Test Scripts

Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
applySpeedup	1	A positive number less than three	donkey: 2	1	1	P
	2	A number greater than two	donkey: 4	2	2	P
	3	A negative number	donkey: -1	1	1	P
checkIfGameDone	1	All variables are equal to one	d1: 1 d2: 1 d3: 1 d4: 1	1	1	P
	2	Not all variables are equal to one	d1: 0 d2: 1 d3: 1 d4: 0	0	0	P
	3	All variables are equal to zero	d1: 0 d2: 0 d3: 0 d4: 0	0	0	P
mSleep	1	A positive whole number	10000	Sleeps for 10 seconds	Sleeps for 10 seconds	P
	2	A positive floating point number	0.9	Sleeps for 0.0009 seconds	Sleeps for 0.0009 seconds	P
	3	Zero	0	Sleeps for 0 seconds	Sleeps for 0 seconds	P