

## Type-Based Test Plan Tables

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Function Area	Requirement ID	Method/Function	Test data/Input	Expected output	Actual Output
User Authentication	FA-001	loginUser	Correct username and password	User is logged in and directed to the gameplay scene.	
User Authentication	FA-002	loginUser	Incorrect username and/or password	Error message indicating login failure.	
Game Settings	FA-003	Update Game Settings	Change difficulty level to "Hard"	Settings updated successfully, reflected in gameplay.	
Gameplay	FA-004	Display Word	Game running with word "example"	Display the word "example" for the user to type.	
Scoring	FA-005	Calculate Score	User types "example" correctly	Score incremented by the correct amount.	
Scoring	FA-006	Apply Score Multiplier	Correct answers with multiplier active	Score should reflect the multiplier effect.	
Database	FA-007	saveScore	Score of 100,	Score saved in	

			player ID 1	the database for the user.	
Database	FA-008	getUserScoreHistory	Player ID 1	Retrieve list of scores for player ID 1.	
UI Elements	FA-009	renderHearts	Game with 3 attempts remaining	Display 3 hearts on the screen.	
Game Over	FA-0010	displayGameOver	Final score of 150	Display "Game Over" with final score of 150.	
Temporary Data	FA-011	calculateTempScore	Correct inputs during gameplay	Temporary score reflects the ongoing game correctly.	
Song Management	FA-012	loadSong	Song ID 1	Song plays without issues.	
Performance	FA-013	loadTest	100 simultaneous users	The game performs without lag or errors.	
User Data	FA-014	persistUserData	User logs in and plays a game	User data remains consistent after logout and login.	