**OOP Solutions Ltd.**

Triggered Event Test Log

Client: **Contoso College**

Name of Form: Main Window Tested by: Chris Date:

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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Control | User interaction | Expected Result | Actual Result | Comments |
| (Button) “Button\_Start”  (Exit) “Button\_Exit | **Button click**  **Button click** | **Loads the GamePage window**  **Exits application** | **As expected**  **As expected** | None  None |

Name of Form: GamePage Tested by: Chris Date:

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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Control | User interaction | Expected Result | Actual Result | Comments |
| (Button) “Button\_LoadLevel”  (Button) “Button\_Back”  (Button) “Button\_Restart”  (Key “W”) “Up”  (Key “S”) “Down”  (Key “A”) “Left”  (Key “D”) “Right” | **Button click**  **Button click**  **Button click**  **Keypress**  **Keypress**  **Keypress**  **Keypress** | **Displays a prompt to user to select a level they want to load**  **Takes user back to the mainwindow**  **Reloads the level player is currently on**  **Player sprite moves up a tile**  **Player sprites moves down a tile**  **Player sprite moves to left tile**  **Player sprite moves to right tile** | **As expected**  **As Expected**  **As Expected**  **As expected**  **As expected**  **As expected**  **As expected** |  |