

Test description

| Num# | Description | Pass/Fail |
|------|---|-----------|
| 1 | Check if one frame is „open“. „Open“ means that player hasn't taken down all pins in one frame. | Fail |
| 2 | Check if one frame is „strike“. „Strike“ is when a player takes down all pins in one throw. | Fail |
| 3 | Check if one frame is „spare“. „Spare“ is when a player takes down all pins in two throws. | Fail |
| 4 | Check if the sum of one frame is higher than 10. | Pass |
| 5 | Test the game score if all frames are „open“. | Fail |
| 6 | Test the game score if there is at least one „strike“. | Fail |
| 7 | Test the game score if there are two „strikes“ in a row. | Fail |
| 8 | Test the game score if there is at least one „spare“. | Fail |
| 9 | Test the game score if there is more than one „spare“. | Fail |
| 10 | Test the game score if the last frame is „spare“. | Fail |
| 11 | Test the game score if the last frame is „strike“. | Fail |
| 12 | Test the game score if there is additional throw but the last throw wasn't „spare“ | Fail |
| 13 | Test „perfect game“ – All throws are „strike“ | Pass |