

Test #	User story	Preconditions	Operations	Postconditions	R1 outcome	R2 outcome	R3 outcome
1	Log in	A student opens the application and in the log in/on interface	A student may click on "Student" button and enter student's first and last name	Student will successfully log in after they enter their name			
2	Log in	A teacher opens the application and in the log in/on interface	A teacher may click on "Teacher" button and enter password	Teacher will log into the teacher manage system if the password is correct			
3.	Select game modes	A student in the game selection interface	A student click on button and choose different mode, for example " Question mode"	Students should go inside question mode and choose how many questions they want to deal with			
4	Select game modes	A student in the game selection interface	A student click on button and choose different mode, for example " infinite mode"	Students should go inside the mode they choose.			
5.	Application navigation	A user in the application	Users choose different buttons to move on to next interface	Users should go to the page linked to that button			
6	Application navigation	A user in the application	Users choose different buttons to move on to next interface, for example " Back" button	Users will go back to the last page.			
7	Log off	A user clicks "log off"	The teacher / student will be logged off	The user will no longer be logged in and the game will return to the main screen			

