1. Testing Plan

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| Test | Input Values | Driver Functions | Expected results | Observed outcomes |
| Standard rules validation | Keep default strength for both players, Play 10 rounds with the human cycling through the available tools | Testing score keeping and that the different tool functions | Valid score should be kept and the tools should respond as laid out in the rules for the game |  |
| Input validation test | Input non-authorized variables to test input validation (non-text when text expected, text input for expected integer input) | Validate input validation | Error messages should prompt the user for correct input and not allow the program to proceed with invalid input |  |
| Human player test higher strength | Increase the strength of human tools to create unfair advantage over computer | Testing overload of the different tool constructor for other than default values | The increase in tool strength result in different wins than expected from using the standard rules for the game |  |
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