Acceptance Test Procedure

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| Step | Procedure | Expected Results | Actual Results | ü or AI\* |
| 1 | Run hangmanGUI program ‘hangmanGUI.py’ | Welcome GUI Window appears with:  Image: ‘imagetitle.gif’  title: Welcome to Hangman!  buttons: Start Game  labels: ‘WELCOME TO HANGMAN!’  Entry box with label: ‘Enter a word to start the game: ‘ |  |  |
| 2 | Go to entry box, enter valid word (comprised of alphabetical characters), into the entry box, press <Enter> | If the word is not valid, the ‘Start Game’ button stays as (state = DISABLED). Entry box resets, and user will be prompted until they put in a valid word.  If the word is valid, the ‘Start Game’ button will change to (state = ACTIVE) and will activate. |  |  |
| 3 | Click ‘Start Game’ button after it is activated | Game GUI window appears with  Image: ‘gallow.gif’  Title: ‘Playing: Hangman’  Labels: underscores corresponding with number of letters in the word  Entry box for input character |  |  |
| 4 | Go to insert character box, and enter valid character and press <Enter> (valid character constitutes a one alphabetical character, all others are rejected. Invalid inputs do not constitute a reduction of points). | If character is valid: -Underscore representation of word updates to include the valid character for each valid input.  If invalid character:  -Image updates according to the number of invalid inputs.  -Invalid input is added to list of invalid inputs below the insert character box. |  |  |
| 5 | Label Player guesses the entire word correctly without hitting the error limit, resulting in a win | If the player wins the game: ‘Congratulations!’ (yes/no) message box appears with:  Text: ‘Hooray, you’ve won Hangman!’  Buttons: ‘Yes’, restarts the game and resets all of the instances used in the game  ‘No, exits the entire program |  |  |
| 6 | Player hits the error limit before guessing the entire word, resulting in a loss | If the player loses the game: ‘Oh no!!’ (yes/no) messagebox appears with:  Text: ‘Sorry, you lose!’  Buttons: ‘Yes’, restarts the game and resets all of the instances used in the game  ‘No, exits the entire program |  |  |

\* After each step, if the expected results are observed then the box to the right is checked (procedure Passes).

If the expected results are not observed, then an Action Item is written up, the number of this Action Item is placed in the box, and the procedure does not pass until the Action Item is resolved.