Test Plan

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| Feature | Expected result | Actual result | Pass/Fail |
| Load crossword grid | The full grid loads onto the website |  |  |
| Reveal clue | Clicking on the number should reveal the right clue |  |  |
| Input answer | The user should be able to input their answer in each cell |  |  |
| Check answer | The system should check the whether the answer is the same as the saved answer |  |  |
| Reset puzzle | Users should be able to reset the puzzle |  |  |
| Handle incorrect answer | The game should be able to output a message that tells users the word inputted is incorrect |  |  |
| Usability | The grid should be clear, not too hard for the target audience and easy to navigate |  |  |
| Compatibility | System should work smoothly across desktop and tablet |  |  |
| Accessibility | Controls and instructions should be simple and easy to lean |  |  |