**Acceptance Testing**

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| **Test** | **Test Type** | **Test Description** |
| 1 | Visibility of System Status | The test is for the user to play the game Treasure Hunt and understand in every question how many question are left for the user to answer. The user is going to be asked how many question they have left to answer |
| 2 | Match between system and the real world | The user should always know what to do in every page that is presented to them. The user will be asked if they can see any instructions and if yes then they will be asked if they understand the instructions. |
| 3 | User control and freedom | The user has to find the exit button or the reload button on the page so they can leave or go back. The user will be asked to leave the page or go back a step. |

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| **Test Case** | **Test number** | **Tested by** | **Role** | **Date/Time** | **Result(Pass/Fail)** | **Notes** |
|  | **1** |  |  |  |  |  |
|  | **2** |  |  |  |  |  |
|  | **3** |  |  |  |  |  |
|  | **4** |  |  |  |  |  |
|  | **5** |  |  |  |  |  |
|  | **6** |  |  |  |  |  |
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|  | **10** |  |  |  |  |  |