**E. Slider Puzzle**

The goal for phase 3 was to integrate the slider puzzle into the main menu and start testing this portion of the Java Game Suite. After loading the main menu of the program, I selected the slider puzzle option. This successfully displayed the slider puzzle GUI. This is shown in the screen capture below:

Graphical user interface, website

Description automatically generated

Next, I tested to make sure that the user can load a new puzzle. Once a new puzzle Jbutton was selected, the program loaded the correct image files:

Background pattern

Description automatically generated

After the puzzle is rearranged correctly, a message is displayed informing the user that the puzzle has been completed:

Fireworks in the sky

Description automatically generated with medium confidence

The next thing that needed to be tested is the program’s error handling. If an image file is not found, a message was successfully displayed informing the user that an image file was not found:

A picture containing text

Description automatically generatedGraphical user interface, text, application, email, website

Description automatically generated

Lastly, I tested to make sure that the program does not exit the main menu once the slider puzzle is closed. This ensures that multiple games can be launched at once.