## **Unit Test Plan Template**

Project Name: Steal the gold
Project Sponsor: Code Institute Hackathon March 2021
Document Date: 08 March 2021

1. Unit Test Plan Scope (In Scope – Out of Scope)			
In Scope Out of Scope			
In Scope	Out of Scope.		
readme document	readme document		
<ul> <li>Features implemented</li> </ul>	<ul> <li>Future Features</li> </ul>		

2. Ur	2. Unit Test Cases				
ID	Test Cases	Input Value	Expected Output		
2.01	Responsive layout  Test Procedure:  Open Homepage  Left click the page and open Dev Tools Toggle the device toolbar Resize the page width from wide to narrow		The device toolbar opens The text and images resize responsively.		
	<ul> <li>Open <u>Game Page</u></li> <li>Left click the page and open Dev Tools</li> <li>Toggle the device toolbar</li> <li>Resize the page width from wide to narrow</li> </ul>		The device toolbar opens The text and images resize responsively.  The buttons grid alignments transition to a single column of buttons on smaller device sizes		
2.02	Game Start Button  Test Procedure:  - Open Homepage - Click the "START the game" button		The game.html page loads.  The user can see the images and background shamrock image and game name.  The user can see the question and 4 green answer buttons.  The user can see the gold coins counter.  The user can see a "Quit game" button and a Quit game" button.		
2.03	Playing the game  Test Procedure:  Open Game Page  Read the question.  Click on only one of the 4 green answer buttons.		The game.html page loads.  The user can click on an answer button.  The 4 answer buttons change colour to indicate the correct answer for 2 second:  - Correct = Green colour		

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	1	
		- Incorrect = Orange colour
		The next question is automatically displayed for the user. The game will loop through 10 questions in the game.
		The gold coins score counter increments by 1 for each correct answer only.
2.04	Quitting the game	The game.html page loads.
	Test Procedure:  - Open Game Page - Click on the "Quit Game" button	The user can click on the "Quit Game" button.
	- Click off the Quit Game Button	The index.html page loads.
		The user can start a new game.
2.05	Starting a new game	The game.html page loads.
2.03	Test Procedure:  - Open Homepage - Click on the "New Game" button	The user can click on the "New Game" button.
		The game.html page reloads.  The user's starts a new game.
2.06	Completing a game	The game.html page loads.
	Test Procedure:  - Open Game Page - Read the question Click on only one of the 4 green answer buttons Answer all 10 questions	The user can click on an answer button.
		The 4 answer buttons change colour to indicate the correct answer for 2 second:  - Correct = Green colour  - Incorrect = Orange colour
		The next question is automatically displayed for the user.

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		When the game finishes, the user score shows one of 3 possible pop-up messages.
2.07	Social Media Links	The user can click on:
	Test Procedure:  - Open Game Page - Click on each of the social media icons in the page footer.  - Open Homepage - Click on each of the social media icons in the page footer.	Facebook icon opens www.facebook.com in a new browser window.  Twitter icon opens www.twitter.com in a new browser window.  Instagram icon opens www.instagram.com in a new browser window.

3. Unit Test Results				
ID	Test Cases	Pass/Fail	Tested By	Date Tested
3.01	Responsive layout	Pass	Simon Vardy	08/03/2021
3.02	Game Start Button	Pass	Simon Vardy	08/03/2021
3.03	Playing the game	Pass	Simon Vardy	08/03/2021
3.04	Quitting the game	Pass	Simon Vardy	08/03/2021
3.05	Starting a new game	Pass	Simon Vardy	08/03/2021
3.06	Completing a game	Pass	Simon Vardy	08/03/2021
3.07	Social Media Links	Pass	Simon Vardy	08/03/2021

## 4. Addendums & Appendices

Include any additional documents.