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**Goal**: To check whether values from the XML game script are being correctly loaded in to the model

(updated on 04/29/2013)

1. Backdrop

-No , the backdrop is not correctly loaded in to the model

1. Location of Button1

-no

1. Color of Button 1

-no

1. Label of Button1

-no

1. Location of Information Box

-no

1. Color of information Box

-no

1. Text of the Information Box

-no

1. Location of Button2

-no

1. Color of the Button2

-no

1. Label of Button2

-no

1. Change the initial point value to -500

-yes. Working correctly

1. Change the initial point value to 0

-yes , working correctly

1. Change the added points to -100

-yes , working correctly

14) Change the added points to 100

-yes , working correctly

1. Change the font style of Button1 from Aerial to Sanserif

-No

1. Change the font style of InformationBox1 from Aerial to Sanserif

-No

1. Change the font style of Button2 from Aerial to Sanserif

-No

1. Change the text size of Button1 from 12 to 22

-No

1. Change the text Size of InformationBox1 from 12 to 33

-No

1. Change the text size of Button2 from 12 to 18

-No