Test cases

NameApp

Check that correct answer gives points

Open LearningModeQuestion activity.
LearningModeQuestion activity fetches random name from name list and stores it in property correctName and sets score to 0.
Get value of correctName.
Get value of score and store in new variable.
Type correctName into enterName textView.
Click buttonNext
Assert that previous score is incremented by 1.

Check that wrong answer doesn't give point

Open LearningModeQuestion activity.
Create a string that is not in list of names as incorrectName
Get value of score and store in new variable.
Type incorrectName into enterName textView.
Click buttonNext
Assert that previous score is same as previous.

Check that points are displayed correctly

Open LearningModeQuestion activity.
Get value of score and store in new variable.
Create string with value of "Score " + score value
Assert that

Check that game is over after 10 rounds

Open LearningModeQuestion activity.
Set value of turns to 10.
Click button next.
Assert that activity changes to ViewScoreActivity.

Check that back button after ended game returns to home start game screen

Open ViewScoreActivity.
Click backbutton.
Assert that next activity is LearningModeActivity.