Error Log				
Description of Test Done	Result Expected	Result	Pass	Fail
Splash Screen				
Testing to see if user is able to use to back button to go to the splash screen.	User should NOT be able to do this. Screen should display an	As Expected	X	
Screen displays correct information	image view of the correct picture and a text view below.	As Expected	X	
Main Menu Screen				
Main Menu displays all the correct infomation and buttons	Screen should display three buttons, an info button, and two text views.	As Expected	Х	
Screen four buttons work correctly.	Each button should take the user to the next expected activity.	As Expected	Х	
Touching multiple buttons.	Should no cause a crash and should registar one button.	As Expected	X	
When pressing back from another screen, Main Menu works as expected	If user presses back button from another screen, main menu works correctly.	As Expected	X	
Only when button is pressed does the screen change.	If area that is not a button is pressed, nothing should happen.	As Expected	Х	
One Image Input Screen				
EditText field works as expected.	Should allow for only one character from a-zA-Z0-9 and space to be inputed into the field.	As Expected	X	
EditText field does not blow up if more than character are entered regardless of it showing	If user just presses random buttons inside of the EditText field than the editText should only accept the first			
up inside of the field.	character.	As Expected	X	
Page display	Page displaysn as expected from the xml. Enter button should then	As Expected	X	
Enter Button	take the user to the next activity showing the appropriate character.	As Expected	X	

	Enter Button should only			
Enter Button takes only	take the first character			
the first character.	and display it.	As Expected	X	
		-		
	The screen should			
When pressing back from	display all the text as			
another activity	expected	As Expected	X	
Two Image Input Screen				
	Should allow for only			
	one character from a-zA-			
EditText fields work as	Z0-9 and space to be			
expected.	inputed into the fields.	As Expected	X	
expected.	If user just presses	As Expected	Λ	
EditText fields does not	random buttons inside of			
blow up if more than	the EditText field than			
_				
character are entered	the editText fields			
regardless of it showing	should only accept the	7 - 1		
up inside of the fields.	first character.	As Expected	X	
Dogo dianles	Page displays as	A G. Errer and a d	V	
Page display	expected from the xml.	As Expected	X	
	Enter button should then			
	take the user to the			
	next activity showing			
	the appropriate			
Enter Button	characters.	As Expected	X	
Enter Button takes only	Enter Button should only			
the first character in	take the first character			
both fields.	and display it.	As Expected	X	
	The screen should			
When pressing back from	display all the text as			
When pressing back from another activity		As Expected	X	
	display all the text as	As Expected	X	
another activity	display all the text as	As Expected	X	
	display all the text as	As Expected	X	
another activity	display all the text as	As Expected	X	
another activity	display all the text as expected	As Expected	х	
another activity	display all the text as expected The display should	As Expected	X	
another activity Button Images Screen	display all the text as expected The display should display on the screen as		X	
another activity	display all the text as expected The display should display on the screen as expected.	As Expected As Expected		
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Button Images Screen Display of layout	display all the text as expected The display should display on the screen as expected. Each button should display the appropriate picutre Doing this shouldn't	As Expected	Х	
Button Images Screen Display of layout Buttons Working Correctly	display all the text as expected The display should display on the screen as expected. Each button should display the appropriate picutre Doing this shouldn't break the application,	As Expected	Х	
Button Images Screen Display of layout	display all the text as expected The display should display on the screen as expected. Each button should display the appropriate picutre Doing this shouldn't break the application, only one button press	As Expected As Expected	Х	
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