Test Plan

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| --- | --- | --- | --- | --- | --- | --- |
| Test | Action | Test/Input | Expected Outcome | Actual Outcome | Pass/Fail | Notes |
| 1 | Ask user if they want to play hangman  **Variable = play\_again** | Yes  **Normal** | Let's play | -Let's play | Pass |  |
| 2 | Ask user if they want to play hangman  **Variable = play\_again** | No  **Normal** | Have a nice day | -Have a nice day | Pass |  |
| 3 | Ask user if they want to play hangman  **Variable = play\_again** | Maybe  **Boundary** | That isn't a yes or a no, please try again. | -That isn't a yes or a no, please try again. |  |  |
| 3 | Ask user if they want to play hangman  **Variable = play\_again** | ::::::: **Erroneous** | That isn't a yes or a no, please try again. | -That isn't a yes or a no, please try again. | Pass |  |
|  |  |  |  |  |  |  |
| 4 | Ask the users name  **Variable = user\_name** | Kayla  **Normal** | Welcome Kayla | Welcome Kayla | Pass |  |
| 5 | Ask the users name  **Variable = user\_name** | KAYLA  **Boundary** | Welcome KAYLA | Welcome KAYLA | Pass |  |
| 6 | Ask the users name  **Variable = user\_name** | :::::::  **Erroneous** | Welcome :::::: | Welcome :::::: | Pass |  |
|  |  |  |  |  |  |  |
| 7 | Ask user to enter a letter  **Variable = players\_guesses** | a  **normal** | That letter is/isn't a letter in the word | That word is/isn't a letter in the word | Pass | This will continue to repeat  until the user guesses the word  are their 10 lives runs out |
|  | Ask user to enter a letter  **Variable = players\_guesses** | a  **boundary** | That has already been guessed | That has already been guessed | Pass | This will continue to repeat  until the user guesses the word  are their 10 lives runs out |
| 8 | Ask user to enter a letter  **Variable = players\_guesses** | ak  **boundary** | That is more than one letter, please try again | That is more than one letter, please try again | Pass | This will continue to repeat  until the user guesses the word  are their 10 lives runs out |
| 9 | Ask user to enter a letter  **Variable = players\_guesses** | 12 **erroneous** | That isn't a letter | That isn't a letter | Pass | This will continue to repeat  until the user guesses the word  are their 10 lives runs out |
|  |  |  |  |  |  |  |
| 10 | Either repeat number 3 ^ or end the game  **Variable = chosen\_word and players\_attempts** | *When users guesses word* | You guess the word …….. **Normal** | You guess the word …….. | Pass | Once the user guesses the word correctly. It will either repeat the game depending if the users says yes to playing again or it will end the game. |
| 11 | Either repeat number 3 ^ or end the game  **Variable = chosen\_word and players\_attempts** | *When user runs our of lives* | You run out of lives the word was ……….. **Normal** | You run out of lives the word was ……….. | Pass | Once the user's lives runs. It will either repeat the game depending if the users says yes to playing again or it will end the game |
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