Hacking Game Version 1 Functional Test Plan

1. Start the program

- Does the game display a header?
- Does it consist of two content lines followed by a blank line?
- Does the first content line indicate debug mode?
- Does the second content line indicate 1 attempt left?
- Is it the top line of game output?

- Does the game display a password list?
- Does it consist of 13 content lines followed by a blank line?
- Does each content line contain one password?
- Is it directly below the header?

- Does the game prompt for a guess?
- Does it indicate the player should enter a password?
- Is it directly below the password list?
- Does the game wait for the enter key to be pressed?

2. Enter the correct password, HUNTING, and press the enter key

- Does the game display a failure outcome?
- Does it contain three content lines separated by two blank lines?
- Do the first and second content lines indicate failure?
- Is the third content line a prompt to press enter for exit?
- Is it directly below the prompt for guess?
- Does the game wait for the enter key to be pressed?

3. Press the enter key to end the program

- Does the program end?

4. Restart the program

5. Enter the incorrect password, SETTING, and press the enter key

- Does the game display a failure outcome?
- Does it contain three content lines separated by two blank lines?
- Do the first and second content lines indicate failure?
- Is the third content line a prompt to press enter for exit?
- Is it directly below the prompt for guess?
- Does the game wait for the enter key to be pressed?

6. Press the enter key to end the program

- Does the program end?