**Main Menu:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| RUN | NUM | TEST | EXPECTED RESULT | ACTUAL RESULT | CORRECT | INCORRECT |
|  | 1 | Run the Game of Games, | Display Main Menu |  |  |  |
|  | 2 | Select a game from the main menu. **Input:** Integer value associated with game user wants to play. | Start selected game |  |  |  |
|  | 3 | User quits | Program shows final scoreboard and terminates the program. |  |  |  |

**Look for the Thimble:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| RUN | NUM | TEST | EXPECTED RESULT | ACTUAL RESULT | CORRECT | INCORRECT |
|  | 1 | Find The Thimble starts by prompting the user to select how many rounds they would like to play best out of.  **Input:** An odd integer value | Indicate valid input, and start the Find The Thimble game. |  |  |  |
|  | 2 | User guesses which hand the thimble is in.  **Input: 1 or 2, 1 for right, 2 for left.** | Compare user pick with which hand the computer placed the thimble in. Display result. |  |  |  |
|  | 3 | After **Find The Thimble** ends, display game winner. | Displays final game result. |  |  |  |
|  | 4 | User selects whether to play again, play a different game, or terminate the program.  **Input:** 1, 2, or 3. | Program correctly reacts to the user’s input. |  |  |  |

**Guess The Number:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| RUN | NUM | TEST | EXPECTED RESULT | ACTUAL RESULT | CORRECT | INCORRECT |
|  | 1 | Guess The Number starts and displays the game instructions. | Display game instructions. |  |  |  |
|  | 2 | User specifies the minimum and maximum range of numbers in which the randomly selected integer is going to be picked from  **Input: two integers, the second integer being bigger than the first** | Generate a random value between the two inputted values. |  |  |  |
|  | 3 | User specifies maximum number of guesses. The number inputted cannot exceed more than half the values within the specified range.  **Input value: Integer value.** | Sets the number of allowed guesses. |  |  |  |
|  | 4 | User guesses numbers, and a winner is determined. | Display winner. |  |  |  |
|  | 5 | User selects whether to play again, play a different game, or terminate the program.  Input: 1, 2, or 3. | Program reacts based on user choice. |  |  |  |

**Even & Odd:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| RUN | NUM | TEST | EXPECTED RESULT | ACTUAL RESULT | CORRECT | INCORRECT |
|  | 1 | Even and Odd starts, prompting the user to select the number of rounds to play best out of.  **Input: *an odd integer value*** | User enters an odd number and continues with the game. |  |  |  |
|  | 2 | Prompts the user to pick whether they would like to be Even or Odd. This determines who wins.  **Input: Even or Odd.** | User is assigned even or odd. |  |  |  |
|  | 3 | Prompts the user to enter a value between 1 and 5 to calculate winner of the round.  **Input value: Integer value in the range [1,5].** | Takes in user input. |  |  |  |
|  | 4 | Program generates a random number within [1,5] and sums it up with the user specified value. | Display round winner. |  |  |  |
|  | 5 | User selects whether to play again, play a different game, or terminate the program.  Input: 1, 2, or 3. | Program reacts based on user choice. |  |  |  |

**Find The Red Thread:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| RUN | NUM | TEST | EXPECTED RESULT | ACTUAL RESULT | CORRECT | INCORRECT |
|  | 1 | Find the Red Thread starts and prompts the user to specify the number of spools to be picked for each turn.  **Input: Integer value** | User enters a valid integer value to specify the length of each turn. |  |  |  |
|  | 2 | Program picks the number of spools specified in (1), and determines whether the user wins or their turn ends. | Determine winner if possible. |  |  |  |
|  | 3 | Program generates the computer’s turn. | Display winner if possible. |  |  |  |
|  | 4 | After a winner is decided, display the winner. | Display winner. |  |  |  |
|  | 5 | User selects whether to play again, play a different game, or terminate the program.  Input: 1, 2, or 3. | Program reacts based on user choice. |  |  |  |

**Coin Toss:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| RUN | NUM | TEST | EXPECTED RESULT | ACTUAL RESULT | CORRECT | INCORRECT |
|  | 1 | Coin Toss starts and prompts the user to specify the number of rounds to be played.  **Input: an odd integer value** | User a valid number of rounds to play out of. |  |  |  |
|  | 2 | User specifies whether they want to be heads or tails.  **Input: 1 for heads, 2 for tails.** | Specify user’s pick. |  |  |  |
|  | 3 | User specifies maximum number of guesses. The number inputted cannot exceed more than half the values within the specified range.  **Input value: Integer value.** | Sets the number of allowed guesses. |  |  |  |
|  | 4 | Program flips a fair coin, and determines winner based on user’s pick. | Display winner. |  |  |  |
|  | 5 | Display final winner | Display game winner. |  |  |  |
|  | 6 | User selects whether to play again, play a different game, or terminate the program.  Input: 1, 2, or 3. | Program reacts based on user choice. |  |  |  |