

Test Cases:

Test Case 1:

Project Name:	Speedy Typer	Test Designed by:	Jacob Resman		
		Test Designed date:	11/15/2014		
		Test Executed by:	Jacob Resman		
		Test Execution date:	11/15/2014		
Pre-condition	The game logic is working to know the amount of characters typed.				
Test Case Name	Words Per Minute				
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Typing as fast as possible without worrying about mistake	User Input	~100 wpm	120 wpm	Pass
2	Typing for speed and accuracy	User Input	~40 wpm	38 wpm	Pass
3	Typing very slowly without making any mistakes	User Input	~20 wpm	21 wpm	Pass

Test Case 2:

Project Name:	Speedy Typer	Test Designed by:	Jacob Resman		
		Test Designed date:	11/15/2014		
		Test Executed by:	Jacob Resman		
		Test Execution date:	11/15/2014		
Pre-condition	Working Test Sentences				
Test Case Name	Accuracy				
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	All words typed correctly	User Inputed	100%	100%	Pass
2	All words typed incorrectly	User Inputed	0%	0%	Pass
3	Some Mistakes While Typing	User Inputed	>0%	64%	Pass

Test Case 3:

Project Name:	Speedy Typer	Test Designed by:	Dominic Tonozzi		
		Test Designed date:	10/28/2014		
		Test Executed by:	Dominic Tonozzi		
		Test Execution date:	10/30/2014		
Pre-condition	Website Layout to display text				
Test Case Name	Correct Words				
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	All words Typed Correctly	User Inputed	Correctly character are Black	Same as Expected	Pass
2	All words Typed Incorrectly	User Inputed	Incorrect characters are Red	Same as Expected	Pass
3	Mixed incorrect and Correct	User Inputed	Incorrect-Red Correct-Black	Same as Expected	Pass
4	Test Backspace after Incorrect	User Inputed	Change Mistyped words	Backspace works to correct red words	Pass

Test Case 4:

Project Name:	Speedy Typer	Test Designed by:	Matthias Sainz		
		Test Designed date:	10/28/2014		
		Test Executed by:	Dominic Tonozzi and Matthias Sainz		
		Test Execution date:	10/28/2014		
Pre-condition	Website Layout and Text Input Working				
Test Case Name	Sprite Movement				
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Sprite Moves Correct Distance	User Input	Sprite moves correctly	Sprite moves as expected	Pass
2	Sprite Doesn't Move w/ Incorrect Typing	User Input	Sprite doesn't move	Sprite moves as expected	Pass
3	Sprite Moves/ Doesn't Based on Input	User Input	Sprite moves at right time.	Sprite moves as expected	Pass

Test Case 5:

Project Name:	Speedy Typer	Test Designed by:	Matthias Sainz		
		Test Designed date:	11/29/2014		
		Test Executed by:	Matthias Sainz		
		Test Execution date:	11/29/2014		
Pre-condition	Website Layout and Text Working				
Test Case Name	Multiplayer and Single Player				
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Multiplayer Check Movement of Players	User Inputed	Sprites at correct position in each page	Sprites at correct position	Pass
2	Singler Player Selected and Movement	User Inputed	Sprites moves as expected	Sprites at correct position	Pass
3	Game Mode Selection Working	User Inputed	Picks two player for multiplayer; One for single	Single Player Selected; Multiplayer has two players	Pass