Test Ref	Req tested	Test Content	Input	Output	Pass Criteria
001	FR1	Check that appropriate start screen is displayed when starting the game.	Start software.	Start screen containing options of starting new game or loading saved grid is displayed.	Start screen is displayed correctly.
002	FR1	Loading is not allowed if there are no saved grids.	Choose "load past grid" option with no previously saved grids.	Load option is not available.	Game cannot be loaded.
003	FR1	Check that all saved grids are displayed for user to choose from.	Choose "load past grid" option with some previously saved grids.	List of saved grids is displayed.	All saved grids are displayed on the list.
004	FR2	Letters are generated randomly.	Start new game 3 times.	Grid is generated randomly 3 times.	Generated grids are not identical.
005	FR2	There is no more occurrences of each letter than allowed population.	Create new grid and count occurrences of each letter.	List of letters and corresponding number of occurrences.	Each letter is used less or as many times as allowed.
006	FR3	Previous scores and names of players are displayed while playing loaded grid.	Choose a past grid from the list and load it.	Names of previous players are displayed with matching scores.	Names are displayed against correct score.
007	FR4	Clock starts as soon as grid is displayed.	Start a game.	Clock displays time of the game left.	Clock displays 3 minutes when game is started.
008	FR4	Clock is updated as the time is passing.	Start a game and wait 10 seconds.	Time displayed on clock is decreasing as time is passing.	Displayed time is updated at least every second.
009	FR4	Game stops after 3 minutes.	Start a game and wait 3 minutes.	User is no longer able to create new words after 3 minutes.	Game stops correctly.
010	FR4	Score of the player is noted when game is finished.	Finish the game.	Final score is displayed after 3 minutes from starting the game.	Correct score is displayed.

011	FR5	Score is saved if it is one of highest ever achieved.	Empty high-score table. Finish the game with score greater than 0.	Score is highest score ever achieved.	Score is saved in high-score table.
012	FR5	Check that end game screen is displayed correctly.	Finish the game.	End screen with options of starting new game, loading past grid or saving current game is displayed.	End screen contains all required elements.
013	FR5	Scores are added correctly to full high-score table.	Fill high-score table with scores greater than 0. Achieve score of 0.	High-score table has not been changed.	New score is rejected.
014	FR5	Scores are added correctly to full high-score table.	Fill high score table with 0's. Achieve score greater than 0.	High-score table now contains the new score.	New score is added and last entry is removed.
015	FR5	Scores in high-score table are ordered correctly.	Add high-score table with different values. Achieve a score between highest and lowest in the table.	New score is added to the table between all higher and lower scores. All lower scores are moved one position down.	Scores are in correct order from highest to lowest.
016	FR6	User is prompted for name when trying to save the game.	Finish a game and save it.	Message asking for name and input box are displayed.	User is able to type in their name.
017	FR6	User is prompted for filename when saving new game.	Finish new game and save it.	Message asking for filename and input box are displayed.	User is able to type in filename.
018	FR6	Check that game is saved in correct file.	Finish new game and save it.	Game data is stored in file specified by user.	New file with game data is created.
019	FR6	Check that game is saved in correct file.	Finish loaded game and save it.	Game data is stored in file that it was loaded from.	Data is added to old file. No new file is created.
020	FR7	Check that grid contains right number of letters correctly grouped.	Start a new game.	Grid is generated with random letters and displayed as 3 groups.	There is exactly 27 letters and 9 letters in each group.

021	FR8	Words can be selected with mouse.	Choose one letter with a mouse.	Letter is displayed in word creation window.	Selection is working properly.
022	FR8	Words can be selected with keyboard.	Choose one letter with a keyboard.	Letter is displayed in word creation window.	Selection is working properly.
023	FR8	Only letter adjacent to last selected letter can be chosen.	Choose starting letter. Then choose letter that is adjacent to it.	Both letters are selected and displayed in word creation window.	User is able to choose adjacent letter.
024	FR8	Only letter adjacent to last selected letter can be chosen.	Choose starting letter. Then choose letter that is not adjacent to it.	Only starting letter is displayed in word creation window.	User is not able to choose letter that is not adjacent to previous letter.
025	FR8	Letters cannot be reused.	Create a word. Choose a letter that has already been used.	Letter is marked as not available for reselection.	Letter is not selected.
026	FR8	Words are recognized as legal or illegal correctly.	Create a word existing in used dictionary.	Word is accepted. Score for it is calculated and added to the total score.	Word is given associated score.
027	FR8	Words are recognized as legal or illegal correctly.	Create a word that does not exist in used dictionary.	Word is not accepted.	Word is given a score of 0.
028	FR9	The same word cannot be selected twice.	Create a word that has already been created.	Error message saying "This word has already been created" is displayed.	Word is rejected.
029	FR9	Words have to consist of at least one letter.	Choose no letter and mark word as finished.	Error message saying "Word has to contain at least one letter" is displayed.	Word is rejected.
030	FR10	Check that game score for each letter is calculated correctly.	Create a legal word.	Score for the word is calculated.	Score for the word is square of Scrabble score of the word.
031	FR11	Check that final game score is calculated correctly.	Finish game creating more than one word.	Total score is displayed on the end screen.	Total score is sum of scores for each word.