ID	Feature											
	1 The user has the ability to select one of the three menu options 2 The user has the ability to select answer option 1, 2, 3, or 4											
	2 The user has the ability to select answer option 1, 2, 3, or 4											
	3											
	4											
	5											

ID	Feature ID	Test Case	Test Data Expected Result	Acutal Result	Status	Comments	
		1 Check the results on entering a valid menu option (1, 2, 3)	1 - user inputs "1" - user hits enter - the quiz starts	- As expected	passed		
	2	1 Check the results on entering a valid menu option (1, 2, 3)	2 - user inputs "2" - user hits enter - the high score is shown	,	passed		
	3	1 Check the results on entering a valid menu option (1, 2, 3)	3 - user inputs "3" - user hits enter - the user exits out of the game (application)		passed		
	4	Check the results on entering an invalid menu option (anything other than 1,2, or 3)	9 - user inputs "9" - user hits enter - the error message is printed and the menu is shown again			The error handling kicks in as expected	
	5	Check the results on entering an invalid menu option (anything other than 1.2, or 3)	blablabla789 - user inputs "blablabla789" - user hits enter - the error message is printed and the menu is shown again		passed	The error handling bloks in as expected	
	1 :	2 Check the results on entering a valid answer (1, 2, 3, or 4)	- user inputs "1" - user hits enter - the answer is either correct or incorrect	- As expected	passed		
	2	2 Check the results on entering a valid answer (a number other than 1, 2, 3, or 4)	9 - user inputs "9" - user hits enter - the error message is printed and the user get to answer the same question again without losing their points			The error handling kids in as expected	
	3	Check the results on entering a valid answer (not a number but a string made up of letters and numbers)	blabiabla 789 - user inputs "blablabla 790" - user hits enter - the error message is printed and the user get to answer the same question again without losing their points	- As expected	passed	The error handling klobs in as expected	