**Black Box Test Cases**

1. Player Registers without entering a name or selecting a previous player
   1. Dialog box pops up telling player how to enter a name, player can re-enter, game does not begin
2. Player Registers by entering a proper name
   1. Game begins
3. Player Registers by selecting from a list of previous players
   1. Game begins
4. Player clicks the letter ‘A’ in the word “apple”
   1. The first letter, ‘a’ is revealed to the player
   2. The button ‘A’ is disabled and greyed out
5. Player clicks on the letter ‘A’ again
   1. Nothing happens, button is disabled
6. Player clicks on the letter “B”
   1. One of the body parts of the hangman appears, the number of guesses increments down
   2. The button ‘B’ is disabled and greyed out
7. Player correctly guesses all the letters of a word
   1. Message is displayed that the Player has won
   2. New game begins
   3. Players wins and gamesPlayed are incremented
8. Player clicks 6 letters, but does not solve the puzzle
   1. Message is displayed that the Player has lost
   2. New game begins
   3. Player losses and gamesPlayed Incremented
9. At any time, the player exits the game
   1. The game is saved and exits
10. At any time, the player clicks on “Save Game”
    1. A Message is displayed either confirming that the game was saved or an error occurred
11. At any time, the “Scoreboard” is clicked
    1. A Scoreboard pops up
12. At any time, “New Game” is clicked
    1. A new game begins, previous game is discarded
13. At any time, “Hint” is clicked
    1. A letter is shown to the player
14. At any time, “Rules” is clicked
    1. A Message is displayed showing the rules of the game