**Testing Analysis**

Level 1:

|  |  |  |  |
| --- | --- | --- | --- |
| Operation | Test 1 | Test 2 | Test 3 |
| The number of animals that can be hunted by a weapon is in the range of two to four. | ✓(3-4) | ✓(3-4) | ✓(3-4) |
| The number of weapons that can be used to hunt an animal is two to four | ✓(3-4) | ✓(3-4) | ✓(3-4) |
| Weapons used to hunt an animal must be removed from the display grid, along with the ‘animal’ column. | ✓ | ✓ | ✓ |
| Once the weapon is used, it should not be used again. Error message should be displayed. | ✓ | ✓ | ✓ |
| Select a weapon/animal that does not exist | ✓ | ✓ | ✓ |
| Verify the result of the game (win or lose) | ✓(lose) | ✓(win) | ✓(win) |
| The grid should be accurately formatted | ✓ | ✓ | ✓ |

Level 2:

|  |  |  |  |
| --- | --- | --- | --- |
| Operation | Test 1 | Test 2 | Test 3 |
| The number of animals that can be hunted by a weapon is in the range of two to three. | ✓(2-3) | ✓(2-3) | ✓(2-3) |
| The number of weapons that can be used to hunt an animal is two to three | ✓(2-3) | ✓(2-3) | ✓(2-3) |
| Weapons used to hunt an animal must be removed from the display grid, along with the ‘animal’ column. | ✓ | ✓ | ✓ |
| Once the weapon is used, it should not be used again. Error message should be displayed. | ✓ | ✓ | ✓ |
| Select a weapon/animal that does not exist | ✓ | ✓ | ✓ |
| Verify the result of the game (win or lose) | ✓(win) | ✓(lose) | ✓(lose) |
| The grid should be accurately formatted | ✓ | ✓ | ✓ |

Level 3:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Operation | Test 1 | Test 2 | Test 3 | Test 4 |
| The number of animals that can be hunted by a weapon is in the range of two to three. | ✓(2-3) | ✓(2-3) | ✓(2-3) | ✓(2-3) |
| The number of weapons that can be used to hunt an animal is two to three | ✓(2-3) | ✓(2-3) | ✓(2-3) | ✓(2-3) |
| Weapons used to hunt an animal should NOT be removed from the display grid. However, the animal column should be empty | ✓ | ✓ | ✓ | ✓ |
| If the same weapon is selected more than twice, player will lose the game. | - | - | ✓ | - |
| Elapsed time (total time spent) should be displayed at the end of the game in this level. | ✓ | ✓ | ✓ | ✓ |
| “King of the Jungle” message to be displayed only if the game finishes within 60 seconds. | - | ✓ | - | - |
| Select a weapon/animal that does not exist | ✓ | ✓ | ✓ | ✓ |
| Verify the result of the game (win or lose) | ✓(lose) | ✓(win) | ✓(lose) | ✓(win) |
| The grid should be accurately formatted | ✓ | ✓ | ✓ | ✓ |

**Notes:**

For Level 1, I never got a range of 2 (for both weapons and animals)

For Level 2, if there is only one weapon left for two different animals, should the program determine that user has lost already? I had a situation where I had to keep playing (shown below in the screen shot)

For All Levels, after *hunt* it turns out that we can write *[animal] [weapon]* in one line instead of inputting them in two steps (I am not sure if it’s a problem)

