**EVENT-ACTION TABLE**

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| **SoftwareTitle:** | Speller | **Design date:** | 01/05/2014 |

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| **Object** | **Event** | **Action** | **Test Data and expected result** |
| Obj\_border | None. | None. | None. |
| Obj\_btnPlay | changeWorld()  startGame() | Move to the game world.  Starts the game. | Switch to the game world.  The game begins. |
| Obj\_Help | showHelp() | Changes to HelpWorld | Switches to the HelpWorld |
| Obj\_btnQuit | Quit() | Closes the game |  |
| Obj\_btnPlayAgain | changeWorld()  startGame() | Move to the game world.  Starts the game. | Switch to the game world.  The game begins. |
| Obj\_character | movePlayerHoriz() | Moves player left or right depending on key held at horizSpeed. Stops player from going out of bounds. | Player moves left and right using A and D, player cannot go out of bounds. |
| Obj\_letterBox | moveObjVert()  collision()  genLetter() | Move the player up at vertSpeed without stopping.  On collision remove instance of object.  Generate a random letter and put it on the box and assign the letter a number based on the letters position in the word. | Player moves vertically.  Instance is removed.  Random letter generated and placed on the sprite. |
| Obj\_winScreen | showWord() | Place wordToSpell in correct place on the object. |  |
| Obj\_loseScreen | showWord() | Place wordToSpell in correct place on the object. |  |

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| **Design prepared by:** | Chris Edwicker | **Design date:** | 01/05/2014 |