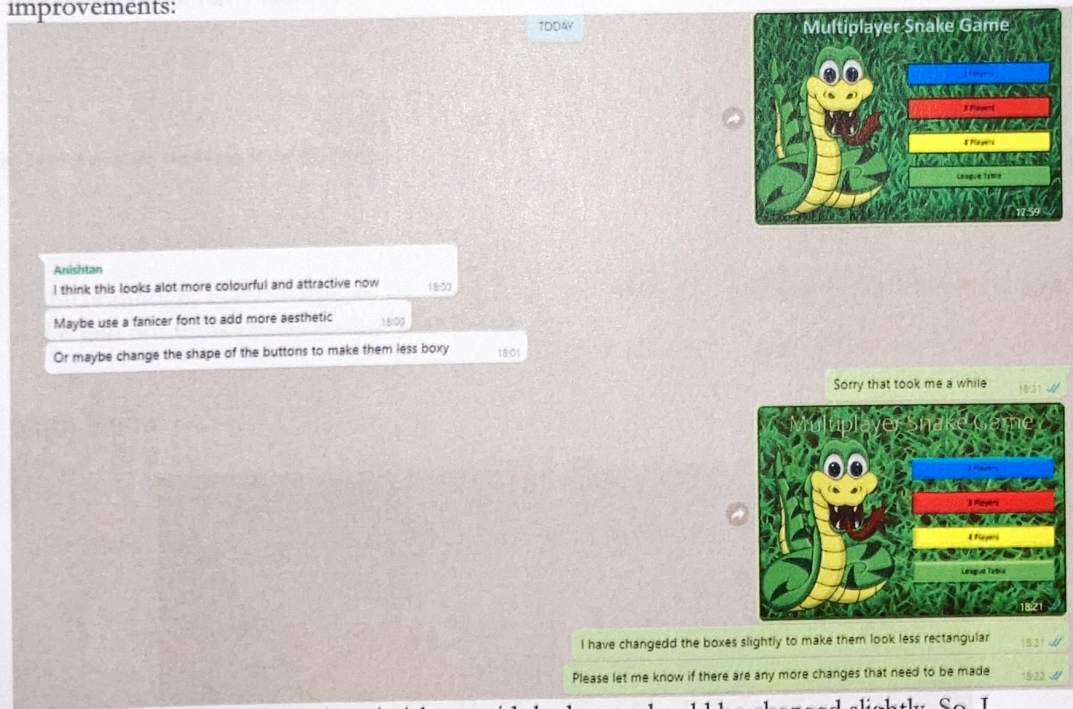


This is the first feedback that Anishtan gave me. I kept discussing with him and made further improvements:



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.