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| Input to Test | Test Data | Expected Result | Pass/Fail | Description of test (if applicable) |
| Home Page | Click “Start Game” | Go to page with button to enter name | Pass |  |
| Click “High Scores” | Go to high scores page | Pass |  |
| Click “User Settings” | Go to user settings page | Pass |  |

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| --- | --- | --- | --- | --- |
| Input to Test | Test Data | Expected Result | Pass/Fail | Description of test (if applicable) |
| Game Screen | Click “home” button | Game screen closes and opens the open screen |  |  |
| Click “enter name” | Prompt appears to enter name | Pass |  |
| Enter “Rob” in name field | No errors, able to enter name correctly | Pass |  |
| Click “ok” | Game loads with first question | Pass |  |
| Select any answer | Button clicked highlights blue | Pass |  |
| Select a new answer | New button highlights blue, previous button returns to default colour | Pass |  |
| Click “check answer” after selecting incorrect answer | Player is advised of the correct answer, “Check Answer” button becomes “Next” button | Pass |  |
| Click “next” button | New question is loaded, buttons all appear default colour, “next” button becomes “check answer” button | Pass |  |
| Click “check answer” after selecting correct answer | Player advised of correct answer, “check answer” button becomes “next” button | Pass |  |
| Player answers 5 questions | Game screen disappears, player advised of overall score. Player data is saved in local storage. Option is given to start a new game, or return to home screen. | Pass |  |

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| Input to Test | Test Data | Expected Result | Pass/Fail | Description of test (if applicable) |
| High Scores screen | Player directs from home screen to high scores screen | Top 5 scores displayed, ranked from best score to worst | Pass |  |
| Player clicks back button | Player returns to home screen | Pass |  |

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| --- | --- | --- | --- | --- |
| Input to Test | Test Data | Expected Result | Pass/Fail | Description of test (if applicable) |
| User Settings screen | Player directs from home screen to User Preferences screen | User preferences screen displayed with options to change background colour, font colour, font size, as well as buttons to apply preferences, reset high scores, remove preferences, and clear all user data | Pass |  |
| Player clicks on the background colour field | Colour options displayed | Pass |  |
| Player clicks “ok” after selecting a new colour | Options window closes, ‘background colour’ button updates to reflect chosen colour | Pass |  |
| Player clicks on the font colour field | Colour options displayed | Pass |  |
| Player clicks “ok” after selecting a new colour | Options window closes, ‘font colour’ button updates to reflect chosen colour | Pass |  |
| Player enters “24” on font size | No formatting or other errors | Pass |  |
| Player clicks “apply preferences” after new settings selected | Background colour, font colour, and font size changed in all parts of the website | Pass |  |
| Player clicks “reset user preferences” | All settings returned to default values and colour/number fields updated to reflect this | Pass |  |
| Player clicks “reset high scores” | High scores cleared from local storage, checking high scores page shows no player scores | Pass |  |
| Player clicks “clear all user data” | All data cleared from local storage, any changed settings return to default, and high scores screen displays no player data | Pass |  |