| | | | | Easy Difficulty | | | | | Medium Difficulty | | | | | Hard Difficulty | | | | | Very Hard Difficulty | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | | ID | | | A | | | | | B | | | | | C | | | | | D | | | |
| ID | TEST | Player name | Score | console.log output from displayHighScore() function | | As expected? | Continue option | Test Result | Player name | Score | console.log output from displayHighScore() function | | As expected? | Continue option | Test Result | Player name | Score | console.log output from displayHighScore() function | | As expected? | Continue option | Test Result | Player name | Score | console.log output from displayHighScore() function |

**Row 1 — 1 match achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | Chris | 110.00 | the current game score is 110 (script.js:782); this is the highscore function calling out that the final score is 110 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Medium (B) | Kelly | 111.74 | the current game score is 111.7400000000001 (script.js:782); this is the highscore function calling out that the final score is 111.7400000000001 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Hard (C) | Chris | 111.54 | the current game score is 111.53999999999999 (script.js:782); this is the highscore function calling out that the final score is 111.53999999999999 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Very Hard (D) | Neil | 104.50 | the current game score is 104.5 (script.js:782); this is the highscore function calling out that the final score is 104.5 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |

**Row 2 — 2 matches achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | Sophie | 228.71 | the current game score is 228.71 (script.js:782); this is the highscore function calling out that the final score is 228.71 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Medium (B) | Simon | 224.37 | the current game score is 224.37 (script.js:782); this is the highscore function calling out that the final score is 224.37 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Hard (C) | Jan | 226.41 | the current game score is 226.41 (script.js:782); this is the highscore function calling out that the final score is 226.41 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Very Hard (D) | Erik | 211.17 | the current game score is 211.17000000000002 (script.js:782); this is the highscore function calling out that the final score is 211.17000000000002 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |

**Row 3 — 2 matches achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | James | 224.48 | the current game score is 224.48000000000002 (script.js:782); this is the highscore function calling out that the final score is 224.48000000000002 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Medium (B) | Harley | 224.61 | the current game score is 224.61 (script.js:782); this is the highscore function calling out that the final score is 224.61 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Hard (C) | Victoria | 224.89 | the current game score is 224.89 (script.js:782); this is the highscore function calling out that the final score is 224.89 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Very Hard (D) | Kelly | 211.99 | the current game score is 211.99 (script.js:782); this is the highscore function calling out that the final score is 211.99 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); Choosing message to display part: this is displaying if the current games high scores length are less than 3 (2) (script.js:928); message choice is true (script.js:929); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |

**Local Storage (after row 3):**

| Easy (A) | Medium (B) | Hard (C) | Very Hard (D) |
| --- | --- | --- | --- |
| ▼[{score: "228.71", name: "Sophie"}, {score ▶ 0: {score: "228.71", name: "Sophie"} ▶ 1: {score: "224.48", name: "James"} ▶ 2: {score: "110.00", name: "Chris"} | ▼[{score: "224.61", name: "Harley"}, {sc ▶ 0: {score: "224.61", name: "Harley"} ▶ 1: {score: "224.37", name: "Simon"} ▶ 2: {score: "111.74", name: "Kelly"} | ▼[{score: "226.41", name: "Jan"}, {score ▶ 0: {score: "226.41", name: "Jan"} ▶ 1: {score: "224.89", name: "Victoria"} ▶ 2: {score: "111.54", name: "Chris"} | ▼[{score: "211.99", name: "Kelly"}, {scc ▶ 0: {score: "211.99", name: "Kelly"} ▶ 1: {score: "211.17", name: "Erik"} ▶ 2: {score: "104.50", name: "Neil"} |

**Row 4 — 3 matches achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | Colette | 337.78 | the current game score is 337.78 (script.js:782); this is the highscore function calling out that the final score is 337.78 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Medium (B) | Victoria | 329.22 | the current game score is 329.22 (script.js:782); this is the highscore function calling out that the final score is 329.22 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Hard (C) | Colin | 334.94 | the current game score is 334.94 (script.js:782); this is the highscore function calling out that the final score is 334.94 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |
| Very Hard (D) | Neil | 315.23 | the current game score is 315.23 (script.js:782); this is the highscore function calling out that the final score is 315.23 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Play again | Pass |

**Row 5 — 4 matches achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | Liam | 447.64 | the current game score is 447.64 (script.js:782); this is the highscore function calling out that the final score is 447.64 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Medium (B) | Prisca | 448.60 | the current game score is 448.6 (script.js:782); this is the highscore function calling out that the final score is 448.6 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Hard (C) | Hanna | 447.73 | the current game score is 447.73 (script.js:782); this is the highscore function calling out that the final score is 447.73 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Very Hard (D) | Chris | 425.85 | the current game score is 425.85 (script.js:782); this is the highscore function calling out that the final score is 425.85 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |

**Local Storage (after row 5):**

| Easy (A) | Medium (B) | Hard (C) | Very Hard (D) |
| --- | --- | --- | --- |
| ▼[{score: "447.64", name: "Liam"}, {score ▶ 0: {score: "447.64", name: "Liam"} ▶ 1: {score: "337.78", name: "Colette"} ▶ 2: {score: "228.71", name: "Sophie"} | ▼[{score: "448.60", name: "Prisca"}, {score ▶ 0: {score: "448.60", name: "Prisca"} ▶ 1: {score: "329.22", name: "Victoria"} ▶ 2: {score: "224.61", name: "Harley"} | ▼[{score: "447.73", name: "Hanna"}, {score ▶ 0: {score: "447.73", name: "Hanna"} ▶ 1: {score: "334.94", name: "Colin"} ▶ 2: {score: "226.41", name: "Jan"} | ▼[{score: "425.85", name: "Chris"}, {scc ▶ 0: {score: "425.85", name: "Chris"} ▶ 1: {score: "315.23", name: "Neil"} ▶ 2: {score: "211.99", name: "Kelly"} |

**Row 6 — 2 matches achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | No new high score | 226.74 | the current game score is 226.74 (script.js:782); this is the highscore function calling out that the final score is 226.74 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); Choosing message to display part: this is displaying if you have NOT got a new high score (2) (script.js:937); message choice is false (script.js:938); From the display message part: if this message is displaying you chose a custom game or did not get a high score (script.js:964) | Yes | Main menu | Pass |
| Medium (B) | No new high score | 221.24 | the current game score is 221.24 (script.js:782); this is the highscore function calling out that the final score is 221.24 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); Choosing message to display part: this is displaying if you have NOT got a new high score (2) (script.js:937); message choice is false (script.js:938); From the display message part: if this message is displaying you chose a custom game or did not get a high score (script.js:964) | Yes | Main menu | Pass |
| Hard (C) | No new high score | 222.36 | the current game score is 222.36 (script.js:782); this is the highscore function calling out that the final score is 222.36 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); Choosing message to display part: this is displaying if you have NOT got a new high score (2) (script.js:937); message choice is false (script.js:938); From the display message part: if this message is displaying you chose a custom game or did not get a high score (script.js:964) | Yes | Main menu | Pass |
| Very Hard (D) | Lorna | 212.58 | the current game score is 212.57999999999998 (script.js:782); this is the highscore function calling out that the final score is 212.57999999999998 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); Choosing message to display part: this is displaying if the current games high scores length is 3 (2) (script.js:...); message choice is true (script.js:...); From the display message part: if this message is displaying you got a new high score (script.js:944) | Yes | Main menu | Pass |

**Row 7 — 1 match achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | No new high score | 111.37 | the current game score is 111.37 (script.js:782); this is the highscore function calling out that the final score is 111.37 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); Choosing message to display part: this is displaying if you have NOT got a new high score (2) (script.js:937); message choice is false (script.js:938); From the display message part: if this message is displaying you chose a custom game or did not get a high score (script.js:964) | Yes | Play again | Pass |
| Medium (B) | No new high score | 112.78 | the current game score is 112.78 (script.js:782); this is the highscore function calling out that the final score is 112.78 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); Choosing message to display part: this is displaying if you have NOT got a new high score (2) (script.js:937); message choice is false (script.js:938); From the display message part: if this message is displaying you chose a custom game or did not get a high score (script.js:964) | Yes | Play again | Pass |
| Hard (C) | No new high score | 112.38 | the current game score is 112.38 (script.js:782); this is the highscore function calling out that the final score is 112.38 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); Choosing message to display part: this is displaying if you have NOT got a new high score (2) (script.js:937); message choice is false (script.js:938); From the display message part: if this message is displaying you chose a custom game or did not get a high score (script.js:964) | Yes | Play again | Pass |
| Very Hard (D) | No new high score | 107.10 | the current game score is 107.1 (script.js:782); this is the highscore function calling out that the final score is 107.1 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); Choosing message to display part: this is displaying if you have NOT got a new high score (2) (script.js:937); message choice is false (script.js:938); From the display message part: if this message is displaying you chose a custom game or did not get a high score (script.js:964) | Yes | Play again | Pass |

**Row 8 — 4 matches achieved in game.**

| Difficulty | Player | Score | Log (key lines) | As expected? | Continue | Result |
| --- | --- | --- | --- | --- | --- | --- |
| Easy (A) | Jan | 450.89 | the current game score is 450.89 (script.js:782); this is the highscore function calling out that the final score is 450.89 (script.js:888); the difficulty is 1 (script.js:889); switch case part: this message is displaying if you selected Easy (1) (script.js:902); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Medium (B) | James | 449.80 | the current game score is 449.8 (script.js:782); this is the highscore function calling out that the final score is 449.8 (script.js:888); the difficulty is 2 (script.js:889); switch case part: this message is displaying if you selected Medium (1) (script.js:906); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Hard (C) | Neil | 435.12 | the current game score is 435.12 (script.js:782); this is the highscore function calling out that the final score is 435.12 (script.js:888); the difficulty is 3 (script.js:889); switch case part: this message is displaying if you selected Hard (1) (script.js:910); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |
| Very Hard (D) | Erik | 427.12 | the current game score is 427.12 (script.js:782); this is the highscore function calling out that the final score is 427.12 (script.js:888); the difficulty is 4 (script.js:889); switch case part: this message is displaying if you selected Very Hard (1) (script.js:914); 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) (script.js:932); message choice is true (script.js:933); From the display message part: if this message is displaying you got a new high score (script.js:944); clicked the save button (script.js:982) | Yes | Main menu | Pass |

| # | Test | | Easy | | | | | | Medium | | | | | | Hard | | | | | | Very Hard | | | |
|---|------|---|------|---|---|---|---|---|--------|---|---|---|---|---|------|---|---|---|---|---|-----------|---|---|---|

### Row 9

**Test 9 — S match achieved in game.**

Easy — Erik — 563.94:
```
the current game score is 563.94                          script.js:782
this is the highscore function calling out                script.js:888
that the final score is 563.94
the difficulty is 1                                       script.js:889
switch case part: this message is                         script.js:902
displaying if you selected Easy (1)
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)
message choice is true                                    script.js:933
From the display message part: if this        script.js:944
message is displaying you got a new high score
clicked the save button                                   script.js:982
```
Yes — Play again — Pass

Medium — Sophie — 560.99:
```
the current game score is 560.99                          script.js:782
this is the highscore function calling out                script.js:888
that the final score is 560.99
the difficulty is 2                                       script.js:889
switch case part: this message is                         script.js:906
displaying if you selected Medium (1)
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)
message choice is true
From the display message part: if this        script.js:944
message is displaying you got a new high score
clicked the save button
```
Yes — Play again — Pass

Hard — Chris — 558.6:
```
the current game score is 558.5999999999999               script.js:782
this is the highscore function calling out                script.js:888
that the final score is 558.5999999999999
the difficulty is 3                                       script.js:889
switch case part: this message is                         script.js:910
displaying if you selected Hard (1)
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)
message choice is true                                    script.js:933
From the display message part: if this        script.js:944
message is displaying you got a new high score
clicked the save button                                   script.js:982
```
Yes — Play again — Pass

Very Hard — Colette — 527.06:
```
the current game score is 527.0600000000001               script.js:782
this is the highscore function calling out                script.js:888
that the final score is 527.0600000000001
the difficulty is 4                                        script.js:889
switch case part: this message is                         script.js:914
displaying if you selected Very Hard (1)
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)
message choice is true                                    script.js:933
From the display message part: if this        script.js:944
message is displaying you got a new high score
```
Yes — Play again — Pass

### Row 10

**Test 10 — S match achieved in game but choose not to save score**

Easy — N/A — 560.52:
```
the current game score is 560.52                          script.js:782
this is the highscore function calling out                script.js:888
that the final score is 560.52
the difficulty is 1                                       script.js:889
switch case part: this message is                         script.js:902
displaying if you selected Easy (1)
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)
message choice is true                                    script.js:933
From the display message part: if this        script.js:944
message is displaying you got a new high score
```
Yes — Main menu — Pass

Medium — N/A — 563.43:
```
the current game score is 563.430000000001                script.js:782
this is the highscore function calling out                script.js:888
that the final score is 563.430000000001
the difficulty is 2                                        script.js:889
switch case part: this message is                         script.js:906
displaying if you selected Medium (1)
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)
message choice is true                                    script.js:933
From the display message part: if this        script.js:944
message is displaying you got a new high score
```
Yes — Main menu — Pass

Hard — N/A — 560.43:
```
the current game score is 560.43                          script.js:782
this is the highscore function calling out                script.js:888
that the final score is 560.43
the difficulty is 3                                        script.js:889
switch case part: this message is                         script.js:910
displaying if you selected Hard (1)
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)
message choice is true                                    script.js:933
From the display message part: if this        script.js:944
message is displaying you got a new high score
```
Yes — Main menu — Pass

Very Hard — N/A — 527.92:
```
the current game score is 527.9200000000001               script.js:782
this is the highscore function calling out                script.js:888
that the final score is 527.9200000000001
the difficulty is 4                                        script.js:889
switch case part: this message is                         script.js:914
displaying if you selected Very Hard (1)
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)
message choice is true                                    script.js:933
From the display message part: if this        script.js:944
message is displaying you got a new high score
```
Yes — Main menu — Pass

---

### 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
3. Prisca – 448.60

**Hard**
1. Chris – 558.60
2. Hanna – 447.73
3. Neil – 435.12

**Very Hard**
1. Colette – 527.06
2. Erik – 427.12
3. Chris – 425.85

---

### Local Storage data

Easy:
▼[{score: "563.94", name: "Erik"}, {sc
 ▶0: {score: "563.94", name: "Erik"}
 ▶1: {score: "450.89", name: "Jan"}
 ▶2: {score: "447.64", name: "Liam"}

Medium:
▼[{score: "560.99", name: "Sophie"}, {sc
 ▶0: {score: "560.99", name: "Sophie"}
 ▶1: {score: "449.80", name: "James"}
 ▶2: {score: "448.60", name: "Prisca"}

Hard:
▼[{score: "558.60", name: "Chris"}, {score:
 ▶0: {score: "558.60", name: "Chris"}
 ▶1: {score: "447.73", name: "Hanna"}
 ▶2: {score: "435.12", name: "Neil"}

Very Hard:
▼[{score: "527.06", name: "Colette"}, {sc
 ▶0: {score: "527.06", name: "Colette"}
 ▶1: {score: "427.12", name: "Erik"}
 ▶2: {score: "425.85", name: "Chris"}

---

Test History
Test 1 - 5/4/2021    Tested following full implementation of score display save and highscores page.