Acceptance Test Procedure

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| Step | Procedure | Expected Results | Actual Results | ✓ or AI\* |
| 1 | Run welcome\_GUI program | Gui Window appears with  title: Icy Storm  buttons: Start, Quit  label: time=local time |  | ✓ |
| 2 | Click Quit button | Quit the widow | Quit the widow | ✓ |
| 3 | Click Start button | Go to intro window | Go to intro class | ✓ |
| 4 | Click Tavern button | Go to Tavern window | Go to Tavern window | ✓ |
| 5 | Click Store button | Go to Store window | Go to Store window | ✓ |
| 6 | Click Gambler button | Go to Gambler window | Go to Gambler window | ✓ |
| 7 | Click Bartender button | Go to Bartender window | Go to Bartender window | ✓ |
| 8 | Click return to town button | Back to intro window | Back to intro window | ✓ |
| 9 | Click move button | Go to castle window | Go to castle window | ✓ |
| 10 | Click enter button | Go to inside of castle, library window | Go to inside of castle, library window | ✓ |
| 11 | Click west wing button | Shows message | Shows message | ✓ |
| 12 | Click west wing second floor button | Go to second floor window | Go to second floor window | ✓ |
| 13 | Click courtyard button | Go to courtyard window | Go to courtyard window | ✓ |
| 14 | Click east wing second floor button | Go to east wing second floor window | Go to east wing second floor window | ✓ |
| 15 | Click leave button | Go back to the castle window | Go back to the castle window | ✓ |
| 16 | Click greenhouse button | Go to greenhouse window | Go to greenhouse window | ✓ |
| 17 | Click outside button | Go to outside window and see a women Yuki | Go to outside window and see a women Yuki | ✓ |
| 18 | Click next button | Show the text message | Show the text message | ✓ |
| 19 | Click bag button | Show the text message | Show the text message | ✓ |
| 20 | Click the next button | Game end show the window which display the producer and how many endings you reached | Game end show the window which display the producer and how many endings you reached | ✓ |
| 21 | Click on X in right corner of window | Window is dismissed and program ends | Window is dismissed and program ends | ✓ |

\* After each step, if the expected results are observed then the box to the right is checked (procedure Passes).  
If the expected results are not observed, then an Action Item is written up, the number of this Action Item is placed in the box, and the procedure does not pass until the Action Item is resolved.