Test Case of GuessGame Application

# Introduction

This documentation describes various test cases of GuessGame, a number-guessing Java application.

# Regular Case

Respond with a set of **valid** higher or lower answers. The application shall guess the right number.

# Provide a Wrong Response

Respond with one wrong answer. That is respond higher when it shall be lower or lower when the answer shall be higher. The application shall display the following message.

“You must have given at least one wrong answer. This round of game ends here.”

# Finish the Game

Respond a “yes” if the application provides the right number. The application shall end the current game and start a new game.

# Exit the Application

When the application prompts the below ready message, type in “exit” to quit the application.

“Are you ready for the game?”