**Acceptance Testing**

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| **Test** | **Test Type** | **Test Description** |
| 1 | Visibility of System Status | The treasure hunt has big buttons that say reload and back so the player knows how to go back a page or refresh. It also has a section that shows how many questions exist and how many are left for them to answer. |
| 2 | Match between system and the real world | The treasure hunt has instructions and buttons that say submit and skip. |
| 3 | User control and freedom | The treasure hunt has big buttons that say reload and back so the player knows how to go back a page or refresh it. |
| 4 | Consistency and standards | The words on the buttons are completely different so they do different things. |
| 5 | Error prevention | The treasure hunt page has error messages that display if the name of the player uses the same name or doesn’t answer a question. |
| 6 | Recognition rather than recall | The buttons that get displayed in every page are placed in the same place and have the same words on them. |
| 7 | Flexibility and efficiency of use | The treasure hunt has big buttons that say reload and back so the player knows how to go back a page or refresh it. |
| 8 | Aesthetic and minimalist design | The treasure hunt page has only the questions buttons the reload and “back” buttons and the “submit” and skip “buttons”. |
| 9 | Help users recognize, diagnose, and recover from errors | An error message appears to let users know that there has been a mistake and there is a back button to send them back a page so they can fix it. |
| 10 | Help and documentation | The treasure hunt has instructions that explain to the user how to use the app and tells them how to proceed. |

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| Test case | Test no | Tested by | Role | Date/Time | Result (Pass/Fail) | Notes |
| 1 | 1 |  |  | 15/3 | Pass | Knew how many questions were left to answer. |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |
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| 10 |  |  |  |  |  |  |