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| Acceptance Test | | | |
| Story # | **Execution Procedure or Input** | **Expected Result or Output** | **Passed/Fail** |
| *2.1* | Start up game | Avatar shows in game | P |
| *2.2* | - | Have 3 separate panels | P |
| *2.3* | - | Greeted by landing page | P |
| *2.4* | Box objects | Box moved to a new panel | P |
| *2.5* | Have an initial file status | Save file should be updated with new progress | P |
| *2.6* | - | Access the correct | P |
| *3.1.1* | Empty save file, input a name | Save student name | P |
| *3.1.2* | Proper name (only alphabetical characters) | Accepts Account | P |
| *3.2* | Insert initial coordinates | Coordinates change | P |
| *3.3* | Screen Splash | Access the file | P |
| *3.4* | - | Page that display student’s progress | P |
| *3.4.1* | TA password (soen341) | Give access to TA view page | P |
| *3.5* | - | Student’s progress displays each student’s time | P |
| *3.6* | Command Blocks | Commands are display in a container | P |
| *3.7* | - | For loop container | P |
| *3.7.1* | Commands in container | Avatar repeats the command X number of times | F |
| *3.8* | Level 1 button | Level 2 and level 3 buttons only if the previous on was successful | P |
| *3.9* | - | Container accepting the dragged blocks | P |
| *4.1* | 2 avatar | Selected avatar shows in game | P |
| *4.2* | Avatar starts at initial tile (level 1) | End tile for avatar to reach. Save. | P |
| *4.3* | Avatar starts at initial tile (level 2) | End tile for avatar to reach. Save. | P |
| *4.4* | Avatar starts at initial tile (level 3) | End tile for avatar to reach. Save. | F |
| *4.5.1* | Login page | Player slot page | P |
| *4.5.2* | Game page | Level select page | P |
| *4.6.1* | Password must contain minimum 6 char | Accepts Password | P |
| *4.6.2* | Confirm password | Accepts if Password and confirmation match | P |