System Test Plan: 4 Connect Four

Introduction: This document contains a rough description of how the program should work and what should be expected when these inputs are done. Plan is subject to change because it is a rough outline.

Test Files:

Test ID	Description	Expected Results	Actual Results
testInitializeGame Author: Zachary Norton	**$ java -cp bin ConnectGUI.java**	Usage: java -cp bin board_size max_connected_pieces Program exits	
testInitializedGameWithArgs8and4 Author: Zachary Norton	**$ java -cp bin ConnectGUI.java 8 4 4**	Program begins with a board size of 8 and 4 pieces required to be connected to win and 4 players	
testGameWithNegativeBoardSize Author: Zachary Norton	**$ java -cp bin ConnectGUI.java -1 4 4**	Invalid board size	
testEachPlayerPlays Author: Ethan Perez	**$ java -cp bin ConnectGUI.java 8 4 4** **Player 1 presses button for first col** **Player 2 presses button for second col** **Player 3 presses button for third col**	There is a red O in first col There is a blue X in second col There is a green Y in third col	

	Player 4 presses button for fourth col	There is a yellow Z in fourth col	
testPlayer1WinningMatchingAllPieces Author: Ethan Perez	**$ java -cp bin ConnectGUI.java 8 2 4** **Player 1 presses button for first col** **Player 2 presses button for second col** **Player 1 presses button for first col** **Player 2 presses button for second col** ****repeats until Player 1 has four pieces in first col****	Message, "Player 1 wins!" is displayed. Player 1 receives one point to their total score. Cannot place any pieces, the turns do not change, can restart the game and have players keep score.	
testInvalidNumOfPlayers Author: Ethan Perez	**$ java -cp bin ConnectGUI.java 8 -5 4**	Invalid player count	
testInvalidNumOfPiecesToMatch Author: Ethan Perez	**$ java -cp bin ConnectGUI.java 8 2 17**	Invalid requirement of pieces to match	