

# Acceptance Test

For the overall acceptance test, we will be testing the requirement from the user story:

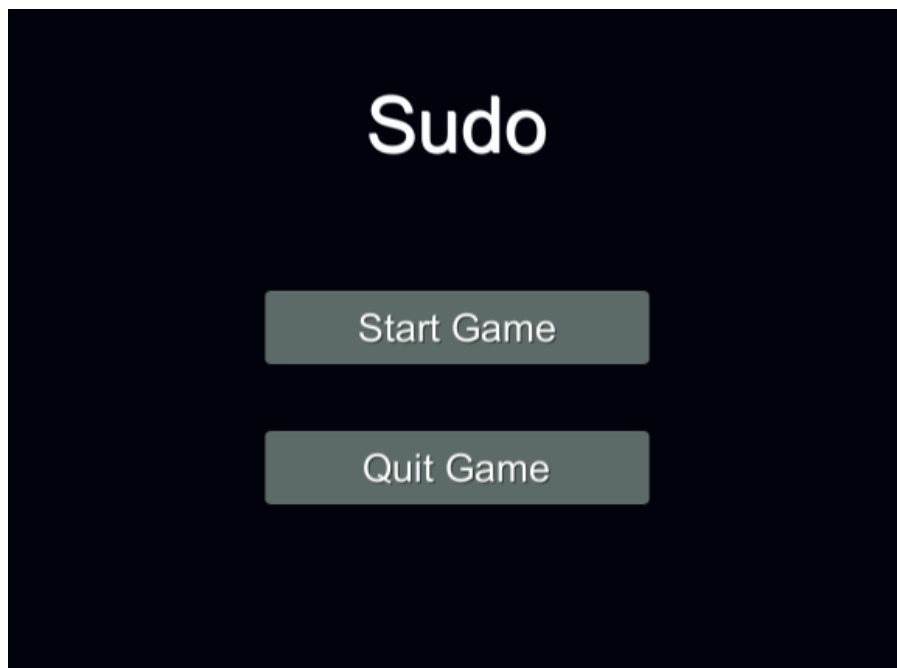
- As a user, I want the game to give me an error if I input an unacceptable input in the game. (vice versa, if the input is acceptable, the game verifies)

For the following test, we will be looking into the 3 major aspects to complete the test

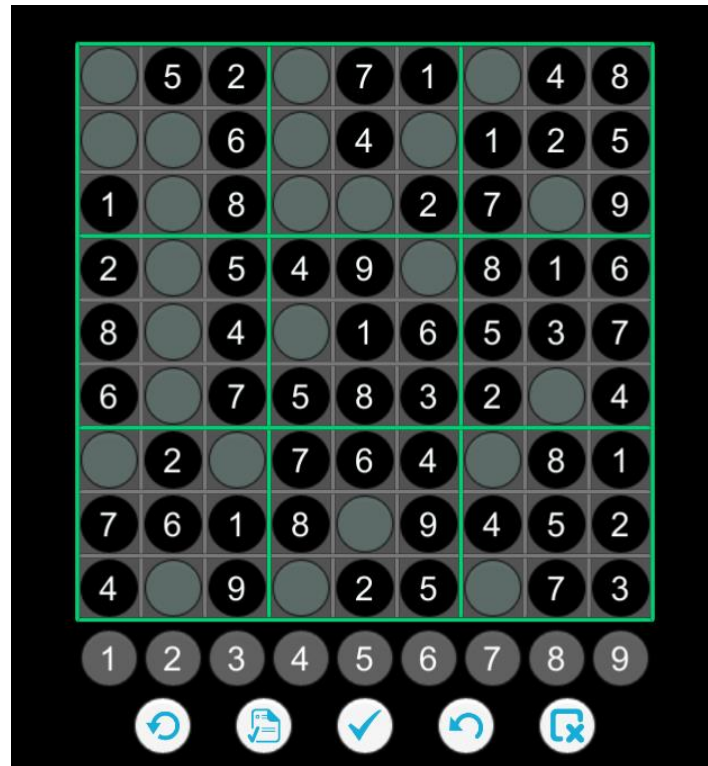
1. User enters the game
2. User clicks on a square to clarify which square is in focus
3. User enters a value
  - a. The game either accepts the value
  - b. The game gives error about unacceptable value

To test the following requirement using acceptance test, we will be using screenshots to demonstrate how the user might interact.

1. User enters the game

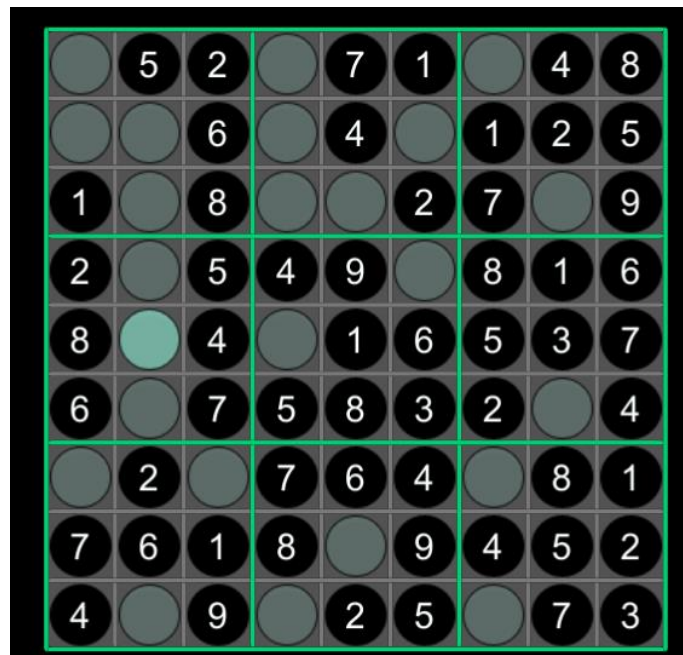


To start the game, user would press on the 'start button'



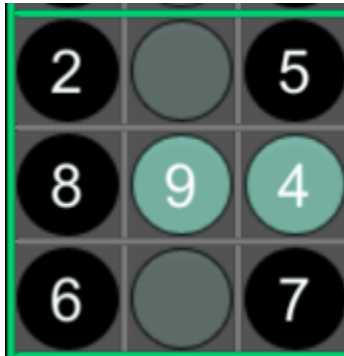
a board is generated for the user

2. User clicks on the square to focus

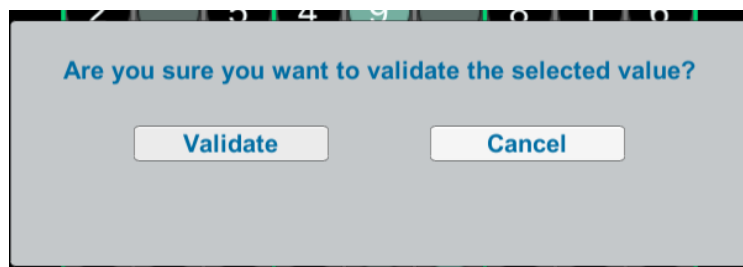


the square is highlighted using different color

3. User enters a value into a square

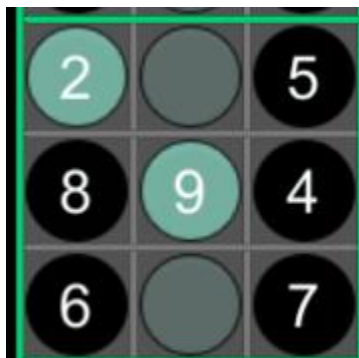


The user inputs a number into the square (in this case the centre '9' was inputted)



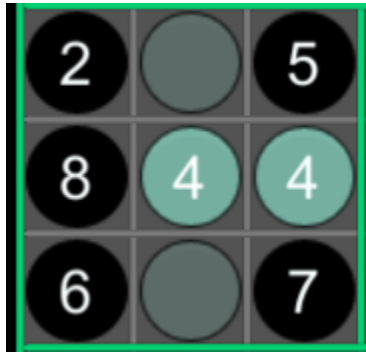
User then validates the number inputted

- a. If the number is acceptable value, the game continues

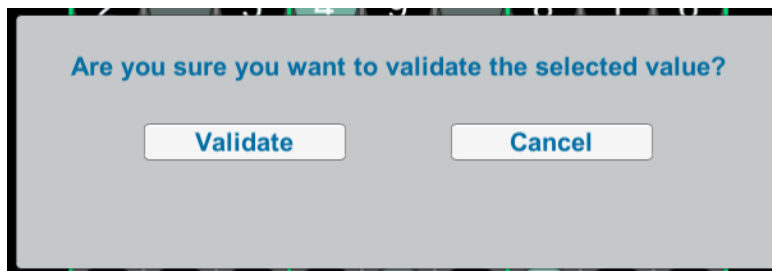


9 in this case is acceptable, therefore the game continues

- b. If the number is not valid, the game warns the user



inserting 4 should give an error since it's a duplicate



User then validates the inputted value



User is warned of the invalid number

Conclusion: The acceptance test we have set for our team has met our expectation, therefore the game passed our acceptance testing