

Testing

We tested our game by playing through all of the different difficulties and making sure that the grid builds correctly and all of the buttons work. We played through the difficulties and ensured that points were being calculated correctly for correct answers and being taken away or decreased for incorrect guesses.

The following are screenshots of each part of the game as we were testing the functionality.

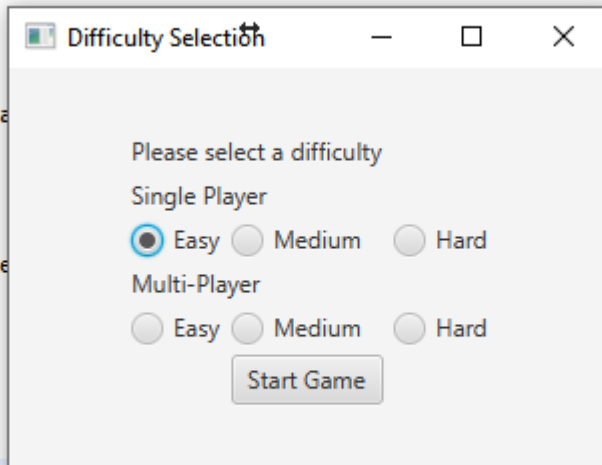
.)

.);

.)

```
[new Image  
(true);
```

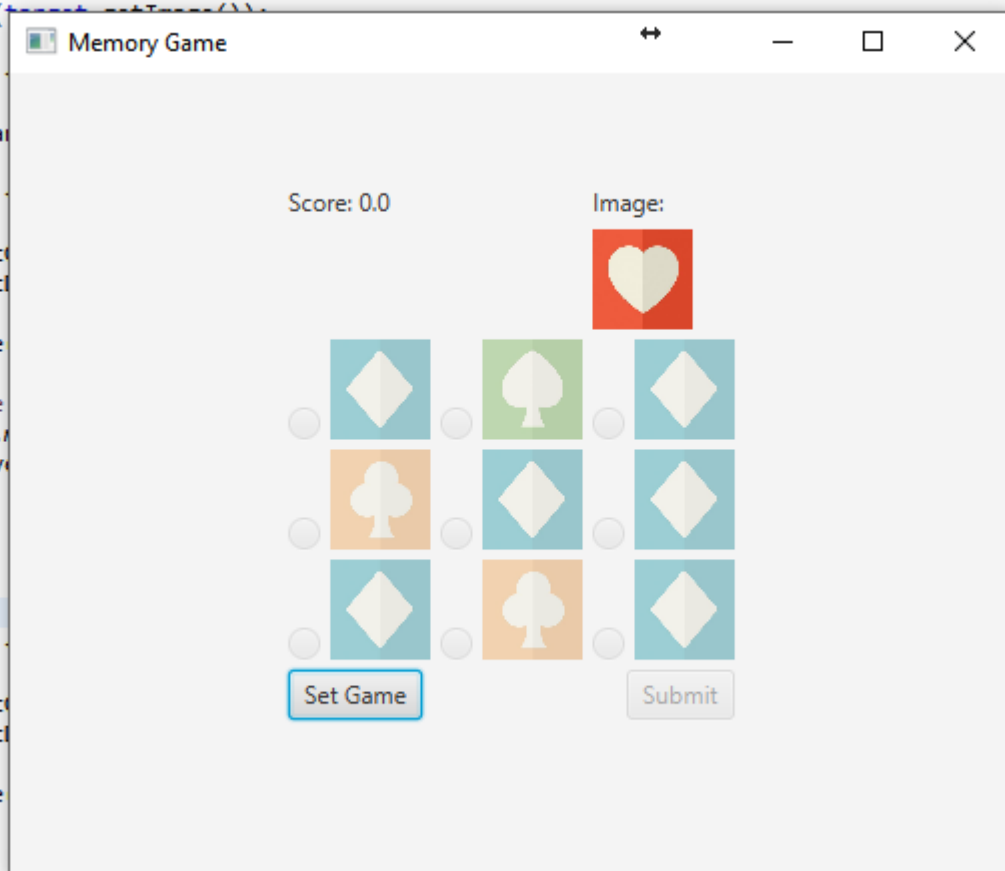
```
Timeline  
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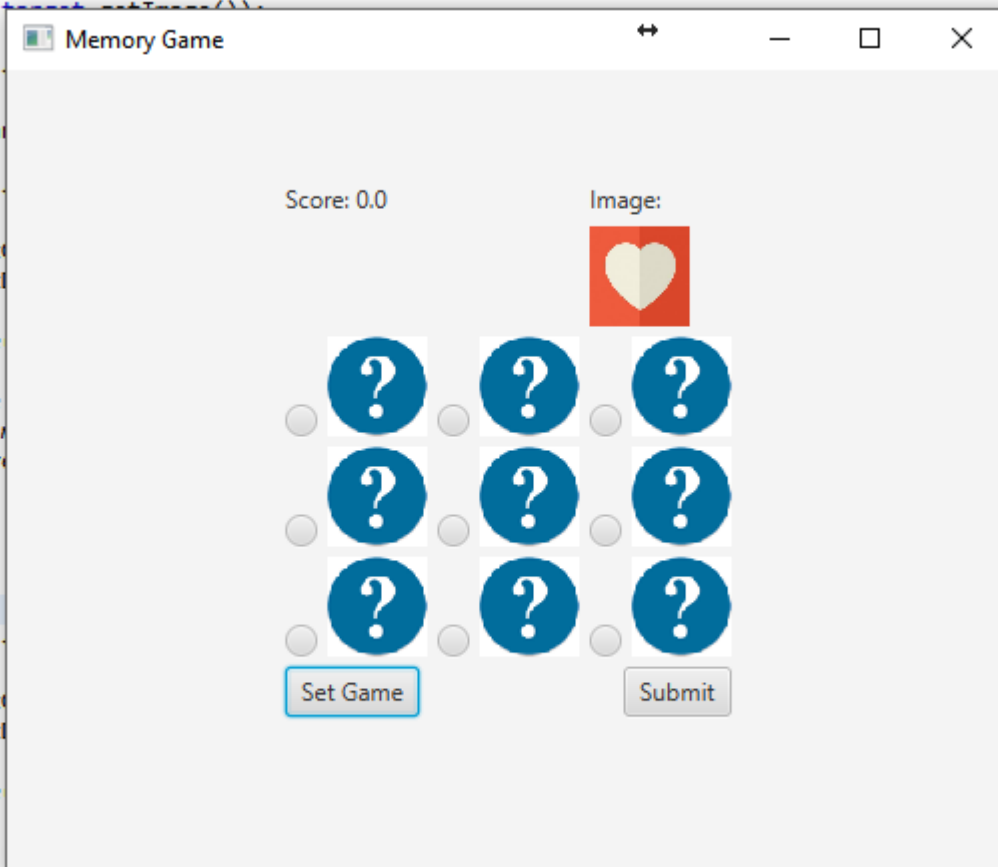
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[new ImageView(cover));
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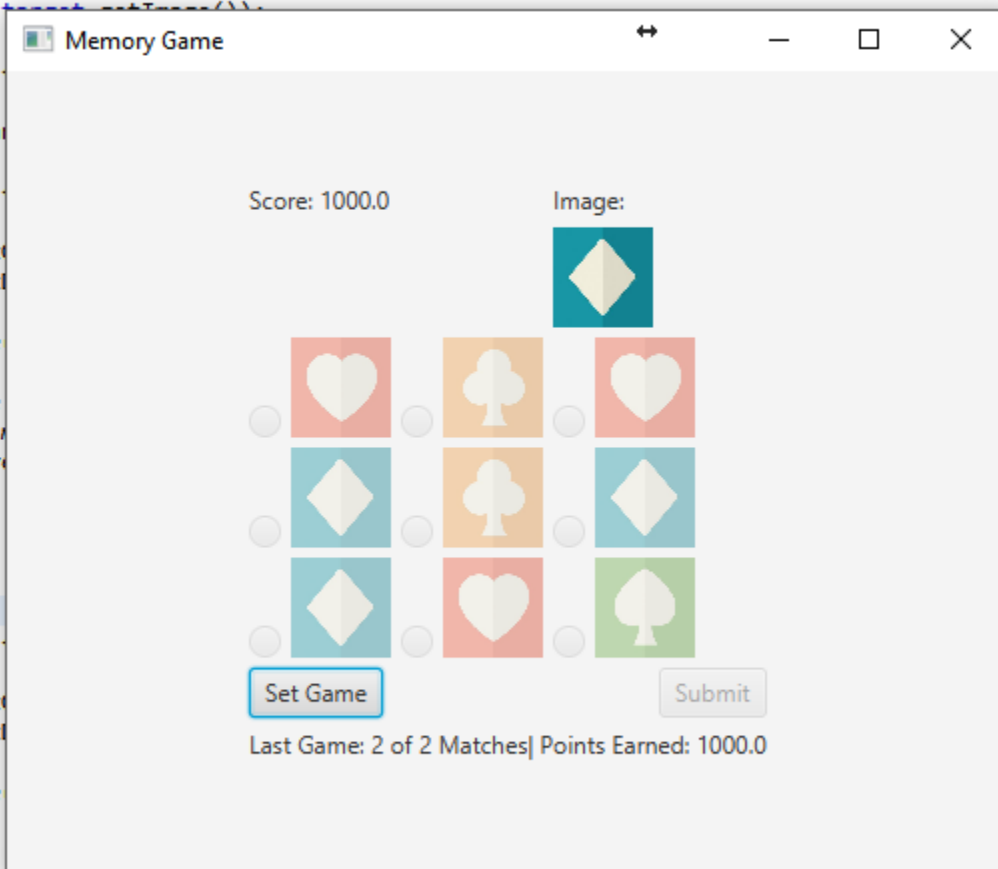
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l].set
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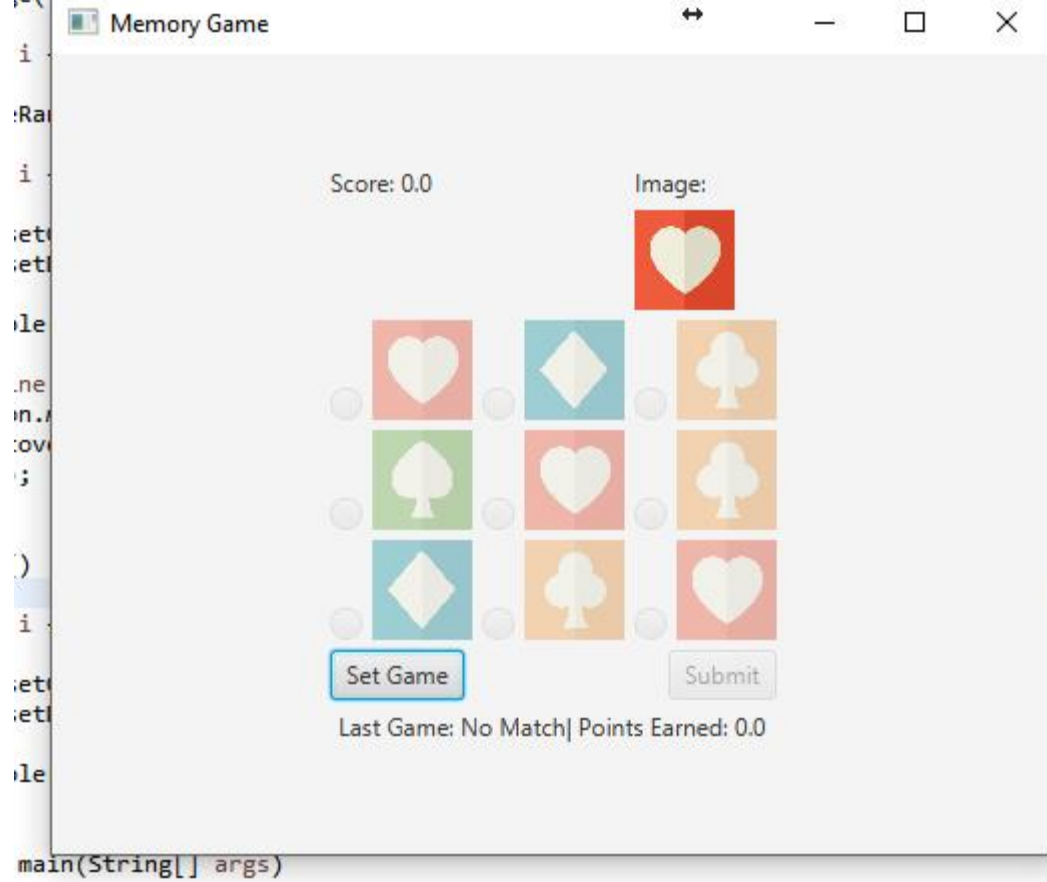
```
isable
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```
id main(String[] args)
```

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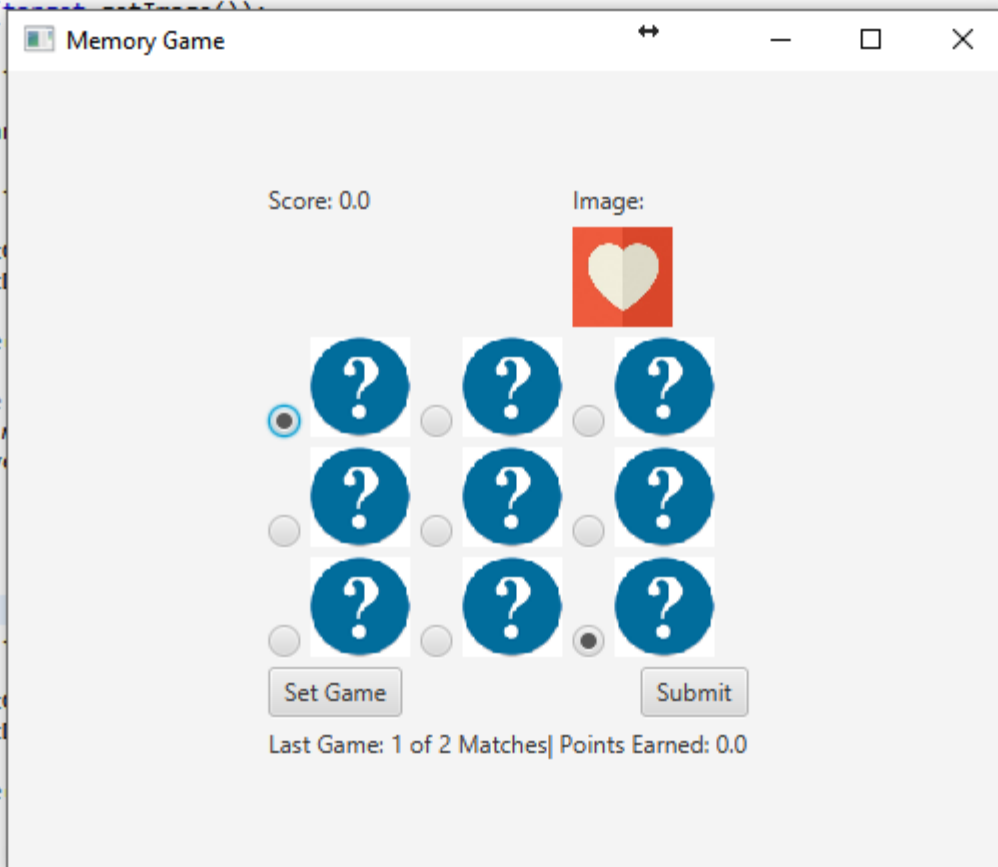


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main(String[] args)
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true);
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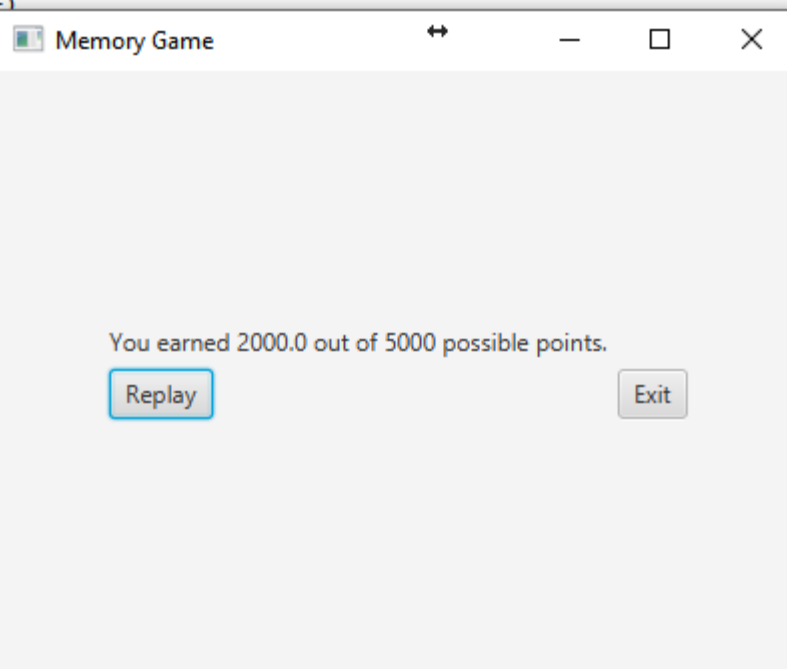
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raphic
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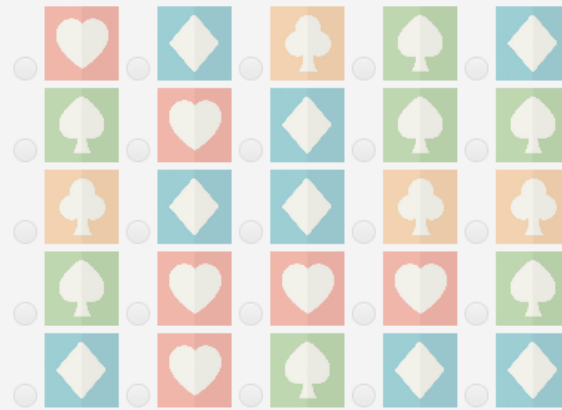
```
isable
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false);
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Score: 0.0

Image:



Set Game

Submit


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domize();  
image(
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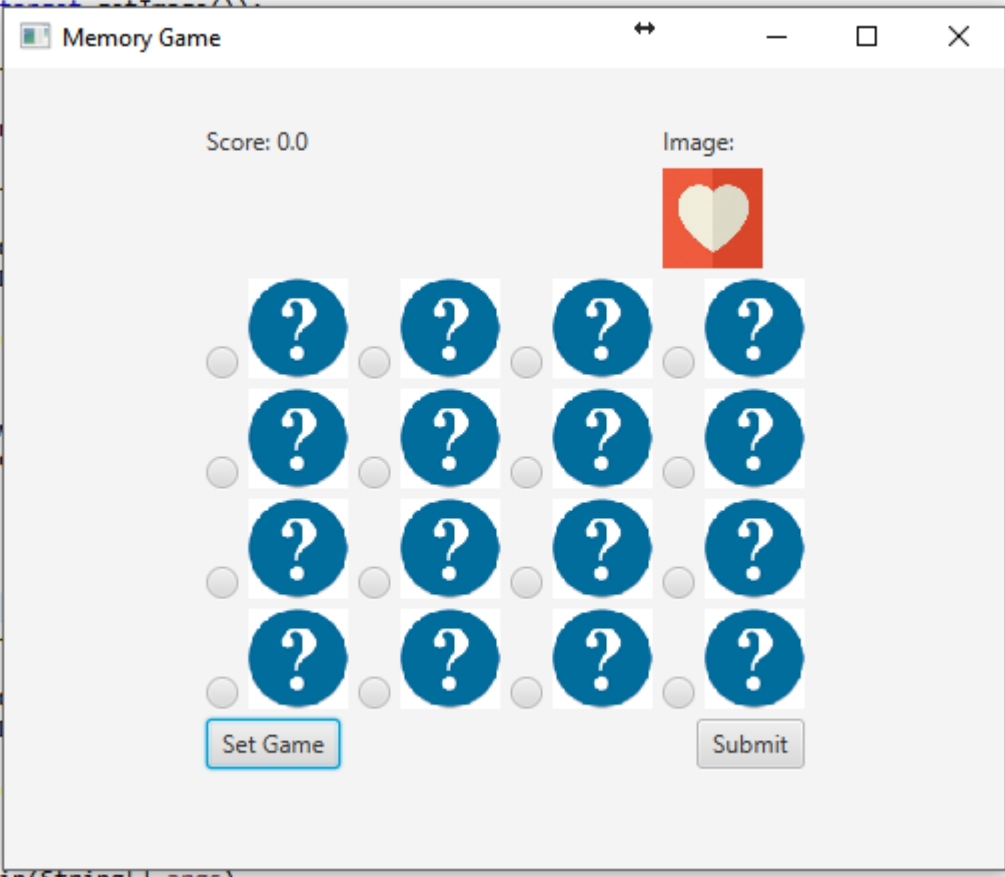
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```
id main(String[] args)
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er()
}; i
].set(
].set(
sable
id main(String[] args)
```

Memory Game

Number of Games:

Set

Set Game Submit

Last Game: 2 of 2 Matches | Points Earned: 1000.0