Acceptance Test Procedure

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| Step | Procedure | Expected Results | Actual Results | ✓ or AI\* |
| 1 | Run hangmangameGUI\_1 program | Gui window 1 appears with  Title: Play Hangman – Country Names  Display: a question asking the user  Whether the users wants to play the game  Display: a picture indicating the theme of the hangman game Buttons: CONTINUE, QUIT |  |  |
| 2 | Click QUIT button | Gui window 1 disappears. User exits the program. |  |  |
| 3 | Click CONTINUE button | 1. Gui Window 1 will disappear.  2. Turtle window appears with  Title: Draw Hangman  Action: Draw the gallows  3. Gui Window 2 appears with  Title: Play Hangman – Country Names  Display: ‘Guess letters to fill in the blank!’  Display: the initial format of country name in ‘--------‘  buttons: from A to Z and Space; PLAY AGAIN, QUIT |  |  |
| 4 | If the user wants to guess the country name on the screen, the user can click any button from A to Z or Space | 1. For each letter button or Space button pressed, if the letter or Space exists in the name of the country, it will be displayed in all the corresponding positions.  2. On the other hand, if the letter space or Space does not exist in the name of the country, a part of Hangman will be drawn in the screen titled ‘Draw Hangman’.  3. For each button pressed, the button will disappear from the GUI interface, which will prevent the unnecessary repetition on the buttons which have been pressed.  4. If the user guesses the country name correctly before a hangman is drawn, ‘Yon Won’ will be displayed.  5. If the user does not finish guessing all the characters in the country name before the hangman is drawn. ‘You lost. The Country Name is: xxxx’ will be displayed. |  |  |
| 5 | If the user wants to play again, the user can press ‘PLAY AGAIN’ button | 1. Current GUI interface will disappear and the drawing in current turtle screen will be cleared.  2. Draw Hangman window :  Action: the gallows will be drawn again  3. Gui Window 2 appears with  Title: Play Hangman – Country Names  Display: ‘Guess letters to fill in the blank!’  Display: the initial format of country name in ‘--------‘  buttons: from A to Z and Space; PLAY AGAIN, QUIT  5. The PLAY AGAIN button can be pressed anytime during the current game window. |  |  |
| 5 | If the user wants to stop playing the hangman game, the user can press ‘QUIT’ button. | 1. Both current GUI window and turtle screen will be closed.  2. The QUIT button can be pressed anytime during the current game window. |  |  |

\* After each step, if the expected results are observed then the box to the right is checked (procedure Passes).  
If the expected results are not observed, then an Action Item is written up, the number of this Action Item is placed in the box, and the procedure does not pass until the Action Item is resolved.