

ID	Feature
1	Difficulty selector
2	Text Accuracy
3	WPM
4	Leader Board

ID	Feature ID	Test case	Test Data	Expected Result	Actual Result	Status	Comments
1	1	1 Checking to see if the correct text /type of data returns when calling all()	Select any text option	- Return any length of text from other difficulties	- Returned any length of text	passed	Took a bit to sort the logic
	2	1 Check if option to reset difficulty returns the correct respective text	Select another difficulty option	- Returns appropriate text the user selected	- Returned the correct text	minor	Interacts poorly with the accuracy function Fix for user experience (FIXED)
	3	1 Checking if reset difficulty option returns correct accuracy and wpm calculations	Select another difficulty option	- Returns appropriate text the user selected - Correct accuracy and wpm score	- Returned the correct text - Returned correct scores	passed	Checking and correcting this issue corrected text case ID 2
	4	1 Checking if the reset difficulty reset option returns user to the difficulty select screen	Select another difficulty option	- Return to the difficulty selection	- Returned to the difficulty selection screen	passed	Note: Displays same message that user will be taken to the text area screen again
1	2	2 Check accuracy of typed text by user when integers and compare to given text	123456	- Accuracy function compares to given text - Throws back empty int	- No error message appeared - 0.0 is given as result	passed	
2	2	2 Check accuracy of typed text by user when special characters and compare to given text	/.,:[]	- Accuracy function compares to given text - Receive lower accuracy result	- No error message appeared - Lower score received	passed	
3	2	2 Check accuracy of typed text by user when length of text is different and compare to given text	given text = I love coding! typed text = I love coding!!!	- Typed text is entered - Reports accuracy of typed text	IndexError	critical	Breaks program, needs to be fixed immediately FIXED
4	2	2 Check accuracy of typed text by user when empty string given and compare to given text		-0.0 accuracy score returned	- 0.0 accuracy score returned	passed	
5	2	2 Check accuracy when difficulty is reset before typing text	select different difficulty in options	- Accuracy to be returned with accurate value	- 0.0 accuracy score returned	minor	Creates erroneous value, which affects leader board data Fix for user experience
1	3	3 Checking if WPM returns accurate value	Selected all difficulty text options	- Return accurate WPM score	- Data changes depending on speed of typed text	passed	It seems the score may not be entirely accurate But functions well enough for the scope of this program
2	3	3 Checking if erroneous data entered affects the WPM score	hjdsvfjhjsdf 3546435 /.,:[]	- Return a bloated WPM score	- Returned a bloated WPM score (e.g. 934.89)	minor	It is a minor issue but functions well enough for the scope of the application
3	3	3 Checking if no data is entered affects the WPM score		- Return 0.0 WPM score	- Returned a bloated WPM score (e.g. 934.89)		*
4	3	3 Checking if no data is entered and an extended period of time passes affects the WPM score		- Return 0.0 WPM score	- Returned erroneous WPM score (e.g. 14.16)	minor	*
1	4	4 Checking if data returned by the leader board function is returned in the desired manner	Name = Brandon Accuracy = 81% WPM = 48	- Returns Name Accuracy WPM Brandon 81 48	- Returned Name Accuracy WPM Brandon, 81, 48	minor	FIXED
2	4	4 Checking if 0.0 accuracy is returned affects leader board	Accuracy = 0.0	- The table displays the data unsorted			
3	4	4 Checking if that no name data is given affects the leader board		- Empty entry in Name column	- Returned IndexError	critical	Breaks program, needs to be fixed immediately FIXED
4	4	4 Checking if length of name affects the recall of name data in leader board	name = hellomynameisbrandonvonhoff	- Distorted table layout	- Table remained functional and readable	passed	Although it remains functional and readable it looks slightly silly...
5	4	4 Checking if the reset function resets the user data and uses the new data after the reset	Name = Brandon Accuracy = 81% WPM = 48 Name = Amy Accuracy = 75% WPM = 49	- Returns Name Accuracy WPM Brandon 81 48 Amy 75 49	- Returned Name Accuracy WPM Brandon 81 48 Brandon 81 48	Minor	Causes inconvenience to user FIXED