

ID	Test Label	Steps	Expected Outcome	Result
T01	Navigation/UX	Navigate to the instructions button, select and open. Make sure the instructions are clear and concise and the modal is easy to close using the provided exit button.	User feels confident in taking the next step from reading the instruction to play the game	PASS
T02	Game Choices	A player selects an icon of either Rock/Paper or Scissors to start the game.	Player immediately sees the computers random selection against the player selection, determining a result.	PASS
T03	Scoreboard	A player selects an icon of either Rock/Paper or Scissors to increment the game.	Scoreboard will increment by 1 on either of the Player, Computer or Tie section.	PASS
T04	Game Completion	Player continues to spool through game rounds until game is complete (reaching 5 wins for either Computer or Player).	Player is presented with dynamic text in the result area displaying the winner.	PASS
T05	Game Reset	Player selects restart in the game header	Game restarts regardless of game position.	PASS
T06	Game Play	Player will spool through game in order to see visual cues for win/loss/tie.	visuals are provided in the result area with the result text matching the colour of the player/computer or the available playing icons if a tie.	PASS
T07	Clean Game Area	User selects instructions button	As a user, I want clear instructions available in a seperate modal, without pop ups so I can refer to these whenever I like and keep the game playing area free from clutter.	PASS
T08	Responsiveness	Open game on various sized devices	Game seamlessly resizes, having used flexbox containers and media queries.	PASS
T09	Redirect	Append URL with a page you know does not exist (e.g. /somewrongpage)	Website provides a 404 redirect page with navigation back to the home page.	PASS