| **Test numb** | **Description of test** | **Test data** | **Expected result** | **Actual result** | **Pass/**  **Fail** |
| --- | --- | --- | --- | --- | --- |
| 1 | Are invalid records correctly identified, written to the error log and excluded from the playerData list? | playerScores.txt | These records should be excluded and written to error log:  Kev,0,20  Jade,33,5  Fish,6,5  Moon,21,18  Ellie,4,-5  Runner,5,98  Mo,44,16  Starplayer,14,5  Mo,5,21  These records should be stored in playerData:  Starplayer,1,19  Ben,1,20  Cris,1,19  Runner,4,19  Cris,2,15  Heart,5,16  Cris,3,16  Kitty,1,19  Jade,4,20  Moon,5,9  Gem,3,13  Mo,1,19  Kev,2,18  Moon,3,19  Kitty,2,17  Ant,4,5  Moon,1,5  Sword,1,10  Runner,1,0  Ant,1,10  Kitty,4,20  Crazy-horse,1,15  Crazy-horse,2,18  Heart,2,19  Ellie,3,10  Crazy-horse,3,9  Kitty,3,19  Mo,2,17  Starplayer,2,5  Ellie,5,11  Crazy-horse,4,17  Sword,2,20  Ant,3,16  Heart,1,15  Cris,5,17  Heart,3,17  Sword,3,6  Mo,3,18  Kitty,5,18  Heart,4,20  Starplayer,3,12  Cris,4,13  Fish,1,18  Ben,2,15  Starplayer,5,14  Ben,3,18  Runner,3,18  Ben,5,16 | As expected. | Pass |
| 2 | Are the menu options displayed correctly? | N/A | Scoreboard options should be displayed, i.e.  \_\_\_\_\_\_\_\_\_Scoreboard\_\_\_\_\_\_\_\_\_  Option A Scores for a player  Option B Highest scorer for each level  Option C Highest scorer in the game  Enter Q to quit the scoreboard  Please enter an option (A, B, C or Q): | As expected. | Pass |
| 3 | Can all 3 options plus ‘Q’ to quit be selected? | z  1 | Rejected. | As expected. | Pass |
| a  A  b  B  c  C  q  Q | Accepted. And correct option procedure runs. | As expected. | Pass |
| 4 | Option A: Is there a prompt to enter the name of the player? | N/A | Message ‘Enter player name:’ should be displayed when Option A is selected. | As expected. | Pass |
| 5 | Option A: Are names not in list of registered players rejected? (Names of registered players taken from data in Appendix A of brief.) And are the correct scores for registered players displayed? | Joe Bloggs  Brian | Message ‘Invalid player name’ should be displayed. | As expected. | Pass |
| Ben  Cris | The correct level scores for a valid player name should be displayed, e.g. if Cris is selected:  The level scores for Cris are:  Game level Score  Level 1 19  Level 2 15  Level 3 16  Level 4 13  Level 5 17 | As expected. | Pass |
| 6 | Option A: If there is no record for a player for a level, is a score of 0 displayed? | Ben (no score for Level 4) | The level scores for Ben are:  Game level Score  Level 1 20  Level 2 15  Level 3 18  Level 4 0  Level 5 16 | As expected. | Pass |
| 7 | Option B: Are the players with the highest scores displayed in the correct format? | N/A | The highest scorers for each level are:  Level Player name Score  Level 1 Ben 20  Level 2 Sword 20  Level 3 Kitty 19  Level 3 Moon 19  Level 4 Heart 20  Level 4 Jade 20  Level 4 Kitty 20  Level 5 Kitty 18 | As expected, but I had to alter the format to get the results to display correctly. | Pass |
| 8 | Option C: Is the highest scorer found and displayed in the correct format? | I created a new version of playerScores by adding SuperGran (with scores of 1,19, 2,18, 3,18, 4,19 and  5,19) so that more than one player would achieve the score of 93. | The highest scorer in the game is  Kitty  SuperGran  With a score of 93 | As expected, but I changed how the result was displayed to allow for more than one player achieving the highest score. | Pass |
| 9 | Does the program run with any number of records in the playersScores.txt file? | playerScores3.txt which has 9 additional records. | Error log should include the record Bert,5,21.  Results for Bert and SuperGran should display correctly in Option A. | As expected. |  |
| 10 | Does the program end when ‘Q’ is selected from the menu. | N/A | Should display ‘Goodbye’ and the program should end. | As expected. | Pass |