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| Number of tests | input | Expect | Actual outcome | Did it go well as expected? |
| **1** | Load | For the game to load up when opened | The SWF filed loaded up well without freezing | Yes it went well as the game loaded up well |
| **2** | Start button | Direct player straight to game | When the player clicks the button it directs them to the game immediately | Once it clicked it directed the player to the game – yes |
| **3** | Tutorial (how to play) button | Takes the player to the tutorial page where they learn how to play | When clicked the player is taken to the tutorial page | Yes, when the button is clicked the player is directed to the tutorial page |
| **4** | Back to menu button | Should direct the player back to the main menu when clicked | After being clicked it directs the player back to the start page | Once clicked it goes straight back to the main menu, so yes |
| **5** | Spaceship | When the player uses the arrow keys the space ship that is to be controlled should move either up, down, left or right | As the arrow keys are being pressed, the ship moves up, down, left or right as directed | Yes, using the arrow keys made the spaceship move as expected |
| **6** | Hit test | If the space ship hits either both answers a word should appear (correct or wrong) informing the user if they have selected the right answer | If the ship is being moved and lands on either answer, a word successfully appears on screen | When the ship was moved towards and lands on the numbers (answers) it successfully carried out the hit test as the text appeared straight after  |
| **7** | Next button | After the first round is up, the user would have to click the “next” button to get to the 2nd round | When the button is pressed it takes the player to the next round/blank key frame | Yes, as expected when the next button is clicked it directs the player to the next round/level |