Team JSEN - Julia, Szymon, Eddy, & Ny

Test Scenarios

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**Test scenario**

Motive: Client wants to be able to play a mystery game for entertainment.

End Result: Client successfully reaches the conclusion of the plot of the story.

State of project at the beginning of scenario: Client hears initial prompt.

Display status during the task performance: Client is able to successfully move to the next step or phase of the story.