**Test Case**

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| Test Case | Description | Pass/Not Pass |
| 1 | 1. Test: ALL the islands are at the right place, the ship is in the Pirates’ Island and the button appears at the right place to let users choose which island to go. |  |
| 2 | 1. Activity: Choose A   Test: The ship goes to Shipwreck Bay.   1. Activity: Choose A   Test: The ship goes to Musket Hill.   1. Activity: Choose B   Test: The ship goes to Mutineer’s Island.   1. Activity: Choose A   Test: The ship goes to Smugglers’ Cove   1. Activity: Choose B   Test: The ship goes to Treasure Island and the button disappears. |  |
| 3 | 1. Activity: Choose B   Test: The ship goes to Musket Hill.   1. Activity: Choose A   Test: The ship goes back to Pirates’ Island. |  |
| 4 | 1. Activity: Choose B   Test: The ship goes to Musket Hill.   1. Activity: Choose B   Test: The ship goes to Mutineer’s Island.   1. Activity: Choose B   Test: The ship goes to Dead Man’s Island.   1. Activity: Choose B   Test: The ship goes to Shipwreck Bay.   1. Activity: Choose B   Test: The ship goes to Dead Man’s Island.   1. Activity: Choose A   Test: The ship goes to Musket Hill. |  |
| 5 | 1. Activity: Choose B   Test: The ship goes to Musket Hill.   1. Activity: Choose B   Test: The ship goes to Mutineer’s Island.   1. Activity: Choose A   Test: The ship goes to Smugglers’ Cove.   1. Activity: Choose A   Test: The ship goes back to Pirates’ Island. |  |
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