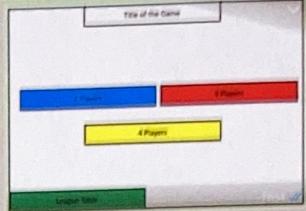


Hi Anishtan. 17:34

What do you think of the following design and colour scheme for the main menu screen of the game 17:34



Anishtan 17:38

The main menu is good but it could be even better if you had a themed background to the menu screen

Ok thank give me a minute to test out a background and let me know what you think 17:38

Anishtan 17:39

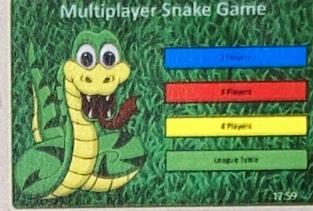
Maybe something like an animation of a snake in the background to make it look more appealing

Also maybe format the text so it is in a single list down the page as it may look neater 17:40

ok thanks 17:40

This is the first feedback that Anishtan gave me. I kept discussing with him and made further improvements:

TODAY



Anishtan 18:00

I think this looks a lot more colourful and attractive now

Maybe use a fancier font to add more aesthetic 18:00

Or maybe change the shape of the buttons to make them less boxy 18:01

Sorry that took me a while 18:21



I have changedd the boxes slightly to make them look less rectangular 18:21

Please let me know if there are any more changes that need to be made 18:22

After the first improved design, Anishtan said the boxes should be changed slightly. So, I removed the black border from the boxes and added a 3d border and sent him another design. To this, he said that the title should stand out more, so I made it so:

Test Plan:

In this table, I will demonstrate the different inputs that could be used in my program. The inputs will then have the potential outputs that should be the outcome of the project. This table will then be used once the product is completed. It will allow me to ensure that the user and stakeholder requirements are met:

Test Number	Description	Inputs	Expected Outputs
1	Choosing the number of players <i>Success Criteria 1</i>	Clicking 2/3/4 Player button	Displays a screen with 2/3/4 spaces to enter name, 2/3/4 spaces to choose colours and key configurations
2	Displaying the league table <i>Success Criteria 10</i>	Clicking the league table button from the main menu screen	Views the names of the last 10 winners of the game and the appropriate information about them
3	Testing the colour <i>Success Criteria 4</i>	Chosen colour from the player selection screen	The colour chosen is then displayed in the game for each players' snake
4	Testing the Key Configuration <i>Success Criteria 3</i>	Chosen key configuration from the player selection screen E.g. W ← A ↑ S ↓ D →	Each directional key to control the snakes should be set from the choice made by each individual player
5	Testing the names of players <i>Success Criteria 2</i>	Chosen name from the player selection screen	When a player dies – their name should appear at the top of the screen. Or at the end of the game, the players' name should be displayed in the final message displayed.
6	Testing the boundaries of the game <i>Success Criteria 5</i>	Controlling snake into one of the edges of the game	The snake should 'die', should no longer be able to move and should no longer have a head (to demonstrate they are dead)
7	Testing the recorded time of each player	Snake controlled during game and game is played	The program will display the time that the last 3 players lasted within the game.