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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 | Empty save file, input a name and | Save student name and password | P |
| 3.1.1 | Proper name (only alphabetical characters) | Accepts Account | P |
| 3.1.2 | Password must contain minimum 6 char | Accepts Password | P |
| 3.1.3 | Confirm password | Accepts if Password and confirmation match | 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 |
| 3.5 | - | 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 |
| 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 |