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| **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. |