Test Sectio	n	Gameplay functional tests
This test se	ction lists	functional tests of the gameplay against the expected outcomes of all actions
Application S		Game - the tests below are those against actions that are taken within the game
SCENARIOS T	ESTED:	
Scenario 1	Medium	
Scenario 2	Very Hard	
Scenario 3	Custom gar	ne - 3x3, 4 colours, no timer
Scenario 4	Custom gar	ne - 3x3, 6 colours, 10 seconds timer
Scenario 5	Custom gar	ne - 4x4, 5 colours, 5 seconds timer

***	Scenario 4 Custom game - 3x3, 6 colours, 10 seconds timer Scenario 5 Custom game - 4x4, 5 colours, 5 seconds timer							
			Evnocted result 2	Scanario tostad	Posult	Comments		
## 100 100			Emposed (codic)					
1					N/A N/A			
Part	1		Blank grid displayed.	3	Pass			
## 1997 Part of the control of the				5	N/A			
Amount of the content of the conte					N/A			
1	2			3	Pass			
100 100			selected					
## 12 Part P				1	N/A			
Part	3		Submit button displayed below palette.					
Part					N/A			
# 100				1	Pass			
# 100	4		Blank grid displayed					
1	·			4	Pass			
## Part								
# 1000	E	View times completes countdown	Palette reflecting chosen number of colours displayed below grid with no colours		Pass			
1	5	view timer completes countdown	selected	4	Pass			
Part								
# 1				2	Pass			
14 14 15 15 15 15 15 15	6		Submit button displayed below palette.	4	Pass			
## 1900 ## 1				5	Pass			
## Authors (Pass			
# 1	7	Main menu button selected during timer	Main menu (landing page) shown	3	N/A			
## Part				5	Pass			
## Authors between planes and pla								
Page	8	Main menu button selected before go button	1) Main menu (landing page) shown	3	Pass			
## 1985 Page 198					N/A N/A			
# 1	Filling in Grid							
### 1987					Pass			
Mode of pictograme without special contents 1 mode of the content	9		Grid square should remain clear					
1		Click on grid square without selecting colour			Pass			
## 1985 Page		S. S. B. M. Square Tricilous Sciencing Colour						
Part 1 1 1 1 1 1 1 1 1	10		Alert message appears with appropriate message	3	Pass			
1								
## 1864 100 control from pietria ***				1	Pass			
Part 1 1 1 1 1 1 1 1 1	11		Black border appears around clicked or tapped colour		Pass			
March 1								
1		Select 1st colour from palette		1	Pass			
Management colour from polette	12		Disk colour colortice ==!===!sure					
1			Pick Colour selection noise plays	4	Pass			
1				1	Pass			
A	12		Black border appears around clicked or tapped colour					
1	13		and appears a sum charge of cupped colour.	4	Pass			
Part								
1	4.4	Colort subsequent colors from relative	Diade hander from available and a law the	2	Pass			
Pubmembed Pubm	14	select subsequent colour from palette	ынык рогает from previous selected colour disappears.		Pass			
Pick colour selection noise plays. Pick colour selection noise plays. 2 Pass 1 Pass Pass 1 Pass Pass 1 Pass Pass 1 Pass Pass 1 Pass Pass 1 Pass Pass 1 Pass Pass 1 Pass Pass 1 Pass								
## 1			Pick colour selection noise plays.	2	Pass			
Pass	15							
164 164				5	Pass			
1			Clicked grid square changes to a square now filled with the selected colour		Pass			
Cick on a blank grid square	16							
1		Click on a blank grid square		5	Pass			
17		S. S						
Figure	17		Add colour noise plays	3	Pass			
Pass					Pass			
18			Clicked grid squares now filled with the selected colour					
Figure F	18	Click on multiple blank grid squares		3	Pass			
1					_			
19			Add colour noise plays	1	Pass			
Pass	19				_			
20 1 Pass 2 Pass <t< td=""><td></td><td></td><td></td><td></td></t<>								
20			Clicked grid square changes to a square now filled with the selected colour	1	Pass			
Click on a coloured grid square whilst a different colour selected	20							
1			5 4-1 - 1 - 5-1 - 1 - 2-1 - 1 - 1 - 1 - 1 - 1 - 1 - 1	4	Pass			
21 Pass 3 Pass 9ass			Add colour noise plays					
4	24			2	Pass			
22 Main menu button selected before submit button Main menu (landing page) shown 1 Pass 2 Pass 3 Pass 4 Pass 4 Pass 5 Pass 5 Pass 5 Pass 6 Pass 6 Pass 7 Pas	21			4	Pass			
22 Main menu button selected before submit button Main menu (landing page) shown 2 Pass 3 Pass 4 Pass 5 Pass 5 Pass 5 Pass 6 Pass 6 Pass 7 Pas								
4 Pass 5 Pass				2	Pass			
5 Pass	22	Main menu button selected before submit button	Main menu (landing page) shown					
1 Pass				5	Pass			
				1	Pass			

			2		ass	
		Game should not progress	3 4	Р	ass ass	
<u>.</u>	Click the submit button before all grid squares coloured		5		ass ass	
		Aled	2	Р	ass	
24		Alert message appears with appropriate message	3 4	Р	ass ass	
			5	P	ass	
		Message displays below grid with appropriate text for not matching patterns, time	2	Р	ass	
25		taken and 'next round' button	3 4		ass ass	
			5	P	ass	
			2		'ass	
26		Result and time taken shown in results column on left	3	P	'ass	
			5		ass ass	
			1	P	ass	
	Click the submit button when all grid squares coloured and do not match pattern	Result and time taken shown in modal	3		'ass	
			4 5		ass	
			1	P	ass	
28		View computer pattern text appears with switch button above grid	3		ass ass	
			4	P	'ass	
			5		ass ass	
			2	P	'ass	
29		Loss (no match) sound plays	3 4		ass ass	
			5	P	ass	
		Macrona displays holour asid with connection to the second section of	2	P	ass ass	
30		Message displays below grid with appropriate text for matching patterns, time taken and 'next round' button	3	P	ass	
			5	P	ass	
			1 2	P	ass ass	
31		Result and time taken shown in results column on left	3	P	'ass	
			4 5		ass ass	
	1		1	P	ass	
32	Click the submit button when all grid squares coloured match pattern	Result and time taken shown in modal	3		'ass	
			4	P	'ass	
			5		ass ass	
22			2	P	ass	
33		View computer pattern text appears with switch button above grid	3 4		ass ass	
			5 1		ass ass	
			2	P	ass	
34		Win (match achieved) sound plays	3 4		ass ass	
			5		ass	
ewing result/e	/end of round		1	Iр	'ass	
		The computer grid pattern is shown and the text above 'switch' button changes to	2	P	'ass	
35	Click the Compare (switch) button below 'View computer pattern' text	'View your pattern'	3 4		ass ass	
			5	P	ass	
		The player grid pattern shown and the text above 'switch' button changes to 'View computer pattern'	2		ass ass	
36	Click the Compare (switch) button (again) below 'View your pattern' text		3 4		ass ass	
			5	р	ass	
			1 2		ass ass	
37	Main menu button selected before continuing to next round	Main menu (landing page) shown	3	р	ass	
			5		ass ass	
			1	Р	ass	
38	Click button in message to progress to next round	New Pattern displayed with countdown timer or Go button	3		ass ass	
			4	P	ass	
			5		ass	
of game			_	P		
of game			1	P	ass	
of game		Message displays below grid with appropriate text for not matching/matching		P P	ass ass	
		Message displays below grid with appropriate text for not matching/matching patterns and time taken.	1 2 3 4	P P P	ass ass	
			1 2 3 4 5	P P P P	ass ass ass ass	
39		patterns and time taken.	1 2 3 4 5 1 2	P P P P	ass ass ass ass ass	
39			1 2 3 4 5 1 2 3	P	ass	
39		patterns and time taken.	1 2 3 4 5 1 2 3 4 5	P P P P P	ass	
40	5th round of game completed	patterns and time taken. Additional text showing how many out of 5 rounds matched	1 2 3 4 5 1 2 3 4 5 5	P P P P P P P P P P P P P P P P P P P	l'ass	
39	5th round of game completed	patterns and time taken.	1 2 3 4 5 1 2 3 4 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40	5th round of game completed	patterns and time taken. Additional text showing how many out of 5 rounds matched	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40	5th round of game completed	patterns and time taken. Additional text showing how many out of 5 rounds matched Continue button displayed	1 2 3 4 5 1 2 3 4 5 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40	5th round of game completed	patterns and time taken. Additional text showing how many out of 5 rounds matched	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 1 2 3 4 5 5 1 1 2 3 4 5 5 1 1 2 2 3 3 4 4 5 5 5 1 1 2 2 3 3 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	P P P P P P P P P P P P P P P P P P P	l'ass	
40 41 42	5th round of game completed	patterns and time taken. Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save	1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 2 3 3 4 5 5 1 2 2 3 3 4 5 5 1 2 2 3 3 4 5 5 3 4 5 5 3 4 5 5 5 3 3 4 5 5 5 3 3 3 4 5 5 3 3 4 5 5 3 3 4 5 5 3 3 3 4 5 5 5 3 3 3 4 5 5 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42	5th round of game completed	patterns and time taken. Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42	5th round of game completed	patterns and time taken. Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 2 3 3 3 4 5 5 1 2 3 3 3 4 5 5 1 2 3 3 3 4 3 3 3 4 3 3 3 3 4 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42	5th round of game completed	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score.	1 2 3 4 5 1 2 3 4 5 1 2 2 3 4 5 1 2 2 3 4 5 5 1 2 2 3 4 5 5 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 4 5 5 1 2 2 3 4 5 5 1 3 4 5 5 1 2 2 3 3 4 5 5 1 2 2 3 4 5 5 1 2 2 3 3 4 5 5 1 2 2 3 3 4 5 5 1 2 3 3 4 5 5 1 2 3 3 4 5 5 1 2 2 3 3 4 5 5 1 2 2 3 3 3 4 5 5 1 3 3 3 4 5 5 1 2 3 3 3 3 3 3 4 5 5 1 3 3 3 3 3 4 3 3 3 3 3 3 3 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42	5th round of game completed	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score.	1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 2 3 3 4 5 5 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 3 3 4 5 5 1 1 2 1 2 1 2 1 2 1 2 1 1 2 1 2 1 1 2 1 2 1 1 2 1 2 1 2 1 1 2 2 3 3 3 4 3 3 3 4 3 3 3 3 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42	5th round of game completed Click the continue button (custom game)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown.	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 1 2 2 3 3 4 4 5 1 2 2 3 3 4 4 5 1 2 3 3 4 4 5 5 1 2 3 3 3 4 4 5 5 3 3 4 4 5 5 3 3 4 4 5 5 3 3 4 4 5 5 3 3 3 4 4 5 5 3 3 3 4 4 5 5 5 3 3 3 4 5 5 5 3 3 3 4 5 5 5 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43	5th round of game completed Click the continue button (custom game)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score.	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 5 1 2 3 3 4 4 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43	5th round of game completed Click the continue button (custom game)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown.	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 5 1 1 2 2 3 3 4 4 5 5 5 1 1 1 2 2 3 3 4 4 5 5 5 1 1 1 2 2 3 3 4 4 5 5 5 5 5 1 1 1 2 2 3 3 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43	5th round of game completed Click the continue button (custom game)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown. Appropriate new high score achieved message displayed with score achieved.	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 4 5 5 1 1 2 2 3 3 4 4 5 5 1 1 2 2 3 3 4 4 5 5 1 1 2 2 3 3 4 4 5 5 1 1 2 2 3 3 4 4 5 5 1 2 2 3 3 4 4 5 5 5 1 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 5 5 5 5 5 1 5 5 5 5 5 5 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43	5th round of game completed Click the continue button (custom game)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown.	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 1 2 3 4 5 1 1 2 2 3 3 4 5 1 1 2 2 3 3 4 5 1 1 2 3 3 4 5 5 1 1 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43 44	5th round of game completed Click the continue button (custom game)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown. Appropriate new high score achieved message displayed with score achieved.	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 1 2 2 3 3 4 5 1 1 2 2 3 3 4 5 1 1 2 2 3 3 4 5 5 1 2 2 3 3 4 4 5 5 1 2 2 3 3 4 4 5 5 1 2 2 3 3 4 4 5 5 1 2 2 3 3 4 4 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 3 4 4 5 5 5 5 1 2 2 3 3 3 4 4 5 5 5 5 5 1 2 2 3 3 4 5 5 5 5 1 2 2 3 3 3 4 5 5 5 5 1 2 2 3 3 3 3 4 5 5 5 5 1 2 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43 44	Sth round of game completed Click the continue button (custom game) Click the continue button (set difficulty - new high score achieved)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown. Appropriate new high score achieved message displayed with score achieved. Opportunity to enter name to save score	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 1 2 2 3 4 5 5 1 1 2 2 3 4 4 5 5 1 2 3 4 5 5 1 2 2 3 3 4 4 5 5 1 2 2 3 3 4 4 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43 44	Sth round of game completed Click the continue button (custom game) Click the continue button (set difficulty - new high score achieved)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown. Appropriate new high score achieved message displayed with score achieved.	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 2 3 4 5 5 1 2 2 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 3 4 5 5 1 1 2 2 3 3 3 3 4 5 5 1 1 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43 44 45	Sth round of game completed Click the continue button (custom game) Click the continue button (set difficulty - new high score achieved)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown. Appropriate new high score achieved message displayed with score achieved. Opportunity to enter name to save score	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 2 3 4 5 1 2 2 3 3 4 5 1 2 3 3 4 5 1 2 3 3 4 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 5 1 2 2 3 3 4 4 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 2 3 3 3 4 5 5 5 5 5 1 2 2 2 2 3 3 3 3 3 4 5 5 5 5 1 5 1 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43 44 45	Sth round of game completed Click the continue button (custom game) Click the continue button (set difficulty - new high score achieved)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown. Appropriate new high score achieved message displayed with score achieved. Opportunity to enter name to save score	1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 3 3 4 5 5 1 1 2 3 3 4 4 5 5 1 1 2 2 3 3 4 5 5 1 1 2 2 3 3 4 5 5 5 1 1 2 2 3 3 4 4 5 5 5 1 1 2 2 3 3 4 4 5 5 5 5 1 1 2 2 3 3 4 4 5 5 5 5 1 1 2 2 3 3 4 4 5 5 5 5 1 1 2 2 3 3 4 4 5 5 5 5 1 1 2 2 3 3 4 4 5 5 5 5 1 1 2 2 3 3 3 4 4 5 5 5 1 5 1 5 1 2 3 3 4 5 5 5 1 1 2 3 3 3 3 3 3 4 5 5 1 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	
40 41 42 43 44 45	Sth round of game completed Click the continue button (custom game) Click the continue button (set difficulty - new high score achieved)	Additional text showing how many out of 5 rounds matched Continue button displayed Score achieved message displayed with score achieved. No opportunity to save score. 'Play again' and 'Main menu' buttons shown. Appropriate new high score achieved message displayed with score achieved. Opportunity to enter name to save score	1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 3 4 5 5 1 2 2 3 4 5 1 2 2 3 3 4 5 1 2 3 3 4 5 1 2 3 3 4 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 1 2 3 3 4 4 5 5 5 1 2 2 3 3 4 4 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 3 3 4 4 5 5 5 5 1 2 2 2 3 3 3 4 5 5 5 5 5 1 2 2 2 2 3 3 3 3 3 4 5 5 5 5 1 5 1 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	P P P P P P P P P P P P P P P P P P P	rass rass rass rass rass rass rass rass	

	Enter name to save score	Save button enabled			Pass	
					Pass	
48					N/A	
					N/A N/A	
					Pass	
					Pass	
49		Save button and text are removed (disappear)			N/A	
1		(disappear)			N/A	
					N/A	
	Click save button				Pass	
			2		Pass	
50		Message 'Score saved.' shows. With 'Play again?' and 'Main menu' button			N/A	
50		displayed below.				
					N/A N/A	
					Pass	
					Pass	
51		Save button and text are removed (disappear)			N/A	
					N/A	
	Enter name and hit enter				N/A	
					Pass	
		Message 'Score saved.' shows. With 'Play again?' and 'Main menu' button displayed below.			Pass	
52					N/A	
					N/A	
					N/A	
					Pass	
	i				Pass	
53	Check High Score page	High score should display within the chosen difficulty in position 1, 2 or 3			N/A	
					N/A	
				5	N/A	
				1	Pass	
1					Pass	
54		Appropriate NO new high score achieved message displayed with score achieved.			N/A	
1					N/A	
	Click the continue button (set difficulty - no new high achieved)				N/A	
1	ones, the continue patton (set annually - no new night achieved)				Pass	
1				2	Pass	
55		'Play again' and 'Main menu' buttons shown.			N/A	
1				4	N/A	
L_					N/A	
					Pass	
1					Pass	
56		New game should start straight away with same difficulty or custom game settings			Pass	
1					Pass	
1					Pass	
	1				Pass	
1					Pass	
57		Results column should clear of last games results			Pass	
3,		results column should clear of last games results			Pass	
					Pass	
	Click play again from high score message					
					Pass	
58		Desults model should sleav of last sames vasults			Pass	
58		Results modal should clear of last games results	-		Pass	
					Pass	
					Pass	
		No colour selected			Pass	
					Pass	
59					Pass	
					Pass	
					Pass	
					Pass	
					Pass	
60	Click Main menu from high score message	Main menu (landing page) shown			Pass	
					Pass	
				5	Pass	
Between round	s/games check.					
					Pass	
		Results and time taken from previous rounds of current game persist in display of			Pass	
61		results column on left.			Pass	
			4		Pass	
					Pass	
					Pass	
		Results and time taken from previous rounds of current game persist in display			Pass	
62	During game (between rounds)	shown in modal.			Pass	
1		- · · · · · · · · · · · · · · · · · · ·			Pass	
					Pass	
1					Pass	
1					Pass	
63		Final Colour selection from previous round does not persist			Pass	
1					Pass	
					Pass	
					Pass	
1		Results and time taken from previous game are not displayed in results column on			Pass	
64		left.			Pass	
1					Pass	
					Pass	
1			-		Pass	
		Book to and the state of			Pass	
65		Results and time taken from previous game are not displayed in modal.			Pass	
					Pass	
					Pass	
1					Pass	_
		Final Colour coloction from proving and description			Pass	
66		Final Colour selection from previous game does not persist			Pass	
1					Pass	
				5	Pass	Screen grab of console logs in the below cells each show console logs
				1		concerned with the score. The top five entries show the last round of previous game showing the final game score. The next five show the first round of the next game showing an updated game score. Proof that score is reset. the score for minutes is 0 the score for minutes is 0 the score for time taken is 52.47 the current match score is 60 the current match score is 60 the current form minutes is 0 the score for minutes is 0 the current match score is 0 script.js:889 the current round score is 0 script.js:890 the game score is 0 script.js:892 the score for minutes is 0 script.js:888
	Between Games			2	Pass	the score for minutes is 0 script.js:888 the courrent match score is 60 script.js:890 the current match score is 109.59 script.js:890 the game score is 323.82 script.js:891 the score for minutes is 0 script.js:892 the score for time taken is 43.769999999999 script.js:888 the score for time taken is 43.7699999999999 script.js:889 the current match score is 60 script.js:892 the game score is 103.77 script.js:892

	1	1				-
67				1	the score for minutes is 0	script.js:888
		Score is reset			the score for time taken is 55.14	script.js:889
		!			the current match score is 0	script.js:890
1					the current round score is 0	script.js:891
			3	Pass	the game score is 113.44	script.js:892
			3	rdss	the score for minutes is 0	script.js:888
			i		the score for time taken is 47.78	script.js:889
					the current match score is 0	script.js:890
					the current round score is 0	script.js:891
					the game score is 0	script.js:892
					the score for minutes is 0	script.js:888
					the score for time taken is 42.32	script.js:889
					the current match score is 60	script.js:890
					the current round score is 102.32	script.js:891
					the game score is 429.15000000000003	script.js:892
			4	Pass	the score for minutes is 0	script.js:888
					the score for time taken is 54.03	script.js:889
					the current match score is 0	script.js:890
			i		the current round score is 0	script.js:891
1					the game score is 0	script.js:892
1					About the state of	
1				Pass	the score for minutes is 0 the score for time taken is 42.85	script.js:888
1					the score for time taken is 42.85 the current match score is 60	script.js:889
						script.js:890
					the current round score is 102.85 the game score is 311.76	script.js:891
			5			script.js:892
			i ⁵		the score for minutes is 0 the score for time taken is 10.3999999999999999999999999999999999999	script.js:888 script.js:889
					the current match score is 60	
					the current match score is 70.4	script.js:890 script.js:891
					the game score is 70.4	script.js:892
					the game score is 70.4	<u>script.js:892</u>
Check of messa	age presentation based on whether more or less than a minute was taken with	nin a round.				
	End of round message displaying correctly if time under a minute	Message should convey correct information, be contained within message box and all content justified center	1	Pass		
			2	Pass		
			2			
68			3	Pass		
			4	Pass		
			5	Pass		
			4			
	End of round message displaying correctly if time over a minute	Message should convey correct information, be contained within message box and	1	Pass		
			2	Pass		
69						
69	IEND of round message displaying correctly if time over a minute		3	Pass		
	End of round message displaying correctly if time over a minute	all content justified center	3	Pass		
	land of round message displaying correctly if time over a minute		4	Pass		
	End of round message displaying correctly if time over a minute		3 4 5			
	End of round message displaying correctly if time over a minute		3 4 5	Pass		
	End of round message displaying correctly if time over a minute		3 4 5 1	Pass Pass Pass		
		all content justified center	3 4 5 1	Pass Pass Pass Pass		
70	End of round message displaying correctly if time over a minute End of game message displaying correctly if time under a minute	all content justified center Message should convey correct information, be contained within message box and	3 4 5 1	Pass Pass Pass		
		all content justified center	3 4 5 1	Pass Pass Pass Pass		
		all content justified center Message should convey correct information, be contained within message box and	3 4 5 1	Pass Pass Pass Pass Pass Pass Pass		
		all content justified center Message should convey correct information, be contained within message box and	3 4 5 1	Pass Pass Pass Pass Pass Pass Pass Pass		
		all content justified center Message should convey correct information, be contained within message box and	3 4 5 1	Pass Pass Pass Pass Pass Pass Pass		
		all content justified center Message should convey correct information, be contained within message box and all content justified center	3 4 5 5 1 2 3 4 5 5	Pass Pass Pass Pass Pass Pass Pass Pass		
70	End of game message displaying correctly if time under a minute	all content justified center Message should convey correct information, be contained within message box and all content justified center Message should convey correct information, be contained within message box and	3 4 5 5 1 2 3 4 5 5	Pass Pass Pass Pass Pass Pass Pass Pass		
		all content justified center Message should convey correct information, be contained within message box and all content justified center	3 4 5 5 1 2 3 4 5 5	Pass Pass Pass Pass Pass Pass Pass Pass		
70	End of game message displaying correctly if time under a minute	all content justified center Message should convey correct information, be contained within message box and all content justified center Message should convey correct information, be contained within message box and	3 4 5 5 1 2 3 4 5 5	Pass Pass Pass Pass Pass Pass Pass Pass		

test history test 1 - 17/4/2021: first test.