

| Test no. | Feature      | Test Type   | Expected Outcome  | Test Steps  | Actual Outcome |
|----------|--------------|---|---|---|----------------|
| 1        | Kahoot!Music | Manual: Testing if soundtrack commences after pressing key to begin.        | Sountrack plays and continuously loops until terminated | 1. Key to begin. 2. Wait for soundtrack to play full length. 3. Wait for loop. 4. Terminate | TRUE           |
| 2        | shared       | Manual: Testing if user scores are accurately calculated                    | All correct answers =+ 1                                | 1. Answer correctly 2. If score = 10/10 3. Answer incorrectly 4. If score <10               | TRUE           |
| 3        | Timeout      | Manual: Testing Timeout gem loops until all questions complete              | Loops until all questions complete then terminates      | 1. Commence game 2. Wait till all questions terminate 3. If true- terminate game            | TRUE           |
| 4        | answer       | Manual: Testing if blank answers = nil and do not contribute to final score | All blank answers = nil, do not contribute to score     | 1. Commence game 2. Wait till all questions terminate 3. If score = 0/10                    | TRUE           |