

FEATURE	EXPECT	ACTION	RESULT
How to Play Button	Button to open a page of instructions when clicked	Opens an alert pop-up with instructions on how to play	Instructions are available to be read by user
Rock Icon	Click on it to select and then proceed to press Engage button as per instructions	Click on the icon and a circle surrounds the chosen icon; any icon with a surrounding circle looks the circle	A circle forms around the icon selected by the user to play against the computer.
Paper Icon	Click on it to select and then proceed to press Engage button as per instructions	Click on the icon and a circle surrounds the chosen icon; any icon with a surrounding circle looks the circle	A circle forms around the icon selected by the user to play against the computer.
Scissors Icon	Click on it to select and then proceed to press Engage button as per instructions	Click on the icon and a circle surrounds the chosen icon; any icon with a surrounding circle looks the circle	A circle forms around the icon selected by the user to play against the computer.
Lizard Icon	Click on it to select and then proceed to press Engage button as per instructions	Click on the icon and a circle surrounds the chosen icon; any icon with a surrounding circle looks the circle	A circle forms around the icon selected by the user to play against the computer.
Spock Icon	Click on it to select and then proceed to press Engage button as per instructions	Click on the icon and a circle surrounds the chosen icon; any icon with a surrounding circle looks the circle	A circle forms around the icon selected by the user to play against the computer.
Engage Button	Click on the button to continue to another part of the game	Button is clicked on and some of the explaining text from below the icon choices has been replaced with the game result	The button causes the screen to reveal the outcome of the match

Captain's Tally Scoreboard	The counter rises up with each win up to 3 as per the instructions	When the user wins a round, the tally goes up until the user calls a reset of the game	While the Tally increases in line with each win, it doesn't stop once 3 is reached, leaving the game in a constant loop without interference
Computer's Tally Scoreboard	The counter rises up with each win up to 3 as per the instructions	When the computerer wins a round, the tally goes up until the user calls a reset of the game	While the Tally increases in line with each win, it doesn't stop once 3 is reached, leaving the game in a constant loop without interference
Reset Button	Resets the screen and the tally scoreboard back to the beginning	Once clicked, the reset button returns the counters to 0 and removes the text pertaining to the game result from view	The Game returns to its initial position for first game move