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| Description | Reason | Status | Date | Outcome |
| Clickable buttons? | Make sure you can play the game with buttons and that the graphics match the buttons | False  True | 18/11/2016  6/12/2016 | Buttons are all clickable, I tested the button functionality and if they actually ran the code. I also tested the hit box and they did indeed line up with the graphical border |
| Gameplay outcomes? | To allow for the user to win lose and tie which all are core functionality to the game blackjack | False  True | 6/12/2016  6/12/2016 | The game detects if the user and is greater than the dealer, the user wins. If the dealer has the bigger hand the dealer wins and if they have the same they tie. I also allow it so if either side busts, the opposing side wins. |
| Bet outcomes work? | Make sure the game's outcome accurately matches the bet outcome | False  True | 6/12/2016  6/12/2016 | I tested that if you tie you do indeed not change in user funds, that if you win you do indeed gains funds accordingly to bet and that you lose funds if you lose the bet according to the game outcome |
| Does it bust at 21? | Make sures a core mechanic for blackjack work | False  True | 18/11/2016  12/6/2016 | I tested and saw that after 21, the user and dealer would “bust” and would make it so you can’t hit or stand anymore and instantly forfeits the game. |
| Repeatable gameplay? | To make sure that after one play of blackjack that you can play again if user funds are still above minimum needed to bet | False  True | 18/11/2016  12/6/2016 | I created a button after finishing a blackjack game that would allow for you to return to bet screen, bet again and play again. It returned with adding new funds to the user’s funds with variables resetting allow for new cards and game to be played. |
| Does dealer stop hitting at 17? | To make sure that the dealer stops at 17 as if it didn’t the user would always win if the user didn’t bust himself as the dealer would hit until bust | False  True | 12/6/2016  12/6/2016 | I checked a run multiple simulations and checked logicly of the code to stop dealing and found that it did indeed stop dealing at 17 as if it was at or over, it wouldn’t hit again. |
| Can you quit? | To make sure that the quit functionality actually works and that the user can quit the application | False  True | 18/11/2016  12/6/2016 | I run simulations and saw that after clicking the quit button that it indeed stopped application |
| If you drag mouse after click? | To make sure that if the user clicks but drags the mouse outside of graphic, that it won’t click. | False  True | 12/07/2016  12/07/2016 | I does indeed work where you have to let go over the button for it to run |
| Aces work? | To make sure that the ace value is turned into 1 if the hand is over 21. | False  True | 12/07/2016  12/07/2016 | I had a problem where the if the dealer and the user pulled an ace, the user would minus 10. I fixed this by making the aces for the user and dealer separate and ran tests finding that it does indeed work properly. |
| Hit and stand functions? | To make sure you can receive more cards when asked to and stand and deal to dealer when asked | False  True | 12/07/2016  12/07/2016 | I ran hit and stand multiple times and it does indeed work properly. Hitting adds a user card, stand reveals dealer's cards and hits the dealer |
| Does it still run after moving screen | To make sure if the user was to move the screen ingame that the game will still run | False  True | 12/07/2016  12/07/2016 | I moved the screen on every screen and found that the game would still paint the graphics. I made my code repaint. |