Test Report Template

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| Student | Nick Leslie | Date | 25/04/2019 |
| Program | Guessing Game | Program # | 4 |
| Instructor | Amit / Luofeng | Language | JavaScript |

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| Test Name/Number | Test 1 |
| Test Objective | Buttons tryLower, tryHigher, correct should appear if currentStatement is a string of any length |
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| Test Description | currentStatement = “This is a message” |
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| Test Conditions | gameNum = 3 |
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| Expected Results | Buttons tryLower, tryHigher, correct to appear |
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| Actual Results | Pass |
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| Test Name/Number | Test 2 |
| Test Objective | Start button should appear without currentStatement |
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| Test Description |  |
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| Test Conditions | gameNum = 3 |
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| Expected Results | Button.start to exist |
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| Actual Results | Pass |
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| Test Name/Number | Test 3 |
| Test Objective | Start button to exist, and no exist once it is clicked |
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| Test Description | Game: [new GameThree(null, 1)], currentStatement: ‘’ |
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| Test Conditions | gameNum = 1 |
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| Expected Results | Button.start to exist, and no longer exist once clicked |
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| Actual Results | Pass |
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| Test Name/Number | Test 4 |
| Test Objective | To see if Game three is added |
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| Test Description | game: [  new GameOne(null, 1),  new GameTwo(null, 2),  new GameThree(null, 3)  ] |
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| Test Conditions |  |
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| Expected Results | Three GameComponents to be loaded |
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| Actual Results | Pass |
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