

## Feature Test Plan

Feature	Explanation	Expected Outcome	Actual Outcome	Roadblocks
<b>Welcome screen</b>	<b>Welcome</b> message to be displayed	<ol style="list-style-type: none"> <li>1. Load tty-box</li> <li>2. Load tty-font</li> <li>3. Load lolize colours</li> <li>4. Displays "Welcome to the KELLY POOL NO. Generator, please any key to continue"</li> </ol>	Displays correctly	none
<b>Welcome screen</b>	<b>Required input</b> by end user to proceed	<ol style="list-style-type: none"> <li>1. User enters input and returns</li> <li>2. Screen loads to menu</li> </ol>	Functions correctly	None
<b>Menu</b>	<b>Menu</b> options to display	<ol style="list-style-type: none"> <li>1. Display "What would you like to do?"</li> <li>2. Load menu with table and 3 options: <ul style="list-style-type: none"> <li>- New game</li> <li>- Help</li> <li>- Exit</li> </ul> </li> </ol>	Displays correctly	None
<b>Menu option 1</b>	<b>Menu function 1.</b> New Game <b>input</b>	<ol style="list-style-type: none"> <li>1. User inputs '1' and returns</li> <li>2. Loads new question</li> </ol>	Functions correctly	None
<b>Players</b>	<b>Display question</b> for user to input	<ol style="list-style-type: none"> <li>1. Displays 'How many players?'</li> </ol>	Displays correctly	None
<b>Players</b>	User <b>inputs &lt; 3</b> and returns error	<ol style="list-style-type: none"> <li>1. User inputs a number lower than 3</li> <li>2. User receives error and to try again</li> <li>3. Displays 'How many players'</li> </ol>	Functions correctly	None

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<b>Players</b>	User <b>inputs</b> <7 and returns error	<ol style="list-style-type: none"> <li>1. User inputs a number higher than 7</li> <li>2. User receives error and to try again</li> <li>3. Displays 'How many players'</li> </ol>	Functions correctly	None
<b>Players</b>	User <b>inputs</b> >2 =<7 and moves to ball numbers	<ol style="list-style-type: none"> <li>1. User inputs a number higher than 2 and equal or less to 7</li> <li>2. User moves onto ball numbers</li> </ol>	Functions correctly	None
<b>Ball Number</b>	<b>Displays</b> message	<ol style="list-style-type: none"> <li>1. Displays 'Are all players ready?'</li> </ol>	Displays correctly	None
<b>Ball Number</b>	End user <b>inputs</b>	<ol style="list-style-type: none"> <li>1. User is ready</li> <li>2. Displays '[NAME], Press ENTER to see your ball'</li> </ol>	Functions correctly	None
<b>Ball Number</b>	End user <b>inputs</b>	<ol style="list-style-type: none"> <li>1. User submits ENTER</li> <li>2. Ball is shown</li> <li>3. Displays "When ready, ENTER any key to hide your numbers"</li> </ol>	Functions correctly	None
<b>Ball Number</b>	End user <b>inputs</b>	<ol style="list-style-type: none"> <li>1. User submits ENTER</li> <li>2. Displays (next players name) '[NAME], Press ENTER to see your ball' * repeat for x times until condition is met</li> </ol>	Functions correctly	None
<b>Ball Number</b>	End user <b>inputs</b>	<ol style="list-style-type: none"> <li>1. Last player inputs in number and hides number by entering ENTER</li> </ol>	Functions correctly	None

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		<ol style="list-style-type: none"> <li>Displays "All players have received their ball number, you're now ready to play.". "Good Luck"</li> <li>Clears screen and displays "Press ENTER to return to the main menu"</li> </ol>		
<b>Ball Number</b>	End user <b>inputs</b>	<ol style="list-style-type: none"> <li>Input received</li> <li>Returns to main menu</li> </ol>	Functions correctly	None
<b>Menu option 2</b>	Menu function 2. <b>Help input</b>	<ol style="list-style-type: none"> <li>User inputs '2' and returns</li> <li>Loads a set of instructions</li> <li>User prompted to hit ENTER to return to menu</li> </ol>	Functions correctly	None
<b>Menu option 2</b>	Menu function 2. <b>Help input</b>	<ol style="list-style-type: none"> <li>Input received</li> <li>Return to main menu</li> </ol>	Functions correctly	
<b>Menu option 3</b>	Menu function 3. <b>Exit Game input</b>	<ol style="list-style-type: none"> <li>User inputs '3' and returns</li> <li></li> <li>Exits app</li> </ol>	Functions correctly	None