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| **Test No.** | **Purpose Of Test** | **Test Data** | **Expected Result** | **Actual Result** | **Date** |
| 1 | Program ends when hunger = 100 | Pet1.hungerstate | Program ends | Passed | 18/12/2012 |
| 2 | Program ends when boredom = 100 | Pet1.boredomstate | Program Ends | Passed | 18/12/2012 |
| 3 | Program ends when health = 0 | Pet1.healthstate | Program Ends | Passed | 18/12/2012 |
| 4 | Heal button | Pet1.healthstate | Adds 10 to health | Passed | 18/12/2012 |
| 5 | Feed button | Pet1.hungerstate | Subtracts 10 from hunger | Passed | 18/12/2012 |
| 6 | Play button 1 try – correct | Pet1.boredomstate | 15 subtracted from boredom | Passed | 19/12/2012 |
| 7 | Play button 2 tries – correct | Pet1.boredomstate | 10 subtracted from boredom | Passed | 19/12/2012 |
| 8 | Play button 3 tries - correct | Pet1.boredomstate | 5 subtracted from boredom | Passed | 19/12/2012 |
| 9 | Play button in correct after 3 tries | Pet1.boredomstate | No change to boredom | Passed | 19/12/2012 |
| 10 | Battle button - win the battle. | Pet1.hungerstate, Pet1.boredomstate, Pet1.healthstate | 20 added to health, 20 taken from boredom and hunger. | Passed | 19/12/2012 |
| 11 | Battle button - lose the battle. | Pet1.hungerstate, Pet1.boredomstate, Pet1.healthstate | 20 taken from health, 20 added to boredom and hunger. | Passed | 19/12/2012 |
| 12 | Health doesn’t go above 100 | Pet1.healthstate | Health label never goes over 100 | Passed | 19/12/2012 |
| 13 | Hunger doesn’t go below 0 | Pet1.hungerstate | Hunger label never goes below 0. | Passed | 19/12/2012 |
| 14 | Boredom doesn’t go below 0 | Pet1.boredomstate | Boredom label never goes below 0. | Passed | 19/12/2012 |
| 15 | Nicedog.jpg shown until stats change to health below 50, boredom over 50 or hunger over 50 | Pet1.hungerstate, Pet1.boredomstate, Pet1.healthstate | AngryDog.jpg shown. | Passed | 23/12/2012 |
| 16 | Computer pet wont battle after boredom goes over 100 | Autopet.boredomstate | Display message then return to form 1. | Passed | 23/12/2012 |
| **Test No.** | **Purpose Of Test** | **Test Data** | **Expected Result** | **Actual Result** | **Date** |
| 1 | Quit button works | Quit button | Program closes | Passed | 30/12/2012 |
| 2 | Quit and save button works | Quit and save button | Dialog box opens, saves file as .txt with all 3 stats of user controlled pet shown. | Passed | 30/12/2012 |