Test Case ID	Test Type	Test Scenario	Test Case	Pre Conditions	Test Step	Input Data	Expected Result	Actual Results	Pass/Fail
Example	*Expected*	*Add Item Button Functionality*	*Check output of item on treeview proceeded by button press*	*Entry widget must have a input*	*1. Open Window* *2. Navigate to interactive widgets* *3. Input a task that would like to be completed in entry* *4. Press the Add Item Button*	*- Do the laundry*	*Display "Do the laundry" in the treeview widget*	*Displayed the "Do the laundry" task in the treeview widget*	*Pass*
1	Expected	ScoreBoard score tracking	Check text file data saving	Initiate Programme	1. Open Window	- I like pizza!	Display "I like pizza!" in the txt file	Failed to show "I like pizza!" in a txt file	Fail
2	Expected	ScoreBoard score tracking	Check that programme modifies txt file	Initiate Programme	1. Open Window	- I hate pizza!	Display "I hate pizza!" in the txt file	Successfully changed txt file	Pass
3	Expected	ScoreBoard score tracking	Check that whenever button is pressed	Initiate Programme	1. Open Window 2. Press Button	Press Button	Display Hi in treeview widget	Successfully added hi to treeview widget	Pass
4	Expected	ScoreBoard score tracking	Check multiple line writing through txt file	Initiate Programme	1. Open Window 2. Press Button	Press Button	Display both lines in the treeview widget	Successfully inserted both lines	Pass
5	Expected	ScoreBoard score tracking	Check if dictionary of player sample gets ordered based on score	Initiate Programme	1. Open Window	(Nil)	Display list via dictionary on highest score categorisation	Failed to successfully read dictionary in txt file when written	Fail
6	Expected	ScoreBoard score tracking	Check if treeview displays current name and score that is being recorded in the dictionary	Scoreboard open	1. Open Window 2. Press Button	Press Buttons	Display Name and score into treeview scoreboard	Successfully displayed values with the amount per line	Pass
7	Expected, Boundary	ScoreBoard score tracking	Check if player ranking is determined by a list that will be indexed for all recorded players	Scoreboard open	1. Open Window 2. Press Button	Press Buttons	DIsplay ranking with name and player score	Successfully diaplayed player ranking next to name and score	Pass
8	Expected, Boundary	ScoreBoard score tracking	Check if ranking system does not exceed 10 placings being shown.	Scoreboard open	1. Open Window 2. Press Button	Press Buttons	Displays only 10 placings	Failed to display 10 placings due to an error trying to exceed the amount of placings available	Fail
9	Expected	Scoreboard Prompt popup	Check once after back pressed in PVE gamemode opens score save confirmation	Scoreboard open	1. Open Window 2. Open PVE 3. Press Back	Press Buttons	Display new popup widget after pressing back	Failed to display popup	Fail
10	Expected	Scoreboard Prompt popup	Check if all ui widgets load	PVE Game Open	1. Open Window 2. Open PVE 3. Press Back	Press Buttons	Display all widget UI: Main/Widget Frame, all entry widgets, confirm button	Displayed frames but unsuccessfully displayed entry widgets	Fail
11	Expected, Boundary	Scoreboard Prompt popup	Check if entry widgets limit to one character	PVE Game Open	1. Open Window 2. Open PVE 3. Press Back	"B" "O" "B"	Ensure that each entry does not go over limit	Successfully stayed behind the entry widget limit	Pass
12	Expected, Boundary, Invalid	Scoreboard Prompt popup	Check if entry widget have a minimum of 1 character before proceeding	PVE Game Open	1. Open Window 2. Open PVE 3. Press Back	Press Buttons	Ensure that the programme does not proceed since there is no text input	Successfully doesn't proceed	Pass
13	Expected	ScoreBoard score tracking	Check if strings recorded in entries are capitalised in Scoreboard	Scoreboard open	1. Open Window 2. Open Scoreboard	Press Buttons	Ensure that the recorded input is capitalised	Successfully displayed new uppercase user	Pass
14	Expected	Playable Game Button Functionality	Check if buttons are disabled when game is processing win condition	Playable Window open	1. Open Window 2. Open Either PVP or PVE	Press Restart or Back Button	Button will be disabled when processing	Successfully disabled button when game was playing	Pass

15	Expected	AI Functionality	Check that the ai will choose the next corresponding space to meet the win condition	Playable Window open	1. Open Window 2. Open Either PVP or PVE	Press Game Buttons	Ai will choose the next corresponding tile in the list preventing the player from winning the game	Successfully placed tile in the way of player	Pass
16	Expected	AI Functionality	Check that ai will continously try to prevent the player from winning	Playable Window open	1. Open Window 2. Open Either PVP or PVE	Press Game Buttons	Ai will continue to prevent the player from winning	Failed to perform this action again	Fail
17	Expected	Cleaning Code	Check that changing global vars into a class reference maintains function	Playable Window open	1. Open Window 2. Open Scoreboard 3. Open PVP 4. Open PVE 5. Open Tutorial	Press Game Buttons	Digital outcome will maintain its function	Failed to perform usual tasks	Fail