Unit Test Plan and Result

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| Project name: | GameSnipe | | |
| Module (e.g., class) name: | Game.cs | | |
| Designed by: | Michal Drahorat and Brody Gartner | Design date: | October 6, 2017 |
| Executed by: |  | Execution date: |  |

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| Test  case # | Title | Test data (and steps) | Expected Result | Actual Result | Success  (Y/N) |
| 1 | AddGame |  | Game successfully added |  |  |
| 2 | EditGame |  | Game successfully updated |  |  |
| 3 | DeleteGame |  | Game successfully removed |  |  |
| 4 | AddInvalidGame |  | Game rejected |  |  |
| 5 | AddEvent |  | Event successfully Added |  |  |
| 6 | EditEvent |  | Event successfully updated |  |  |
| 7 | DeleteEvent |  | Event successfully deleted |  |  |
| 8 | AddInvalidEvent |  | Event Rejected |  |  |
| 9 | ProduceReports |  | Reports Produced |  |  |
| 10 | ProduceInvalidReport |  | Reports can’t be produced |  |  |

Unit Test Plan and Result

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| Project name: | GameSnipe | | |
| Module (e.g., class) name: | Review.cs | | |
| Designed by: | Michal Drahorat | Design date: | October 6, 2017 |
| Executed by: |  | Execution date: |  |

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| Test  case # | Title | Test data (and steps) | Expected Result | Actual Result | Success  (Y/N) |
| 1 | AddEvent |  | Event successfully added |  |  |
| 2 | DeleteEvent |  | Event successfully updated |  |  |
| 3 | EditEvent |  | Event successfully removed |  |  |
| 4 | AddInvalidEvent |  | Event rejected |  |  |