Test #	Feature being tested	User Input	Expected Outcome	Actual Outcome	Status	Comments
#1	Selecting breed of cow	Highland	Application to run next line of code as expected and output the user's choice of breed in the next line.	Code run as expected and returned "Fantastic! You've adopt a Highland as your pet. What will you name them? "	Success	
#2	Selecting breed of cow	Entering an input which is not in the selectable breed list display (frog).	Application to repeat loop and ask user again to input something from the list.	Code run as expected and repeated loop.	Success	
#3	Naming cow	Borris	Application shoud accept name regardless of what it is.	Code run as expected and returned "Borris is a great name for such a cute Highland!"	Success	
#4	Basic menu display in program	Run program til menu is supposed to appear.	Menu should print displaying each feature available for user to interact with.	Code did not run successfully and returned "NameError: name 'feed_cow' is not defined"	Failure	The name error occured due to functions in menu_dictionary not being defined. I will use placeholder text for the functions in attempt to get the menu to display.
#5	Basic menu display in program	Run program til menu is supposed to appear.	Menu should print displaying each feature available for user to interact with.	The menu displayed correctly with every feature listed.	Success	Features from the menu aren't yet and currently placeholder text is used to make the menu display.
#6	Main game loop	Select a feature from the menu display.	The application should loop back to the menu display after the placeholder text for the feature has printed.	The code ran correctly and the loop was successful.	Success	
#7	Main game loop	Entering an input which is not in the menu display (frog).	The application should loop back to the menu display asking user to input a something from the list.	The code ran correctly and the loop was successful.	Success	
#8	Quit function	Entering the quit function from the menu display.	The application should quit.	The code was succesful and the application quit when told to do so.	Success	
#9	Updated selecting cow breed function to utilise breed dictionary.	Enter the letter which corresponds with the breed of cow I want (H).	The input should be accepted and the breed of cow I choose should be a Highland cow.	The code was succesful and understood the breed input correctly.	Success	
#10	Updated selecting cow breed function to utilise breed dictionary.	Enter the lowercase version of the letter which corresponds to the breed I want (h).	The input should be accepted and the breed of cow I choose should be a Highland cow.	The code was unsuccessful, the program didn't recognised h and H to be the dame and the loop ran again, asking me to input the breed I want.	Failure	I'll utilise upper() so that regradless of whether the user inputs upper or lowercase letters the program will register it as capitalised.
#11	Updated selecting cow breed function to utilise breed dictionary.	Enter the lowercase version of the letter which corresponds to the breed I want (h).	The input should be accepted and the breed of cow I choose should be a Highland cow.	The code was succesful, understood the breed input correctly and registered h to be H.	Success	
#12	Functionality of main menu.	Input a feature I want to use (F).	The input should be accepted and the chosen function should display as expected.	The code was unsuccessful and returned "KeyError: <function menu_display at 0x7fc8f8a2daf0>"	Failure	Will attempt to fix the code as it should run but put in an a try/except as backup.
#13	Functionality of main menu.	Input a feature I want to use (f).	The input should be accepted and the chosen function should display as expected.	The code was succesful, completed the function I requested and returned the expected output.	Success	
#14	Get new toys.	Select the get new toys feature from the menu (T).	The input should work and ask me which toy I want for my cow according to the toy dictionary.	The code was unsuccessful and returned "KeyError: 'H'"	Failure	The breed dictionary and toy dictionary don't work together. I have been unsuccessful in resolving the issue and will use a toy list instead of dicitonary.
#15	Get new toys.	Select the get new toys feature from the menu (T).	The input should work and ask me which toy I want from the toy list.	The code was successful and I was able to select a toy from the list for my cow.	Success	
#16	Get new toys.	Enter an invalid input when selecting a toy (frog).	The message I put for a value/index error should pop up and then take me back to the main game menu.	The error handling message ran as expected and returned me to the main menu.	Success	
#17	Feed your cow.	Select the feed cow feature from the menu (F).	The input should be accepted and return the amount my cow's hunger has decreased.	The code was failed once I selected the feature and returned "TypeError: can only concatenate str (not "int") to str"	Failure	I'll attempt to fix the outpt by wrapping the interger for negative hunger in a str()
#18	Feed your cow.	Select a food item from the list (2).	It should be returned my cow ate the item and their hunger levels should decrease by a random amount.	The cow ate the baguette I picked for them and their decreased by 18.	Success	
#19	Feed your cow.	Enter an invalid input when selecting a food item (frog).	The message I put for a value/index error should pop up and then take me back to the main game menu.	The error handling message ran as expected and returned me to the main menu.	Success	
#20	Walk your cow.	Select a location from the list (3).	My cow should walk to the specified location and a random event should occur on the walk.	My cow walked to the picked location (the mountain) and as a random event encountered new cow friends.	Success	
#21	Walk your cow.	Enter an invalid input when selecting a location (frog).	The message I put for a value/index error should pop up and then take me back to the main game menu.	The error handling message ran as expected and returned me to the main menu.	Success	
#22	Play with toys.	Select a toy from the list (4).	The cow should play with the toy I've selected and their happiness level should increase by a random amount.	The cow played with the chicken I picked for them and their happiness increased by 22.	Success	

#23	Play with toys.	Enter an invalid input when selecting a toy (frog).	The message I put for a value/index error should pop up and then take me back to the main game menu.	The error handling message ran as expected and returned me to the main menu.	**Success**
#24	Conditional statements for walk feature.	Select a location from the list (3).	The input should be expected and return the conditional statement for that list item.	The code was successful and outputted the expected statemnt for the location.	**Success**
#25	Conditional statements for play with toys feature.	Select a toy from the list (4).	The input should be expected and return the conditional statement for that list item.	The code was successful and outputted the expected statemnt for the toy.	**Success**
#26	Conditional statements for feed cow feature.	Select a food item from the list (4).	The input should be expected and return the conditional statement for that list item.	The code was successful and outputted the expected statemnt for the food.	**Success**
#26	Conditional statements for new toys feature.	Select a toy from the list (4).	The input should be expected and return the conditional statement for that list item.	The code was successful and outputted the expected statemnt for the toy.	**Success**