|  |  |  |
| --- | --- | --- |
| Scenario | Expected Output | Pass/Fail |
| Create a message box that tells the user how to play the game | Message box should pop up telling the user how to use the program as soon as the user runs the program | **Pass**  The message box appears and tells the user how to play as expected. |
| Make each game go to be best of 3 | The game should keep running until either the computer or the user wins 2 rounds | **Pass**  Program runs until the computer or user wins two rounds as expected. |
| Create a button box for the user to select rock, paper, or scissors | A choice box should pop up asking the user to choose rock, paper, or scissors | **Pass**  The button box appears and behaves as expected. |
| Make the program run only one game every time the user runs the program | As soon as the user or computer wins the game and the score is displayed, the program will close | **Pass**  The program only allows the user to play one game of rock, paper, scissors that is best out of 3 before it ends. |
| Make the colour scheme of the program all greyscale | All interfaces and pictures should have a greyscale theme | **Pass**  All images and interfaces are in a grayscale theme. |
| Make a menu asking the user if they want to start, quit, or display the help menu | A button box should appear asking the user if they want to start, quit or display the help menu | **Pass**  The button box appears and behaves as expected. |
| Show if the user picked rock, paper, or scissors. | Display a message box saying what the user decided to choose. | **Pass**  Shows the choice of the user as expected. |
| Show if the computer picked rock, paper, or scissors | Display a message box saying what the computer decided to choose | **Pass**  Shows the choice of the computer as expected. |
| Create an enter box to store the user’s name | An enter box should pop up asking the user to enter their name in. | **Pass**  The enter box appears and behaves as expected. |

**Test Plan**