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| Test Log | | | |
| Purpose: Test trying to place an ant when no food is food available | | | |
| **ACTION** | **EXPECTED OUTPUT** | **PASS/FAIL** | **REASON FOR FAILURE** |
| Launch the game | Game launches with no issues | PASS |  |
| Select thrower ant | Thrower any is highlighted | PASS |  |
| Click tunnel area to place thrower ant. Repeat until food has reduced to 1 | Thrower ant is placed in tunnel | PASS |  |
| Place thrower ant when food is at 1 | No ant should be placed, and a message is sent to the IDE console | PASS |  |
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