

Test Case	Feature	Testing	Expected Result	Actual Result	Pass/Fail	Comment
TS001	Welcome text	<ol style="list-style-type: none"> 1. Open the page in a browser 2. Ensure the heading is displaying with the typewriter effect. 3. Ensure this does not change the size of the parent container 4. Ensure the subheading is displaying correctly. 	On page load, the heading appears with a typewriter effect and does not change the parent container size. The subheading is displaying correctly.	On page load, the heading appears with a typewriter effect and does not change the parent container size. The subheading is displaying correctly.	PASS	
TS002	Difficulty buttons	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Click each of the difficulty buttons to ensure the appearance of each change when clicked (turns red, smaller in size, and with added border to appear pressed) 3. Ensure only one button can be active at a time. 4. Check if a button is active and is pressed again that becomes inactive. 5. Using dev tools click on each button and make sure the active class appears and disappears as appropriate. 	On click the button changes appearance, only one button can be active at a time. If the active button is clicked becomes inactive	On click the button changes appearance, only one button can be active at a time. If the active button is clicked becomes inactive	PASS	
TS003	Start the game button	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Without selecting difficulty click on the start button and ensure that the "Please select difficulty" message is displayed. 3. Using dev tools check that the error start element is dynamically changed with the warning message. 4. Select the difficulty and press the start button. Ensure the game starts with the correct difficulty level by checking if the displayed word is in the correct array of words. 	When the start button is clicked, If none of the difficulty buttons is active, a message is displayed "Please select difficulty", else the game starts with the corresponding difficulty	When the start button is clicked, If none of the difficulty buttons is active, a message is displayed "Please select difficulty", else the game starts with the corresponding difficulty	PASS	
TS004	How to play button	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Click on the how to play button and ensure the modal pops up with the instructions. 3. Ensure the modal appears with animation as opposed to just appearing. 	When clicked, a modal appears with animation in the center of the screen with how-to-play instructions.	When clicked, a modal appears with animation in the center of the screen with how-to-play instructions.	PASS	
TS005	Modal	<ol style="list-style-type: none"> 1. Open the modal by clicking how to play button. 2. While the modal is active, attempt to scroll the page and ensure the main page does not scroll. 3. Reduce the size of the screen for very small phone screens and ensure the scroll is active only on the modal itself and it is not causing a bug where the user is unable to close the modal. 	When the modal is active the scroll on the main page is disabled, and it will be only available for the modal itself on small screens.	When the modal is active the scroll on the main page is disabled, and it will be only available for the modal itself on small screens.	PASS	
TS006	Got it button	<ol style="list-style-type: none"> 1. Open the modal by clicking how to play button. 2. While the modal is active click on the got it button and ensure that the modal closes and the main screen is active again. 3. Open the modal again and click outside of the modal to ensure it closes. Repeat this step a few times by clicking on the modal and outside to confirm the results 	When the got it button is clicked the modal should close and return to the main screen. The same action can be achieved by clicking anywhere outside the modal	When the got it button is clicked the modal should close and return to the main screen. The same action can be achieved by clicking anywhere outside the modal	PASS	
TS007	All buttons	<ol style="list-style-type: none"> 1. Open the website. 2. Click every button on the welcome screen to ensure that each one changes appearance while pressed as per CSS set values. 3. After the game is over, ensure the button on the end game screen changes appearance when active. 4. Ensure the Play Again button on the scoreboard page changes appearance when active. 	All buttons on all pages while they are being clicked change colour, size, and border	All buttons on all pages while they are being clicked change colour, size, and border	PASS	
TS008	The current word	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Ensure a random word appears in the h1 tag. 4. To confirm results open dev tools and check if each letter of the word is within a span character and in the correct h1 tag. 5. Type the word in the input field and ensure when the word is typed correctly, a new word is generated within the h1 tag with each character in a span element. 	Random word is generated and displayed in the heading tag.	Random word is generated and displayed in the heading tag.	PASS	

TS009	No repetition of words	<ol style="list-style-type: none"> 1. In the code editor add console.log for usedWord, usedWordArr and mediumWords. 2. Reduce the number of words in the mediumWords array for testing purposes. 3. Open the website in a browser. 4. Select medium difficulty and press the Start The Game button. 5. Ensure a random word appears in the h1 tag. 6. Open Dev tools in the browser and type each word correctly in the input field of the game. 7. Make sure the usedWord is logged in the console as the current word displayed. 8. Make sure the usedWord is added to the usedWordArr and removed from mediumWords. 9. Repeat until there are no words left in mediumWords and ensure the game continues with the words in the usedWordArr to ensure that the words will repeat only after all of the words in the mediumWords array have been used 	The current word is removed from the array and added to usedWordArr. In the unlikely event that the current array runs out of words, the game will continue with the used words array.	The current word is removed from the array and added to usedWordArr. In the unlikely event that the current array runs out of words, the game will continue with the used words array.	PASS	
TS010	The input	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. When the game screen appears, ensure the focus is on the input field. 4. Start typing and ensure that the text typed appears in the input field without having to click on the input first. 	When the game screen appears the focus is on the input field	When the game screen appears the focus is on the input field	PASS	
TS011	Word comparison	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Start typing the random word in the input field. Ensure each correct character turns green, each wrong character turns red and once a character is deleted it turns black again. 4. To confirm the result, open dev tools and as typing the word ensure that either red or green class is added to each span. When a character is deleted ensure the class is removed. 	Every character typed in the input field is compared to the character of the word at the same index. If correct the character in the displayed word turns green if wrong turns red. If the user deletes a character it removes both colors.	Every character typed in the input field is compared to the character of the word at the same index. If correct the character in the displayed word turns green if wrong turns red. If the user deletes a character it removes both colors.	PASS	
TS012	The timer	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Ensure the timer starts from 30 sec and counts down by 1 until reaches 0. 4. To confirm results console.log(time) within the startTimer function and check the console to ensure the timer is working correctly. 	When the game screen appears the timer starts counting from 30s to 0	When the game screen appears the timer starts counting from 30s to 0	PASS	The timer takes a second to display in the console so it starts from 29. The inner text in the html element is 30 which fixes that. After a second it changes to 29.
TS013	The score	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Type the displayed word correctly a few times and ensure the score increments by 1 each time. 4. Type the word wrong and ensure the score does not change. 5. To confirm results open dev tools, and ensure the score changed dynamically every time the word is typed correctly. 	The score increments by 1 every time the typed word is correct and does not change if the word is wrong.	The score increments by 1 every time the typed word is correct and does not change if the word is wrong.	PASS	
TS014	End game	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Once the timer reaches 0 ensure the correct screen is displayed (end game screen). 4. Console.log(time) in the startTimerFunction and check when the timer reaches 0 it does not continue with negative numbers. 	When the timer reaches 0 the game is over and a new screen is displayed. The timer stops at 0 and does not go into negative numbers.	When the timer reaches 0 the game is over and a new screen is displayed. The timer stops at 0 and does not go into negative numbers.	PASS	

TS015	Display final score	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Once the timer reaches 0, the end game screen is displayed. 4. Ensure the final score displayed matches the most recent score on the game screen. 5. To confirm results, open dev tools while playing the game and ensure the last score recorded in the html element for score has the same value as the message at the end screen. 	The final score is displayed to the user and it matches the score from the game screen	The final score is displayed to the user and it matches the score from the game screen	PASS	
TS016	Generate message	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Play the game a few times making sure that the game ends with a different score every time. 4. Ensure the displayed message matches the instructions in the code. 	A message is generated based on the number of the score	A message is generated based on the number of the score	PASS	
TS017	Submit button	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Once the timer reaches 0, the end game screen is displayed. 4. Ensure the submit button is inactive while the input field is empty by clicking on it, and checking the greyed-out colour. 5. Add text to the input field and ensure the button is working by checking the change of colour and clicking on it. 6. Ensure this leads to the scoreboard page. 	The submit button is inactive until the user adds input for their name. Once active and pressed takes the user to the Score Board page	The submit button is inactive until the user adds input for their name. Once active and pressed takes the user to the Score Board page	PASS	
TS018	Highscore	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Once the timer reaches 0, the end game screen is displayed. 4. After adding a name to the input field and pressing the submit button the scoreboard screen is displayed. 5. If the game is played for the first time in this browser, ensure the score is displayed with the name. 6. If the game has been played more than 5 times, ensure the top 5 scores are displayed starting from the highest number. 7. To confirm results, open dev tools and select the tab called Application, and select local storage on the left. 8. Ensure the stored scores are no more than 5. 9. Play a game with a score higher than the lowest recorded and ensure it is added to local storage. 	Displays the top 5 high scores starting from the highest	Displays the top 5 high scores starting from the highest	PASS	
TS019	Play again button	<ol style="list-style-type: none"> 1. Open the website in a browser. 2. Select difficulty and press the Start The Game button. 3. Once the timer reaches 0, the end game screen is displayed. 4. After adding a name to the input field and pressing the submit button the scoreboard screen is displayed. 5. Click on the play again button and ensure it opens the index. html page. 	The play again button takes the user to the home page	The play again button takes the user to the home page	PASS	