. If the game is over	2. If the game is over
		or the level reaches	or the level reaches
		2. If the game is over or the level reaches	2. If the game is over or the level reaches

		the maximum, the	the maximum, the
		Next button is	Next button is
		disabled.	disabled.
4.2. Ranking button	1. Click the Ranking	1. The Result form	1. The Result form
works correctly	button.	hides.	hides.
	2. Click the Back	2. The ranking form	2. The ranking form
	button	shows.	shows.
		3. Back to the Result	3. Back to the Result
		form when clicking	form when clicking
		the back button.	the back button.
4.3. Replay button	Click the Replay	1. The Result form	1. The Result form
works correctly	button.	disappears.	disappears.
		2. The Game form	2. The Game form
		shows with level 1	shows with level 1
		and score 0;	and score 0;
4.4. Quit button	Click the Quit button	The application quit.	The application quit.
works correctly			
4.5 Next button	Click the Next button	1. The Result form	1. The Result form
works correctly		disappears.	disappears.
		2. The Game form	2. The Game form
		shows with new level	shows with new level
		and the previous	and the previous
		score; the new score	score; the new score
		will add to the score.	will add to the score.
		3. The speed of the	3. The speed of the
		ball becomes faster.	ball becomes faster.
		4. The bricks with	4. The bricks with
		Streth become fewer.	Streth become fewer.
		5. The bricks with	5. The bricks with
		Shrink become more.	Shrink become more.