| **Test name** | **What should happen** | **What did happen** | **Fix or didn't need fixing(Worked)** |
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| Title screen black jack appears | Title screen black jack appears showing the title screen on the page | Displayed the title | Worked |
| Able to print the players name and take the players input | take the players input and display it on screen in a later sentence | Displays the name inputted | Worked |
| Player can get 2 numbers of random value between 1-11 | Player get 2 values between 1-11 and these will be used in tadome for calculation further on in the program | No numbers were not random and displayed 5 and 9 each time | By putting srand(time(0));  At the top of the programm it allowed it to work |
| Dealers numbers were random and gave a value of 21 or under | Dealers numbers would get a value no fewer than 11 but no higher than 21 | Dealer was able to go over the value of 21 and therefor making it impossible to win | Set 1 of the dealers numbers to const to be 10 and the generator to give a random value between 1-11 making the max 21 |
| Function displays the rules | Function displays the rules to the player on screen | The function displayed the rules to the player | Worked |
| Player gets random number for the next number | Player will get a random number for the next number and will move on to be calculated | Players number is random | worked |
| Player is able to get numbers and finish if they wish to keep their number | Player is able to get 3 random numbers and finish if they wish with their number to try beat the dealer | Player is able to get 3 or more random numbers but getting more numbers would result in the same numbers | worked |
| Player is able to repeat the program to play again against the dealer for as long as they want | Player can willing restart the game over and over without having to restart the program by exiting | The program wouldn't restart and cut out sections of important information for the player meaning the program was unplayable | The fix was to create a nestle do loop meaning at the end if the player wished they will be able to go back to the start where they get there 2 cards |
| Player if says no to want another number compares there value to the dealer determining who wins | The players number is compared to the dealers | The players number was compared to the dealers number but the dealers number would win if the players number was higher than it | Symple fix from <= to >= allowing the player to win if there value is greater |
| Players numbers are truly random when they restart the program within the do while loop | Players numbers are always random after the loop restarts making the program truly random | more numbers would result in the same number being output every time meaning it was prodicatable and sometimes results in the player never winning | Fix was to create a function that contains a random generator that sends back to the main so it is truly random. |
| Player in puts a number as there name instead of a name | Player inputs a number as there name for the game | Players name is the number inputted | Cannot find a fix |
| Program stop if the player input no to want to play again | If the player inputs “n” the game will so and close | Game stops when “n” | worked |
| If you wanna go again and input any other character than n does the program stop | Program stops if anything but n is inputted | Program stop when another character is inputted | worked |
| Play through test | Player can play through the game completely without any hassle | Player can play through the game with no hassle | worked |
| Destructive play through | Intentions and breaking the game making inputs wrong to break the program | If answered any value for you want another card the program will just cause the user to instant see do you want to play again | Cannot fix |
| Player total is working fine and allows the player to see there value through the calculating process | Player total is carried through the program and is changed once the loop restarts | Player total once the loop restarts is set back to the two values in the begging | worked |
| Title function displays the text to the player | Player can see the title screen | Title screen is displayed | worked |
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