

Hangman Brief

Purpose

The purpose of the brief is to create a hangman game with Python 3.4.4.

Data Dictionary

Data item	Data type	Variable name
wordlist	Tuple	List of all possible words
clear	Function	Resets iterative variables to initial values

Algorithm

START

END

Test Plan

What is being tested	randintMax	randintMin	Test Type	Expected output/result	Actual result
number1 = RANDOM INT(randintMax, randintMin)	3	1	Expected	number1 = random number between 1 and 3	2, 3, 3, 1, 2
	6	1	Expected	" between 1 and 6	5, 2, 6, 4, 5
	9	1	Expected	" between 1 and 9	5, 5, 4, 8, 3
	12	1	Expected	" between 1 and 12	11, 4, 10, 5, 7
number2 = RANDOM INT(randintMax, randintMin)	3	1	Expected	number2 = random number between 1 and 3	1, 3, 2, 2, 3
	6	1	Expected	" between 1 and 6	6, 4, 3, 5, 1
	9	1	Expected	" between 1 and 9	7, 5, 6, 2, 8
	12	1	Expected	" between 1 and 12	11, 12, 6, 5, 4

What is being tested	number1	number2	Test Type	Expected output/result	Actual result
correctAnswer = number1 * number2	2	3	Expected	correctAnswer = 6	6
	1	3	Expected	correctAnswer = 3	3
	3	12	Expected	correctAnswer = 36	36
	2	9	Expected	correctAnswer = 18	18

What is being tested	playerAnswer	Test Type	Expected output/result	Actual result
playerAnswer = int(input("What is the product of " + STRING(number1) + " and " + STRING(number2) + " ?"))	3	Expected	Accepted	Accepted
	6	Expected	Accepted	Accepted
	20	Expected	Accepted	Accepted
	34	Expected	Accepted	Accepted
	Thirty-two	Invalid	Error	Error

What is being tested	playerAnswer	correctAnswer	Test Type	Expected output/result	Actual result
IF playerAnswer = correctAnswer:	2	2	Expected	Accepted	Accepted
	10	10	Expected	Accepted	Accepted
	3	2	Expected	Continue to ELSE IF	Continue to ELSE IF
	5	6	Expected	Continue to ELSE IF	Continue to ELSE IF
ELSE IF playerAnswer != correctAnswer:	52	12	Expected	Accepted	Accepted
	10	9	Expected	Accepted	Accepted
	15	16	Expected	Accepted	Accepted
	26	24	Expected	Accepted	Accepted

What is being tested	playerScore	levelAdvance	Test Type	Expected output/result	Actual result
IF playerScore < levelAdvance:	0	5	Expected	Accepted	Accepted
	2	5	Expected	Accepted	Accepted
	4	5	Boundary	Accepted	Accepted
	5	5	Boundary	Continue to ELSE IF	Continue to ELSE IF
	6	5	Boundary	Continue to ELSE IF	Continue to ELSE IF

ELSE IF playerScore = levelAdvance:	5	5	Expected	Accepted	Accepted
	6	5	Expected	Skip to next IF	Skip to next IF
	9	5	Expected	Skip to next IF	Skip to next IF
	10	5	Expected	Continue to next ELSE IF	Continue to next ELSE IF
ELSE IF playerScore = levelAdvance * 2:	10	5	Expected	Accepted	Accepted
	12	5	Expected	Skip to next IF	Skip to next IF
	13	5	Expected	Skip to next IF	Skip to next IF
	15	5	Expected	Continue to next ELSE IF	Continue to next ELSE IF
ELSE IF playerScore = levelAdvance * 3:	15	5	Expected	Accepted	Accepted
	16	5	Expected	Skip to next IF	Skip to next IF
	18	5	Expected	Skip to next IF	Skip to next IF
	20	5	Expected	Continue to next ELSE IF	Continue to next ELSE IF

What is being tested	currentLevel	Test Type	Expected output/result	Actual result
IF currentLevel = 1:	1	Expected	Accepted	Accepted
	2	Expected	Continue to next ELSE IF	Continue to next ELSE IF
	3	Expected	Continue to next ELSE IF	Continue to next ELSE IF
	4	Expected	Continue to next ELSE IF	Continue to next ELSE IF
ELSE IF currentLevel = 2:	1	Expected	Caught by previous IF	Caught by previous IF
	2	Expected	Accepted	Accepted
	3	Expected	Continue to next ELSE IF	Continue to next ELSE IF
	4	Expected	Continue to next ELSE IF	Continue to next ELSE IF
ELSE IF currentLevel = 3:	1	Expected	Caught by previous IF	Caught by previous IF
	2	Expected	Caught by previous IF	Caught by previous IF
	3	Expected	Accepted	Accepted
	4	Expected	Continue to next ELSE IF	Continue to next ELSE IF
ELSE IF currentLevel = 4:	1	Expected	Caught by previous IF	Caught by previous IF
	2	Expected	Caught by previous IF	Caught by previous IF
	3	Expected	Caught by previous IF	Caught by previous IF
	4	Expected	Accepted	Accepted