Test plan for Hangman v1.0.0

Test Case Definitions and Test Cases:

1. Check if app can be executed (PASS condition – application launches without any errors)
   1. Command line Execution
2. Check if all game modes can be launched (PASS condition – selected game mode launches)
   1. “word” input
   2. “proverb” input
   3. “WORD” input
   4. “PROVERB” input
3. Negative scenario for game modes – check if there are no exceptions while entering not existing mode (PASS condition – information about wrong selected mode is displayed, user is asked to type proper mode)
   1. Empty input
   2. “wo” input
   3. “rd” input
   4. “ “ input
   5. “\*” input
4. Check if letter guess is not case sensitive (PASS condition – both uppercase and lowercase letters are accepted)
   1. Uppercase letter
   2. Lowercase letter
5. Negative scenario for letter guess – check if other characters than letters are not accepted by system (PASS condition – information about wrong input)
   1. “1” input (number check)
   2. “\*” input (special character check)
   3. “aa” input (more than one letter check)
6. ff