Document for Activities 3 and 4

Test Plan

Language Used: Python

Test Number	Purpose of Test	Test Data	Expected Result	Actual Result	Comments
1	Data Validity for playerID	abc	Output of invalid input detected		
2	Data Validity for playerID	123	Program will continue onto next step as normal		
3	Extreme entry for playtime	100	Output of invalid input detected		
4	Looping for playtime and score	Input of time and score for amount in playcount	Program will cycle through asking for playtime and score		
5	Mean time calculation	All times in time list	Program will add up all times and divide them by playcount		
6	Playcount range check	Inputting 4 (outside of expected range)	Program will loop back and ask for a valid input		
7	Time rounding	Inputting 12.3 to see if program rounds correctly	Program will round number to closest non decimal		
8	Top score calculation	All scores in scores list	Program will order scores list from highest to lowest and pick data at position 0		

9	Saving to unique file	All player data	Program will use playerid to make a unique text file that their game statistics will be appended to		
10					
11					
12					
13					
14					
15					