Test Plan

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| Test # | Action to test | Test Data/Input  (if any) | Expected Outcome | Actual Outcome | Pass/  Fail | Notes |
| 1 | *User input* | *Letter “a”*  *Normal input* | *Input accepted* | Error message | Fail | *Check my code??* |
| 2 | Random word each time | Run start of program until word is revealed | Random word each time | Each time you get a random word | Pass |  |
| 3 | A word with 2 of 1 letter only needed once | Play game until found a 2 letter in 1 word | Only needed once | Only needed once | Pass |  |
| 4 | Leaving function after *gameLength* isless than / equal to 0 | Run through function until *gameLength* isless than / equal to 0 | Return to main routine | Quits from function | Pass |  |
| 5 | Display the length of the word | Play game | Word’s length to be displayed with underscored | Missing letters are displayed with underscores | Pass |  |
| 6 | Correct guesses displayed in *word* | Guess a letter correctly and then | All correct letters to be *word* | Once guessed always displayed | Pass |  |
| 7 | *Turns*set to 10 each time | Play game x2 | Each word brings 10 guesses | 10 turns each time | Pass |  |
| 8 | *Gamelength* boundary data | -1, 0, 1, 44, 40, 10, a | 1-40 | Only numbers in between 1 & 40 work | Pass |  |
| 9 | Capital letter guess | A, B, C | Turn into lower case and work | Turned into a, b, c so works in game | Pass |  |
| 10 |  |  |  |  |  |  |