System Test Plan: WhackaMole program

Introduction: Each test case below assumes that the images directory contains the symbol image files. The text in bold in the **Description** column represents the test inputs to the program. In test mode, once input is complete, clicking on the STOP button will halt the program at that point so the actual results can easily be recorded. Either a written description of the GUI display or a screen shot (using Insert -> Image) is acceptable for actual results.

Test ID	Description	Expected Results	Actual Results
testInitialGUI Author: Dr. Balik	$ java -cp bin WhackaMoleGUI -t	GUI entitled "Whack A Mole" is displayed with 5 rows and 5 cols of symbols(animals), PLAY and QUIT buttons. Welcome to the Whack a Mole Game -- Press PLAY to start a new game! Total Score: 0 Number of Misses: 0 The symbols displayed in order worth (points) are: cat(10),dog(15),tiger(30),frog(20), cat(10) tiger(30),lion(40),dog(15),tiger(30),frog(20), lion (40),frog(20),mole(50),dog(15),cat(10), frog (20),dog(15),tiger(30),cat(10),lion(40), cat (10),frog(20),lion(40),dog(15),tiger(30)	

testPlayGame Author: Dr. Balik	$ java -cp bin WhackaMoleGUI -t **Click on PLAY button Click on each animal in row 0 when they are displayed**. When the symbol in row 1, col 0 (tiger) is displayed**, click on the STOP button** to halt the game.	GUI displays: Play Game -- click on an animal to score points! Total Score: 85 Number of Misses: 0 Symbols in row 0 from left to right (cat, dog, tiger, frog, cat) with yellow highlighted background followed by symbol in row 1, col 0 (tiger) with white background.	
testQuit Author: Dr. Balik	$ java -cp bin WhackaMoleGUI -t **Click on QUIT button**	GUI closes	
testClickOnSymbol Author: Dr. Balik	$ java -cp bin WhackaMoleGUI -t	GUI displays:	

	Click on PLAY button **Do not click on the symbol displayed in row 0 col 0 (cat).** **Click on the symbol displayed in row 0, col 1 (dog)** when it appears. When the symbol in row 0 col 2 (tiger) is displayed, **click on the STOP button** to halt the game.	Play Game -- click on an animal to score points! Total Score: 15 Number of Misses: 1 Symbol in row 0, col 1 (dog) is displayed with yellow highlighted background followed by symbol in row 0 col 2 (tiger) with a white background.	
testNoClicks Author: Sterling Bishop	$ java -cp bin WhackaMoleGUI Click on PLAY button Do not click on anything, wait for time to expire.	GUI Displays GAME OVER Total Score: 0	GUI Displays GAME OVER Total Score: 0

testMaximumScore
 Author: Sterling Bishop
	$ java -cp bin WhackaMoleGUI -t
	
	 Click on PLAY button
	
	 Click on all animals
		``GUI Displays GAME OVER``
		 ``Total Score: 585``
		 ``Number of Misses: 0``
			``GUI Displays GAME OVER``
			 ``Total Score: 585``
			 ``Number of Misses: 0``

	Click several animals a second time.		
testReplay Author: Sterling Bishop	$ java -cp bin WhackaMoleGUI -t Click on PLAY button Wait for time to expire Click on PLAY button	Game Begins Score and Misses reset	Game Begins Score and Misses reset
testMaximize Author: Sterling Bishop	$ java -cp bin WhackaMoleGUI -t Click on "Maximize"	Window expands to fit the entire monitor. Buttons are sized appropriately.	Window expands to fit the entire monitor. Buttons are sized appropriately.
testRestoreDown Author: Sterling Bishop	$ java -cp bin WhackaMoleGUI -t Click on "Maximize" Click on "Restore Down"	Window appears as it did on initial launch.	Window appears as it did on initial launch.