Whack-a-Mole Testing Data

The Whack-a-Mole application needs to be able to test the following:

1. Player’s score
2. Player’s lives
3. Player’s name
4. A file containing the scores.

## Testing the Player’s Score

A screenshot of a computer

Description automatically generated with medium confidenceTo test the players score it is required that you start the game and successfully click the mole. Once the mole has been clicked verify that the score increments.

## Testing the Player’s Lives

A screenshot of a computer

Description automatically generated with low confidenceTo test the players lives start a new game and click a on “yard” tile. A yard tile is any tile not currently occupied by the mole. Once a yard tile has been clicked verify that the Lives left has decremented by 1.

## Testing the Player’s Name

Graphical user interface, text

Description automatically generatedEntering a players name is done in the Leader Board window. Once the game is over the window will appear and prompt for the users score. If a user doesn’t enter a name an error message is displayed in a popup.

## Verifying the Score File

Graphical user interface, text

Description automatically generatedThe scores are stored in a text file titled scores.txt. This file is in the root of the applications directory. As this is a text file it can be verified using any text editor. The contents of the text file will display in the Leader Board window.