Test Section Score display and saving
This test section is concerned with the testing the saving if scores against difficulty and their correct display in the high scores page
Application Section Game - the tests below details the expected results against tests/scenarios concerned with the display and saving of scores

Easy Difficulty

	Easy Difficulty Medium Difficulty D A B									-		Hard Difficulty				1	Very Hard Difficulty				
ID TEST	Player name	Score	console.log output from displayHighScore() function	As expected?	Continue option	n Test Result	Player name	Score		Continue option	n Test Result	Play	yer name Score	console.log output from displayHighScore() function the current game score is script_is:782	As expected?	Continue option	Test Result	Player name		As expected? Continue op	ion Test Result
1 1 match achieved in game.	Chris	110.0	the current game score is 110  this is the highscore function calling out that the final score is 110  the difficulty is 1  switch case part: this message is displaying if you selected fesy (1)  Choosing message to display part: this is displaying if the current games high score slength are less than 3 (2)  message choice is true  From the display message part: if this message is displaying you got a hew high score clicked the save button  scrint,is:920  scrint,is:920  scrint,is:921	Yes	Play again	Pass	Kelly	111.74	the current game score is 111.7400000000001 this is the highscore function calling out that the final score is 111.74000000000001 the difficulty is 2 suitch case part: this message is suitch case part: this message is displaying if you selected Medium (1) Choosing message to display part: this is critatis1280 sisplaying if the current games high scores length are less than 3 (2) message choice is true From the display message part: if this message is displaying you got a hew high score clicked the save button critatis1292 final	Play again	Pass	Chri	is 111.54	the current game score is  III.539999999999999999999999999999999999	Yes	Play again	Pass	Neil	the current game score is 104.5  this is the highscore function calling out script, 151888  that the final score is 104.5  the difficulty is 4  switch case part: this message is displaying if you selected very Hard (1)  104.50  Choosing message to display part: this is displaying if the current games high score length are less than 3 (2)  message choice is true  From the display message part: if this message is displaying you got a hew high score  clicked the save button	'es Play again	Pass
2 2 matches achieved in game.	Sophie	228.7:	the current game score is 228.71  this is the highscore function calling out that the final score is 228.71  the difficulty is 1  switch case part: this message is scriet.js:082  displaying if you selected tasy (1)  Choosing message to display part: this is displaying if the current games high scores length are less than 1 (2)  message choice is true  From the display message part: if this scriet.js:020  from the display message part: if this scriet.js:024  message choice is true  from the display message part: if this scriet.js:044  message is displaying you got a hew high score  clicked the save button	Yes	M ain menu	Pass	Simon	224.37	the current game score is 224.37  this is the highscore function calling out scrint_is:282  this is the highscore function calling out scrint_is:288  that the final score is 224.37  the difficulty is 2 scrint_is:2889  suitch case part: this message is displaying if you selected Medium (1)  Choosing message to display part: this is scrint_is:298  displaying if the current games high scores length are less than 3 (exercited the save button scrint_is:292  from the display message part: if this scrint_is:294  message is displaying you got a hew high score clicked the save button scrint_is:282	Main menu	Pass	Jan	226.41	the current game score is 226.41  this is the highscore function calling out scriet. fs:288 that the final score is 226.41  the difficulty is 3  scriet. fs:888 suitch case part: this message is displaying if you selected Hard (1) Choosing message to display part: this is scriet. fs:1910 displaying if the current games high scores length are less than 3 (2)  message choice is true From the display message part: if this scriet. fs:1928 ros the display message part: if this scriet. fs:1928 clicked the save button  scriet. fs:1928	Yes	Main menu	Pass	Erik	the current game score is  211.170000000000000000000000000000000000	res Main menu	Pass
3 2 matches achieved in game.	James	224.4:	the current game score is scriet.js:782 224.480000000000000000000000000000000000	Yes	Play again	Pass	Harley	224.61	the current game score is 224.61  this is the highscore function calling out including late that the final score is 224.61  the difficulty is 2  scriet_is:880  switch case part: this message is displaying if you selected Medium (1)  Choosing message to display part: this is including if the current games high scores length are less than 3 (2)  message choice is true  From the display message part: if this message is displaying you got a hew high score  clicked the save button  including incl	Play again	Pass	Victi	toria 224.89	the current game score is 224.89 acriet. 52:782 this is the highscore function calling out acriet. 52:888 that the final score is 224.89 acriet. 53:888 that the final score is 224.89 acriet. 53:888 switch case part: this message is displaying if you selected Hand (1) Choosing message to display part: this is acriet. 53:828 displaying if the current games high scores length are less than 3 (2) message choice is true From the display message part: if this message is displaying you got a hew high score clicked the save button acriet. 53:982	Yes	Play again	Pass	Kethy	the current game score is 211.99 scrist.js:282 this is the highscore function calling out scrist.js:283 that the final score is 211.99 the difficulty is 4 scrist.js:283 switch case part: this message is displaying if you selected Very Hard (1) Choosing message to display part: this is scrist.js:228 displaying if the current games high scores length are less than 3 (2) message choice is true scrist.js:228 from the display message part: if this scrist.js:228 from the display message part: if this scriot.js:244 message is displaying you got a hew high score clicked the save button script.js:282	'es Play again	Pass
	Local St	torage:	▼ [{score: "228.71", name: "Sophie"}, {score ▶ 0: {score: "228.71", name: "Sophie"} ▶ 1: {score: "224.48", name: "James"} ▶ 2: {score: "110.00", name: "Chris"}				Local St	corage:	<pre>\{\( \) \{\( \) \{ \) \{ \} \\ \ \ \ \ \\ \\ \\ \\ \\ \\ \\ \\ \</pre>				Local Storage:	▼{{score: "226.41", name: "Jan"}, {score: ▶ 0: {score: "226.41", name: "Jan"} ▶ 1: {score: "224.89", name: "Vstcoria"} ▶ 2: {score: "111.54", name: "Chris"}				Local St	▼{{score: "211.99", name: "Kelly"}, {scc		
4 3 matches achieved in game.	Colette	337.7	the current game score is 307.78  this is the highscore function calling out script, is1282 that the final score is 337.78  scitch.is1888 that the final score is 337.78  scitch.is1892 sicth case part: this message is displaying if you selected famy (1)  choosing message to display part: this is displaying if the current games high scores length is 3 but you have a new high score (2) message choice is true message is displaying you got a hew high score clicked the save button	Yes	Play again	Pass	Victoria	329.22	the current game score is 239.22 scrist_is:782 this is the Nighscore function calling out scrist_is:888 the tifficulty is 2 the difficulty is 2 scrist_is:888 suitch case geart inlected hedium (1) choosing message to display part: this is scrist_is:892 displaying if the current games high scores length is 3 but you have a new high score (2) message choice is true scrist_is:333 From the display message part: if this message is displaying is scrist_is:333 From the display message part: if this scrist_is:333 From the display message part: if this scrist_is:333 From the displaying you got a new high score clicked the save button scrist_is:382	Play again	Pass	Coli	in 334.94	the current game score is 334.94  this is the highscore founction calling out scrist_51288  that the final score is 334.94  the difficulty is 3  switch case part; this message is displaying if you selected hard (1)  Choosing message to display part; this is scrist_512920  displaying if the current games high scores length is 3  but you have a new high score (2)  scrist_512932  From the display message part; if this message choice is true  from the display message part; if this message is displaying you got a hew high score  clicked the save button	Yes	Play again	Pass	Neil	the current game score is 315.23 script.jsi282 this is the highscore function calling out script.jsi282 that the final score is 315.23  the difficulty is a script.jsi882 suitch case part: this message is script.jsi892 displaying if you selected very Ned (1)  315.23 (Choosing message to display part: this is accipt.jsi892 displaying if you selected very Ned (2) message choice is true  From the display message part: if this script.jsi893 message choice is true  From the display message part: if this message is displaying you got a hew high score clicked the save button	'es Play again	Pass
5 4 matches achieved in game.	Liam	447.6	the current game score is 447.64 scriatigi282 this is the highscore function calling out scriatigi888 that the final score is 447.64 scriatigi888 suitch case part: this message is displaying fit you selected feavy (1) choosing message to display part: this is scriatigi892 displaying if the current games high scores length is 3 but you have a new high score (2) message choice is true arrichigi892 From the display message choice is true arrichigi893 from the display message part: if this scriatigi893 ressage is displaying to you got a hew high score clicked the save button scriatigi892 scriatigi892	Yes	Main menu	Pass	Prisca	448.60	the current game score is 448.6  this is the highscore function calling out scrint_is:288  that the final score is 448.6  the difficulty is 2  switch case part: this message is displaying if you selected Hedium (1)  Choosing message to display part: this is scrint_is:292 displaying if the current games high scores length is 3  but you have a new high score (2)  From the display message part: if this message choice is true  ### This is a scrint_is:292  ### This is a scrint_is:292  ### This is a scrint_is:292  ### This is a scrint_is:293  ### This is a scrint_is:	Main menu	Pass	Han	nna 447.73	the current game score is 447.73  scrint.js:782  this is the highscore function calling out that the final score is 447.73  switch case part: this message is displaying if you selected hard (1)  consing message to display part: this is scrint.js:930  displaying if the current games high scores length is 3 but you have a new high score (2)  scrint.js:932  ressage choice is true  From the display message part: if this scrint.js:934  message is displaying you got a hew high score clicked the save button  scrint.js:982	Yes	Main menu	Pass	Chris	the current game score is 425.85  this is the highscore function calling out  that the final score is 425.85  the difficulty is 4  switch case part: this message is  switch case part: this message is  sipplaying if you selected the final score is 425.85  425.85	res Main menu	Pass
	Local Si	torage:	<pre>v[{score: "447.64", name: "Liam"}, {score</pre>				Local St	orage:	<pre>v[{score: "448.60", name: "Prisca"}, {score}</pre>				Local Storage:	v [{score: "447.73", name: "Hanna"}, {score:		1	'	Local St	▼ [{score: "425.85", name: "Chris"}, {scc ▶ 0: {score: "425.85", name: "Chris"} ▶ 1: {score: "315.25", name: "Meil"} ▶ 2: {score: "211.99", name: "Kelly"}	1	
6 2 matches achieved in game.	No new high score	226.7	the current game score is 226.74  this is the highscore function calling out strict_fist282  the difficulty is 1  switch case part: this message is switch case part: this message is sisplaying if you selected Easy (1) Choosing message to display part: this is displaying if you have NOT got a new high score (2) message choice is false  From the display message part: if this message to displaying our chose a custom game or did not get a high score	Yes	Main menu	Pass	No new high score	221.24	the current game score is 221.24 scriotisisTRS2 this is the highcore function calling out scriotisisTRS2 this the highcore function calling out scriotisisRRS8 that the final score is 221.24 scriotisisRRS that the final score is 221.24 scriotisisRRS switch case part: this message is scriotisisRRS9 displaying fyou selected Medium (1) Choosing message to display part: this is acciotisisRRS7 displaying fyou have NOT got a new high score (2) message choice is false From the display message part: if this scriotisisRRS9 message is displaying you chose a custom game or did not get a high score	Main menu	Pass	No r scor	new high 222.36	the current game score is 222.36  this is the hightcore function calling out scrict.js:BBS that the final score is 222.36  the difficulty is 3  switch case part: this message is displaying you selected mard (1)  6 houselying you selected mard (1)  6 houselying sesage to display part: this is scrict.js:932 displaying if you have hor got a new high score (2) message choice is false From the display message part: if this scrict.js:938  From the display message part: if this scrict.js:938  From the display message part: if this scrict.js:938  get a high score  get a high score	Yes	Main menu	Pass	Lorna	the current game score is 212.5799999999999  this is the highscore function calling out script_iss88 that the finals score is 212.57999999999998  the difficulty is 4 script_iss88 script_iss88 script_iss89 script_i	'es Main menu	Pass
7 1 match achieved in game.	No new high score	111.3	the current game score is 111.37  this is the highscore function calling out scriet.js:282 this is the highscore function calling out scriet.js:288 that the final score is 111.37 the difficulty is 1 switch case part: this message is scriet.js:282 displaying if you selected Easy (1) Choosing message to display part: this is scriet.js:292 displaying if you have NOT got a new high score (2) message choice is false From the display message part: if this scriet.js:288 From the display message part: if this scriet.js:288 message to displaying you chose a custom game or did not get a high score	Yes	Play again	Pass	No new high score	112.78	the current game score is 112.78  this is the highscore function calling out scrict_isi282  this is the highscore function calling out scrict_isi288  the difficulty is 2  switch case part: this message is scrict_isi289  switch case part: this message is scrict_isi290  displaying if you selected Medium (1)  Choosing message to display part: this is scrict_isi292  displaying if you have NOT got a new high score (2)  scrict_isi292  From the display message part: if this message is displaying ou chose a custom game or did not get a high score	Play again	Pass	No r scor	new high 112.38	the current game score is 112.38 scrint_is2782 this is the highscore function calling out scrint_is2882 that the final score is 112.38 the difficulty is 3 scrint_is2882 suitch case part: this message is scrint_is2892 displaying if you selected hand (1) Schoosing message to display part: this is scrint_is292 displaying if you have NOT got a new high score (2) message colocie is false from the display message part: if this scrint_is288 from the display message part: if this scrint_is288 scrint_is288 from the display message part: if this scrint_is288 scrint_is288 from the displaying you chose a custom game or did not get a high score	Yes	Play again	Pass	No new high scre	the current game score is 107.1  this is the highscore function calling out script.js:282  that the final score is 107.1  the difficulty is 4  suchtch case part: this message is displaying if you selected Very Hard (1)  choosing message to display part: this is script.js:292  displaying if you have NOT got a new high score (2)  message choice is false  From the display message part: if this message is displaying you chose a custom game or did not get a high score	'es Play again	Pass
8 4 matches achieved in game.	Jan	450.8	the current game score is 450.89  this is the highscore function calling out scriet. is 1888 that the final score is 450.89  the difficulty is 1  scriet. is 1888 the difficulty is 1  scriet. is 1892 displaying if you selected Easy (1)  Choosing message to display part: this is scriet. is 1992 displaying if the current games high scores length is 3 but you have a new high score (2)  message choice is true  From the display message part: if this  scriet. is 1932 message is displaying you got a hew high score  clicked the save button  accint. is 1982	Yes	Main menu	Pass	James	449.80	the current game score is 449.8  this is the highscore function calling out scrict_is:282  this is the highscore function calling out scrict_is:388  that the final score is 449.8  the difficulty is 2 scrict_is:389  switch case part: this message is scrict_is:389  displaying if you selected Medium (1)  Choosing message to display part: this is scrict_is:382  displaying if the current games high scores length is 3  but you have a new high score (2)  message choice is true  From the display message part: if this  message is displaying you got a hew high score  clicked the save button	Main menu	Pass	Neil	435.12	the current game score is 435.12  this is the highscore function calling out <pre>scriet.js:282</pre> this is the highscore function calling out <pre>scriet.js:288</pre> that the final score is 435.12 the difficulty is 3 suitch case part: this message is displaying if you selected Hard (1) Choosing message to display part: this is <pre>scriet.js:292</pre> displaying if the current games high scores length is 3 but you have a new high score (2) message choice is true From the display message part: if this scriet.js:232 From the display message part: if this message is displaying you got a hew high score clicked the save button <pre>scriet.js:282</pre>	Yes	Main menu	Pass	Erik	the current game score is 427.12  this is the highscore function calling out script.js:282  that the final score is 427.12  the difficulty is 4  suchtch case part: this message is displaying if you selected Very Hard (1)  427.12  427.12  427.12  427.12  427.12  427.13  427.14  427.15  427.15  427.15  427.15  427.16  427.16  427.17  427.18  427.19  427.19  427.19  427.19  427.10  427.10  427.10  427.11  427.12  427.12  427.12  427.12  427.13	Yes Main menu	Pass

	the current game score is 563.94 script.js:782					the current game score is 560.99 script.js:782						the current game score is 558.59999999999 script.js:782					the current game score is 527.0600000000001 script.js:782		
	this is the highscore function calling out <pre>script.js:888</pre> that the final score is 563.94					this is the highscore function calling out <a href="script.js:888">script.js:888</a> that the final score is 560.99						this is the highscore function calling out <pre>script.js:888</pre> that the final score is 558.599999999999					this is the highscore function calling out <pre>script.js:888</pre> that the final score is 527.0600000000001		
	the difficulty is 1 script.js:889			- 1		the difficulty is 2 script.js:889				1		the difficulty is 3 script.js:889					the difficulty is 4 script.js:889		
	switch case part: this message is script.js:902 displaying if you selected Easy (1)					switch case part: this message is script.js:906 displaying if you selected Medium (1)						switch case part: this message is script.js:910 displaying if you selected Hard (1)					switch case part: this message is script.js:914 displaying if you selected Very Hard (1)		
9 5 match achieved in game.	Erik 563.94 Choosing message to display part: this is <a href="script.js:932">script.js:932</a> you displaying if the current games high scores length is 3 but you have a new high score (2)	s Play again	Pass	Sophie	560.9	displaying if the current games high scores length is 3	Yes	Play again	Pass	Chris	555.5	displaying if the current games high scores length is 3	Play again	Pass	Colette	327.00	Choosing message to display part: this is script.js:932 displaying if the current games high scores length is 3 but you have a new high score (2)	Play again	Pass
	message choice is true script.is:933			- 1		but you have a new high score (2) message choice is true script.is:933				1		but you have a new high score (2) message choice is true script.is:933					message choice is true script.is:933		
	From the display message part: if this script.is:944			- 1		From the display message part: if this script.is:944				1		message choice is true script.js:933  From the display message part: if this script.js:944			l		From the display message part: if this script.is:944		
	message is displaying you got a hew high score			- 1		message is displaying you got a hew high score				1		message is displaying you got a hew high score					message is displaying you got a hew high score		
	clicked the save button script.js:982					clicked the save button script.js:982						clicked the save button script.js:982					clicked the save button script.js:982		
	the current game score is 560.52 script.is:782					the current game score is 563.4300000000001 script.js:782						the current game score is 560.43 script.js:782					the current game score is 527.920000000001 script.js:782		
	this is the highscore function calling out <a href="script.js:888">script.js:888</a>					this is the highscore function calling out <pre>script.js:888</pre> that the final score is 563.430000000001				1		this is the highscore function calling out <pre>script.js:888</pre> that the final score is 560.43					this is the highscore function calling out script.js:888		
	that the final score is 560.52					the difficulty is 2 script.js:889				1		that the final score is 560.43 the difficulty is 3 script.is:889					that the final score is 527.9200000000001 the difficulty is 4 script.1s:889		
	the difficulty is 1 script.js:889 switch case part: this message is script.js:902					switch case part: this message is script.js:906				1		switch case part: this message is script.is:910					switch case part: this message is script.js:914		
E make white a discount had	displaying if you selected Easy (1)					displaying if you selected Medium (1)				1		displaying if you selected Hard (1)					displaying if you selected Very Hard (1)		
10 5 match achieved in game but choose not to save score	N/A 560.52 Choosing message to display part: this is <a href="script.js:932">script.js:932</a> Ye displaying if the current games high scores length is 3 but you have a new high score (2)	s Main menu	Pass	N/A	563.43	Goldman display part: this is <a href="script_js:932">script_js:932</a> displaying if the current games high scores length is 3 but you have a new high score (2)	Yes	Main menu	Pass	N/A		Choosing message to display part: this is script.1s:932 displaying if the current games high scores length is 3 but you have a new high score (2)	Main menu	Pass	N/A	1	Choosing message to display part: this is <a href="script.js:932">script.js:932</a> Yes displaying if the current games high scores length is 3 but you have a new high score (2)	Main menu	Pass
	message choice is true script.is:933			- 1		message choice is true script.js:933				1		message choice is true script.js:933					message choice is true script.js:933		
	From the display message part: if this script.js:944			- 1		From the display message part: if this <pre>script.js:944</pre> message is displaying you got a hew high score				1		From the display message part: if this script.js:944			l		From the display message part: if this script.js:944		
	message is displaying you got a hew high score					message is displaying you got a new night store						message is displaying you got a hew high score					message is displaying you got a hew high score		
	message is displaying you got a hew high score High score table					High score table						High score table					High score table		
												High score table  Hard					High score table  Very Hand		
	High score table					High score table						High score table  Hard  1. Chris - 558.60					High score table  Very Hand  1. Colette - 527.06		
	High score table  Easy					High score table  Medium						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73					High score table  Very Hand  1. Colette - 527.06  2. Erik - 427.12		
	High score table  Easy  1. Erik - 563.94					High score table  Medium  1. Sophie - 560.99						High score table  Hard  1. Chris - 558.60					High score table  Very Hand  1. Colette - 527.06		
	High score table  Easy  1. Erik - 563.94  2. Jan - 450.89					Medium 1. Sophie - 560.99 2. James - 449.80						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73					High score table  Very Hand  1. Colette - 527.06  2. Erik - 427.12		
	High score table  Easy  1. Erik - 563.94  2. Jan - 450.89  3. Liam - 447.64					Medium 1. Sophie - 560.99 2. James - 449.80						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73					High score table  Very Hand  1. Colette - 527.06  2. Erik - 427.12		
	High score table  Easy  1. Erik - 563.94  2. Jan - 450.89  3. Liam - 447.64  Local Storage data  v {(score: "563.94", name: "Erik"), {sc					High score table  Medium  1. Sophie - 560.99  2. James - 449.80  3. Prisca - 448.60  Local Storage data						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73  3. Neil - 435.12					High score table  Very Hard  1. Colette - 527.06  2. Erik - 427.12  3. Chris - 425.85		
	High score table   Easy   1. Epik - 563.94   2. Jan - 450.89   3. Liam - 447.64   Local Storage data   v {(score: "563.94", name: "Erik"), {sc					High score table  Medium  1. Sophie – 560.99  2. James – 449.80  3. Prisca – 448.60						High score table  Hand  1. Chris - 558.60  2. Hanna - 447.73  3. Neil - 435.12  Local Storage data  * { score: "558.60", name: "Chris" }, { score: }  * 0: { score: "558.60", name: "Chris" }					High score table  Very Hard  1. Colette - 527.06  2. Erik - 427.12  3. Chris - 425.85  Local Storage data  * { (score: "527.06", name: "Colette"), {sc} } o: {score: "527.06", name: "Colette")		
	High score table  Easy  1. Erik - 563.94  2. Jan - 450.89  3. Liam - 447.64  Local Storage data  v {(score: "563.94", name: "Erik"), {sc					High score table  Medium  1. Sophie - 560.99  2. James - 449.80  3. Prisca - 448.60  Local Storage data  * {{score: "560.99", name: "Sophie"}, {scc } * 0: {score: "560.99", name: "Sophie"} } * 1: {score: "560.99", name: "Sophie"}						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73  3. Neil - 435.12  Local Storage data  * [(score: "558.60", name: "Chris"), {score: "558.60", name: "Chris")}  * 1: (score: "447.73", name: "Honna")					High score table  Very Hard  1. Colette - 527.06  2. Erik - 427.12  3. Chris - 425.85  Local Storage data  * { (score: "527.06", name: "Colette"), (sc		
	High score table   Easy   1. Erik - 563.94   2. Jan - 450.89   3. Liam - 447.64     Local Storage data					Medium  1. Sophie - 560.99  2. James - 449.80  3. Prisca - 448.60  Local Storage data  * { (score: "560.99", name: "Sophie"), (score: "560.99", name: "Sophie")						High score table  Hand  1. Chris - 558.60  2. Hanna - 447.73  3. Neil - 435.12  Local Storage data  * { score: "558.60", name: "Chris" }, { score: }  * 0: { score: "558.60", name: "Chris" }					High score table  Very Hard  1. Colette - 527.06  2. Erik - 427.12  3. Chris - 425.85  Local Storage data  * { (score: "527.06", name: "Colette"), {sc} } o: {score: "527.06", name: "Colette")		
	High score table   Easy   1. Erik - 563.94   2. Jan - 450.89   3. Liam - 447.64     Local Storage data					High score table  Medium  1. Sophie - 560.99  2. James - 449.80  3. Prisca - 448.60  Local Storage data  * {{score: "560.99", name: "Sophie"}, {scc } * 0: {score: "560.99", name: "Sophie"} } * 1: {score: "560.99", name: "Sophie"}						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73  3. Neil - 435.12  Local Storage data  * [(score: "558.60", name: "Chris"), {score: "558.60", name: "Chris")}  * 1: (score: "447.73", name: "Honna")					High score table  Very Hard  1. Colette - 527.06  2. Erik - 427.12  3. Chris - 425.85  Local Storage data  * { (score: "527.06", name: "Colette"), (sc		
	High score table   Easy   1. Erik - 563.94   2. Jan - 450.89   3. Liam - 447.64     Local Storage data					High score table  Medium  1. Sophie - 560.99  2. James - 449.80  3. Prisca - 448.60  Local Storage data  * {{score: "560.99", name: "Sophie"}, {scc } * 0: {score: "560.99", name: "Sophie"} } * 1: {score: "560.99", name: "Sophie"}						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73  3. Neil - 435.12  Local Storage data  * [(score: "558.60", name: "Chris"), {score: "558.60", name: "Chris")}  * 1: (score: "447.73", name: "Honna")					High score table  Very Hard  1. Colette - 527.06  2. Erik - 427.12  3. Chris - 425.85  Local Storage data  * { (score: "527.06", name: "Colette"), (sc		
	High score table   Easy   1. Erik - 563.94   2. Jan - 450.89   3. Liam - 447.64     Local Storage data					High score table  Medium  1. Sophie - 560.99  2. James - 449.80  3. Prisca - 448.60  Local Storage data  * {{score: "560.99", name: "Sophie"}, {scc } * 0: {score: "560.99", name: "Sophie"} } * 1: {score: "560.99", name: "Sophie"}						High score table  Hard  1. Chris - 558.60  2. Hanna - 447.73  3. Neil - 435.12  Local Storage data  * [(score: "558.60", name: "Chris"), {score: "558.60", name: "Chris")}  * 1: (score: "447.73", name: "Honna")					High score table  Very Hard  1. Colette - 527.06  2. Erik - 427.12  3. Chris - 425.85  Local Storage data  * { (score: "527.06", name: "Colette"), (sc		

Test History Test 1 - 5/4/2021

Tested following full implementation of score display save and highscores page.