**Project:**

**Date:**

**Tester:**

**Testing type: Black Box Testing**

1. **Objective**

To verify the functionality of the Python code for Three Shell Game without inspecting or alter the code. The focus is on input – output behaviour, game rules and user interaction.

1. **Test Environment**

Operating System : Windows

Python Version : 3.12.2

IDE : Visual Studio Code

1. **Test Scenarios**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test case ID** | **Scenarios description** | **Input / Action** | **Expected Output** | **Result** | **Status** |
| TC\_01 | Game Launch | Run the script | Game window opens with background, buttons, and shells visible | As expected | Pass |
| TC\_02 | Pop-up Image Display | Start the game | Pop-up image appears for 2 seconds | As expected | Pass |
| TC\_03 | Bet Increase | Click '+£10' button | Bet increases by £10 | As expected | Pass |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

1. **Defect Tracking**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Defect ID | Test case | Description of issue | Severity | Status |
| D\_01 | UI | Winning image not completely overlaps the previous image | Low | Fail  Not rectified |
|  |  |  |  |  |
|  |  |  |  |  |

1. **Conclusion**

Normal Flow Test

Edge Case Handling

Boundary Testing

GUI and Usability Testing

Performance Testing

The game is stable and visually engaging with no critical bugs detected.

**Recommendations**

* **Visual Feedback:**
* **Bug Handling:**
* **Potential Improvement:**