PSEUDOCODE  
START

While loop:

While player1 or player 2 are less than 100:

Player INPUT: “Do you want to play the game y/no?”

OUTPUT “It’s playerx’s turn”

minValue=0

maxValue=100

While loop:

While playing:

Roll Dice (Random roll of numbers 1 through 6)

Move player by score on dice

If player score is equal to a value with a corresponding snake or ladder, update their position relative to the snake or ladder

Display player1 and player 2 values

If player1 or player2 < 100 then:

REPEAT

Else:

OUTPUT “PlayerX wins”

Playing = False

END

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| Test Number | Test Description | Expected Outcome |
| 1 | Check that when stepping on a snake it will move the player down. | The player gets moved down when they step on the snake. |
| 2 | Check that when steppings on a ladder it will move the player up. | The player gets moved up when they step on a snake. |
| 3 | Check that the win condition works. | The game will output who wins when one player reaches 100. |
| 4 | Check that the function for rolling dice works. | When rolling the dice it will output a random number. |
| 5 | Check that the game moves the player by the number rolled on the two dice. | When moving a player it will be the combined amount of the two dice. |
| 6 | Check that the game will alternate turns between players correctly. | After one player moves the other player will get a chance to move aswell. |
| 7 | Check that the game loops correctly and does not end before being finished. | The game will loop until one of the players are above 100. |
| 8 | Check that after each time a player moves the game displays their score. | The game will display the players score each time they move. |