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| **Test Log** | | | |
| **Purpose:** The purpose is testing the Level Menu class | | | |
| **Action** | **Expected Result** | **Pass/Fail** | **Reason for Failure** |
| Four Options of game severity are displayed including easy, medium, hard, and insane | Yes | Pass | None |
| Severity level easy is operational | Yes | Pass | None |
| Severity level medium is operational | Yes | Pass | None |
| Severity level hard is operational | Yes | Pass | None |
| Severity level insane is operational | Yes | Fail | Feature does not exist or operational |
| Guide menu option operational | Yes | Partial Pass | Description of ants unavailable yet |
| How to play | Yes | Pass | None |
| Button play is operational and leads to the game screen | Yes | Pass | None |