

Football Shootout Manual Testing

This spreadsheet features tests designed to verify the integrity of user inputs for the Football Shootout game.

Automated testing was performed on classes using 'rspec' in the application

The manual testing was performed by the developer

Test #	Test Name	Input	Expected Result	Actual Result	Status (Pass/Fail)	Comments
1	Create user team	name = Goats, players = prompt x 5	Playable user team created with 5 players	Playable user team created with 5 players	PASS	Correct team and player names were returned
2	Select opponent team	selection = The Rene Higuita Pepitas	Opponent team is correctly returned	Opponent team is correctly returned	PASS	
3	Toss a coin	selection = heads	A win	Coin toss won	PASS	Static variable set for testing purposes
4	Team score a goal	selection = true	Plus 1 to the user score	Plus 1 to the user score	PASS	Static variable set for testing purposes
5	Does not score a goal	selection = false	Score to remain the same	Score remained the same	PASS	Static variable set for testing purposes
6	Invoke extra time	user score = bot score	Extra time to commence	Extra time commenced	PASS	Static variables set for testing purposes