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| Functionality | Test Scenario | Expected Outcome | Actual Outcome | Result (Pass/Fail) |
| Fire Button | Made sure the sound worked and the button would remove a bullet image. | The sound would work on the click | The sound worked and the button removed |  |
| Load Button | Load button would making loading sound then activate radio buttons. | It would make the right sound and let me use the point away radio button. | It enabled all buttons and allowed me to play. |  |
| Radio Buttons | Be able to Choose between the opponent and yourself. | The gun would turn to each person as long as the radio button was activated. | I made them enable the fire button so human error chances are minimal |  |
| HighScore’s | I needed to be able to submit scores from one form to another. | I can submit a high score from a win and lose screen after the game is finished. | I was able to get the win and lose screen to open and transfer data to a resource folder. |  |
| Logic of the Game | Making the main components of the game, proper code and Design. | I used if and else statements and so they should work and I should have a scoring system. | Outcome was good with minor bugs and the scoring system works well. |  |
| Play Again  Button | Able to reload all components of the game. | I should be able to press play again and everything should be refreshed except the scores | Outcome was great as no bugs were found except the fire button no enabling but has been fixed. |  |
| Using labels as a scoring system. | I used labels instead of textbox or messagebox | It should display 0 unless I gain a point or score. | The scores worked mint and I have a clean scoring system. |  |
| Menu buttons | All menu buttons should work and you should have to read the rules to play the game. | Should be able to click I have read the rules and then press play. | Works perfectly, works the way I pictured it. |  |
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