**Countdown Test Plan**

Estimated number of tests: 20

Estimated time per test: 1.5 hours

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| Test reference no. | Description of  test | Type of test | Expected  outcome | Real outcome |
| 1. | Menu Test.  Functionality of buttons | Unit,  White-box | The buttons should do exactly as planned. Menu buttons should head into menus, Quit Button should terminate the program and the Start Button should load the game. | Passed.  The buttons all function accordingly. Start loads onto the next scene, the menu buttons go to each part of the menu and the Quit Button successfully terminates the program. |
| 2.  (A) | Loading onto the next scene. A carry over from the start button function. | Unit,  White-box | After pressing start, the scene should load and the functions in that scene should work. | Failed.  The scene loads, but the buttons in the next scene become unresponsive and refused to work. |
| 2.  (B) | Loading onto the next scene. A carry over from the start button function. Adding and altering an event system for that scene. | Unit,  White-box | After pressing start, the scene should load and the functions in that scene should work. The scene now has an event system that is forced on load to help with any faulty buttons. | Passed.  The event system that was in place is forced to function on load, which in turn helps the scene function accordingly. |
| 3. | Randomizer. Two buttons for random letters; one for consonants and one for vowels | Unit,  White-box | The buttons should create a random letter of that type from a set range in strings, both for each letter type. | Passed.  The buttons activate and successfully create a random letter. |
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