**Appendix B. Test Plan**

**Introduction:**

This aim of the application is to help the students to understand in a better way about the nature of wandering in a forest grid when a graphical simulation is provided . Each grade students has to make particular configurations on the size and shape of the forest . The students who are superior can use different plans to wander and compare the obtained results .

**Testing items are:**

2.1 Animation Control

* Test Plan: run animation be sure about there is only one attempt for wandering after the button is pushed . If not the summary statistics will not be accurate.
* Expected Behavior: once push button, there is consistency of the first position of player ( time zero as there is no sudden change ) .

2.2 User Invalid Inputs

* Test Plan: enter any alphabet or number that is not in the range (2,50)
* Expected Behavior: we have to display the warning messages that prompts re-enter

2.3 Warning message clear up

* Test Plan: enter the corrected input after entering the wrong ones
* Expected Behavior: the original message has to be disappear

2.4 Summary Statistics Collection

* Test Plan: for many times push the animation button
* Expected Behavior: update the summary statistics with an increment of one

2.5 Clear Button

* Test Plan: we need to press after multiple runs of simulations
* Expected Behavior: both the plot and the summary statistics has to be cleared

2.6 New Wander Policy – All are wandered but one

* Test Plan: select the policy number 1
* Expected Behavior: each colour indicates the each player that should stay the same

2.7 New Wander Policy - Determined Wanderer

* Test Plan: select the policy number 1
* Expected Behavior: before hitting the barrier the colour should travel in Lines