Java Game Suite Test Plan & IWD

Revision 9

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Group Charlie

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**Revision History**

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| --- | --- | --- | --- |
| **Revision Number** | **Date** | **Description** | **Name** |
| 1 | 8/30 | Creation of Doc and Outline | Oyewole |
| 2 | 9/4 | Adding Context Diagram and Citations | Janee’ |
| 3 | 9/4 | Add test plan for Snakes | Oyewole |
| 4 | 9/5 | Add test plan for Slider Puzzle and minor edits | Jeff |
| 5 | 9/5 | Add test plan for word search | Sherry |
| 6 | 9/5 | Add test plan for Sudoku | Janee’ |
| 7 | 9/5 | Add test plan for Maze | Wayne |
| 8 | 9/5 | Enter and format all test plans into unified document | Sherry |
| 9 | 9/5 | Updating IWD | Janee’ |

**I. Test Plan**

A. Main Menu

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case Number** | **Requirement Number(s)** | **Test Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 |  | Startup of application | GUI in ready state with no unexpected hardware issues or system failure. |  |  |
|  |  |  |  |  |  |
| 2 |  | User initiated termination of application | Program terminated and all items are deconstructed. |  |  |
|  |  |  |  |  |  |
| 3 |  | Testing of initial Map functionality in Map Game | Map can be generated using methods and player can move. | Map can be generated using methods and character moves with functional collision detection |  |
|  |  |  |  |  |  |

B. Maze

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case Number** | **Requirement Number(s)** | **Test Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 |  | Startup of Program | Program Starts from main menu | Program executes from main menu | Pass |
|  |  |  |  |  |  |
| 2 |  | Program Controls with keyboard arrows | Game responds with keyboard arrows |  | Pass |
|  |  |  |  |  |  |
| 3 |  | Alternate Control Scheme | Program Controls with W,A,S,D Characters | Game Responds with W,A,S,D characters | Pass |
|  |  |  |  |  |  |
| 4 |  | Enemy AI | Enemy responds to AI |  | Pass |
|  |  |  |  |  |  |
| 5 |  | Screen Refresh | Screen Refreshes seamlessly | Screen is sluggish | Pass |

C. Snake

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case Number** | **Requirement Number(s)** | **Test Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 |  | Startup of application | GUI in ready state with no unexpected hardware issues or system failure. | Game starts immediately | Pass |
|  |  |  |  |  |  |
| 2 |  | User initiated termination of application | Program terminated and all items are deconstructed. | The APP ends by closing window | Pass |
|  |  |  |  |  |  |
| 3 |  | User maneuvers the snake using keys on their keyboard (←, ↑, →, ↓). | Snake moves up using the ↑ arrow, down using the ↓, left using the ←, and right using the → arrow on the keyboard. | Snake moves up, down, left, and right using the following keys on the keyboard. ((←, ↑, →, ↓) | Pass |
|  |  |  |  |  |  |
| 4 |  | Apple is consumed and the snake length increase by one dot. | Apple is consumed and the snake length increase by one dot. | Apple is consumed and the snake length increase by one dot and new apple is generated in a different location. | Pass |
|  |  |  |  |  |  |
| 5 |  | Troubleshooting: triggering a “Game Over” with snake consuming itself | “Game Over” is triggered when snake consumes itself | “Game Over” appears and the game will need to be relaunched to play again. | Pass |

D. Sudoku

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case Number** | **Requirement Number(s)** | **Test Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 |  | Startup of application | GUI in ready state with no unexpected hardware issues or system failure. | Game begins | Pass |
|  |  |  |  |  |  |
| 2 |  | User initiated termination of application | Program terminated and all items are deconstructed. | Game ended by clicking exit or by closing the window | Pass |
|  |  |  |  |  |  |
| 3 |  | User starts the game by choosing a number from the list and input where appropriate | Number user chooses is inputted into the appropriate box | Number user chooses is inputted into the box of user choice | Pass |
|  |  |  |  |  |  |
| 4 |  | User enters number into box of choice where number belongs | Blue hint box should disappear once user enters number | User sees blue hint box disappear where number was entered | Pass |
|  |  |  |  |  |  |
| 5 |  | User can check progress by clicking the check button | User clicks check button, and it will display either green for correct or red for incorrect | User is displayed either green or red for the box where number was entered | Pass |
|  |  |  |  |  |  |
| 6 |  | User completes game by entering in all the numbers in the blank boxes | User clicks check button, and it will display all numbers in green that are correct and all numbers in red that are incorrect | All green numbers user has won game, or mixture of numbers user has not won game and must go back to correct red numbers | Pass |

E. Word Search

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case Number** | **Requirement Number(s)** | **Test Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 |  | Start up of application | Display GUI. |  |  |
|  |  |  |  |  |  |
| 2 |  | Drop down list “Select Puzzle” contains list of all puzzles. | Exact list of puzzles to be determined. |  |  |
|  |  |  |  |  |  |
| 3 |  | Drop down list has default puzzle selected so that null values cannot be loaded. | Default puzzle is selected. |  |  |
|  |  |  |  |  |  |
| 4 |  | Program generates and displays each puzzle when “Load Puzzle” button is clicked. | TO DO: Include image of expected result |  |  |
|  |  |  |  |  |  |
| 5 |  | All words hidden in the puzzle displayed on GUI’s word list panel | TO DO: Include list of words from Farm 1 |  |  |
|  |  |  |  |  |  |
| 6 |  | All words in the list are in the correct position on the search grid | TO DO: Include image of expected result |  |  |
|  |  |  |  |  |  |
| 7 |  | When the user clicks on a word in the list, the word is crossed out. | Line appears through word when clicked |  |  |
|  |  |  |  |  |  |
| 8 |  | When the user clicks on a crossed out word on the list the line is removed | Line is removed from word when clicked |  |  |
|  |  |  |  |  |  |
| 9 |  | The user can drag their mouse over letters in the grid to highlight a word | Letters are highlighted when mouse dragged over them. |  |  |
|  |  |  |  |  |  |
| 10 |  | Clicking “Submit” button produces a message regarding the number of correctly identified words | Dialog box appears with message “X words out of N words correctly identified.” (TO DO fill in x and n) |  |  |
|  |  |  |  |  |  |
| 11 |  | Clicking “Submit” causes all unfound words to appear in red font on the grid. | Puzzle words that are not highlighted when “Submit” clicked turn red. |  |  |
|  |  |  |  |  |  |
| 12 |  | Program rejects highlighted words when the correct letters plus additional letters are highlighted | To Do |  |  |
|  |  |  |  |  |  |
| 13 |  | Program rejects words when all the letters are not highlighted | To Do |  |  |
|  |  |  |  |  |  |
| 14 |  | Program rejects words when the highlight does not pass through the center of each letter in a continuous stroke | TO DO: |  |  |
|  |  |  |  |  |  |
| 15 |  | Clicking the “Clear” button removes all highlights from the grid and cross lines from words in the word list. | All highlights removed from the grid when “Clear” button clicked. |  |  |
|  |  |  |  |  |  |
| 16 |  | Clicking the “Undo” button removes the last highlight from the grid. | The last highlight is removed from board when “Undo” clicked. |  |  |
|  |  |  |  |  |  |
| 17 |  | Exiting the window returns to main menu | The main menu screen appears when window exited. |  |  |

F. Slider Puzzle

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case Number** | **Requirement Number(s)** | **Test Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 |  | Startup of application | Display GUI. | GUI is displayed without errors. | Pass |
|  |  |  |  |  |  |
| 2 |  | Select a new puzzle. | Display a new puzzle. | New puzzle displayed without errors. | Pass |
|  |  |  |  |  |  |
| 3 |  | Select the image on the puzzle that has the power to swap with adjacent tile until the puzzle is complete. | Once selected, the image will shift to the adjacent tile. Repeat until puzzle is complete. | Image shifts to the adjacent tile until the puzzle is complete. | Pass |
|  |  |  |  |  |  |
| 4 |  | Display a message once the user completes the puzzle. | Message displayed once the user has completed the puzzle. | The message is displayed successfully. | Pass |
|  |  |  |  |  |  |
| 5 |  | Select a “puzzle hint” to display the puzzle’s final image. | Once a puzzle hint is selected, display the final image of the puzzle. | The final image of the puzzle is displayed. | Pass |
|  |  |  |  |  |  |
| 6 |  | Select a new puzzle. | Display a new puzzle for the user to complete. | A new puzzle is successfully displayed. | Pass |
|  |  |  |  |  |  |
| 7 |  | Exit slider puzzle window to return to main menu. | Once exited, the user is returned to the main menu. | The user is successfully returned to the main menu. | Pass |

**II. Inner Working Details (IWD)**

**Between User and GameSuiteGUI**:

The system will provide an interface in which the user can select a game. The system will launch the selected game from that interface. The system will allow the user to return to the main interface at any time and to select a new game.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| User | GameSuiteGUI |  | String/ float? |  |  |
| User | GameSuiteGUI |  | String/ float? |  |  |
| User | GameSuiteGUI |  | Float/ String? |  |  |
| GameSuiteGUI | User |  | Float/ String? |  |  |

**Between GameSuiteGUI and Maze:**

The system will have built in maze levels that become progressively larger and features more obstacles. The system will allow the user to maneuver their character through the maze using keys on their keyboard (arrow keys or WASD.) The system will display to the user the time it took to complete the maze if successfully completed and maintain a leaderboard for every level. The system will allow the user to replay a completed maze. The system will allow the player to advance to the new maze

Potential Features:

The system will present obstacles within the maze that the user must avoid. The system may present enemy characters that could pursue the user through the maze.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| GameSuiteGUI | Maze |  | String/ float? |  |  |
| GameSuiteGUI | Maze |  | String/ float? |  |  |
| GameSuiteGUI | Maze |  | Float/ String? |  |  |
| Maze | GameSuiteGUI |  | Float/ String? |  |  |

**Between GameSuiteGUI and Sudoku:**

The system will allow the user to play a game. The user will have the option to choose new game, check the status, and exit the game. The user will be able to select a number into a blank cell. The system will check each number as it is inserted. The system will inform the user that a number is incorrect. The user will be able to have the help on if they choose to do so. The user can make mistakes and continue to play until the full game is solved.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| GameSuiteGUI | Sudoku |  | String/ float? |  |  |
| GameSuiteGUI | Sudoku |  | String/ float? |  |  |
| GameSuiteGUI | Sudoku |  | String/ float? |  |  |
| Sudoku | GameSuiteGUI |  | Float/ String? |  |  |

**Between GameSuiteGUI and Word Search:**

The system will allow the user to select a theme for a game. The system will allow the user to select a new game corresponding to the theme. The system will display a grid of letters. The system will display a list of words hidden in the grid. The system will allow the user to optionally mark off words from the list. The system will allow the user to mark on the grid the words that they find. The system will allow the user to submit the puzzle when complete. The system will respond to the user if they were successful or provide the correct solution. The system will allow the user to remove the last mark on the grid. The system will allow the user to remove all marks on the grid.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| GameSuiteGUI | Word Search |  | String/ float? |  |  |
| GameSuiteGUI | Word Search |  | String/ float? |  |  |
| GameSuiteGUI | Word Search |  | String/ float? |  |  |
| Word Search | GameSuiteGUI |  | Float/ String? |  |  |

**Between GameSuiteGUI and Snake:**

The system will provide the user an option to start the game. The system will provide a GUI with a snake enclosed in a rectangle/square. The snake will be in constant motion. The system will provide dots or shapes the user will maneuver the snake to eat. The game will end when the snake consumes itself. The system will allow the user to maneuver the snake using their keyboard. The system will provide an option to reset the game when the game ends.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| GameSuiteGUI | Snake |  | String/ float? |  |  |
| GameSuiteGUI | Snake |  | String/ float? |  |  |
| GameSuiteGUI | Snake |  | String/ float? |  |  |
| Snake | GameSuiteGUI |  | Float/ String? |  |  |

**Between GameSuiteGUI and Slider Puzzle:**

The system will initially present the user with a new puzzle. The system will provide the user with an image of the solution/original picture as reference. The system will divide that image into twelve scattered tiles. The system will allow the user to slide the tiles to form the original image. The system will allow the user to change the reference image.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| GameSuiteGUI | Slider Puzzle |  | String/ float? |  |  |
| GameSuiteGUI | Slider Puzzle |  | String/ float? |  |  |
| GameSuiteGUI | Slider Puzzle |  | String/ float? |  |  |
| Slider Puzzle | GameSuiteGUI |  | Float/ String? |  |  |

**III. Context Diagram**

Diagram

Description automatically generated

**IV. Citations**

*Context diagrams*. Cs.uct.ac.za. (2021). Retrieved 5 September 2021, from https://www.cs.uct.ac.za/mit\_notes/software/htmls/ch06s06.html.