

Test Matrix

Event	Expected Reaction	Observed Reaction	Corrections
Button "click"			
How to Play	The rules modal will be displayed	The rules modal is displayed	
Scoreboard	The scoreboard modal will be displayed	The scoreboard modal is displayed	
Contact Us	The contact modal will be displayed	The contact modal is displayed	
Menu	The menu modal will be displayed	The menu modal is displayed	
How to Play (menu)	The rules modal will be displayed	The rules modal is displayed	
Scoreboard (menu)	The scoreboard modal will be displayed	The scoreboard modal is displayed	
Contact Us (menu)	The contact modal will be displayed	The contact modal is displayed	
Start (all)	The game will start and the button will become a pause button	The game starts and the text inside the button switched to say 'Pause'	
Pause (all)	The game will pause and the button will become a start button	The game pauses and the text inside the button switches to say 'Start'. The 'next block' also changes to a new block	This issue is no transferred to the 'known bugs' section. The issue does not affect the playability of the game
Play Again	The game over modal will close and the game will start again	The game over modal closes and the game starts again	
Close (all)	The corresponding modal will close	The modal inside which the button is closes. The small versions also close the menu modal	This issue is no transferred to the 'known bugs' section. The issue does not affect the playability of the game
Key Presses			
Left Arrow "A" key	The block will move left	The block moves left	
Right Arrow "D" Key			
Up Arrow "W" Key	The block will rotate clockwise	the block appears to rotate clockwise	
Down Arrow "S" Key			
Touch Controls			
Left Arrow	The block will move left	The block moves left	
Right Arrow	The block will move right	The block moves right	
Up Arrow	The block rotate clockwise	the block appears to rotate clockwise	
Down Arrow	The block will move down	the block moves down and ignores the time delay. However, unlike the keyboard controls, holding the key down does not move it all the way to the point where is joins the block field	This is a minor inconvenience but does not drastically affect gameplay. This issue will be fixed with further development into touchscreen controls
Collision Detection			
Block gets to the bottom	The block will stop and the next block will start down the grid	The block stops and the next block starts down the grid	
Block hits a side	The block will stop going sideways even with more key presses	The block stops at the edge of the field and will not move sideways any more	
Block hit the top (cannot move down)	The game will end and the game over modal will be displayed	The game ends and the game over modal appears	
Block hits another block	The block will stop and the next block will start down the grid	The block stops and the next block starts down the grid	
Rotate a block near an obstacle	The block will not rotate if the new rotation will interfere with the obstacle	The block will rotate regardless and pop out of the other side of the grid, or overwrite the block that was already in that square	The rotate function has been adjusted and now the block does not interact with the side wall or other blocks when rotating
Scoring			
A whole row is complete	20 is added to the score	20 is added to the score	
2 rows are complete	60 is added to the score	60 is added to the score	
3 rows are complete	140 is added to the score	140 is added to the score	
4 rows are complete	300 is added to the score	300 is added to the score	
Scoreboard Entries			
Enter a name and submit	The score and name will be entered into the local storage and be displayed in the scoreboard	The score and name is entered into the local storage, and when you open the scoreboard, it is populated with the new score	
Contact Form			
Submit the form with a field missing	A pop-out will remind the user that the field is required	A message is displayed to remind you that you have to fill in that field	
Submit the form with an invalid email	A pop-out with inform the user that the entered text is not an email address	a message appears and gives you instructions on what is valid email address	
Submit the form when filled correctly	The form will blank, an alert message will be shown to tell the user the feedback was sent. An email will then be sent to the owner	The form blanks and a message is shown to the user saying that the feedback has been submitted. An email is sent to the owners email address	
Additional Observations			
press the arrow keys when the game is not running	Nothing	A block is drawn and will react to the functions of those keys	The 'keyDown' event handler is now within the 'startGame' function and is activated when starting, and deactivated when pausing