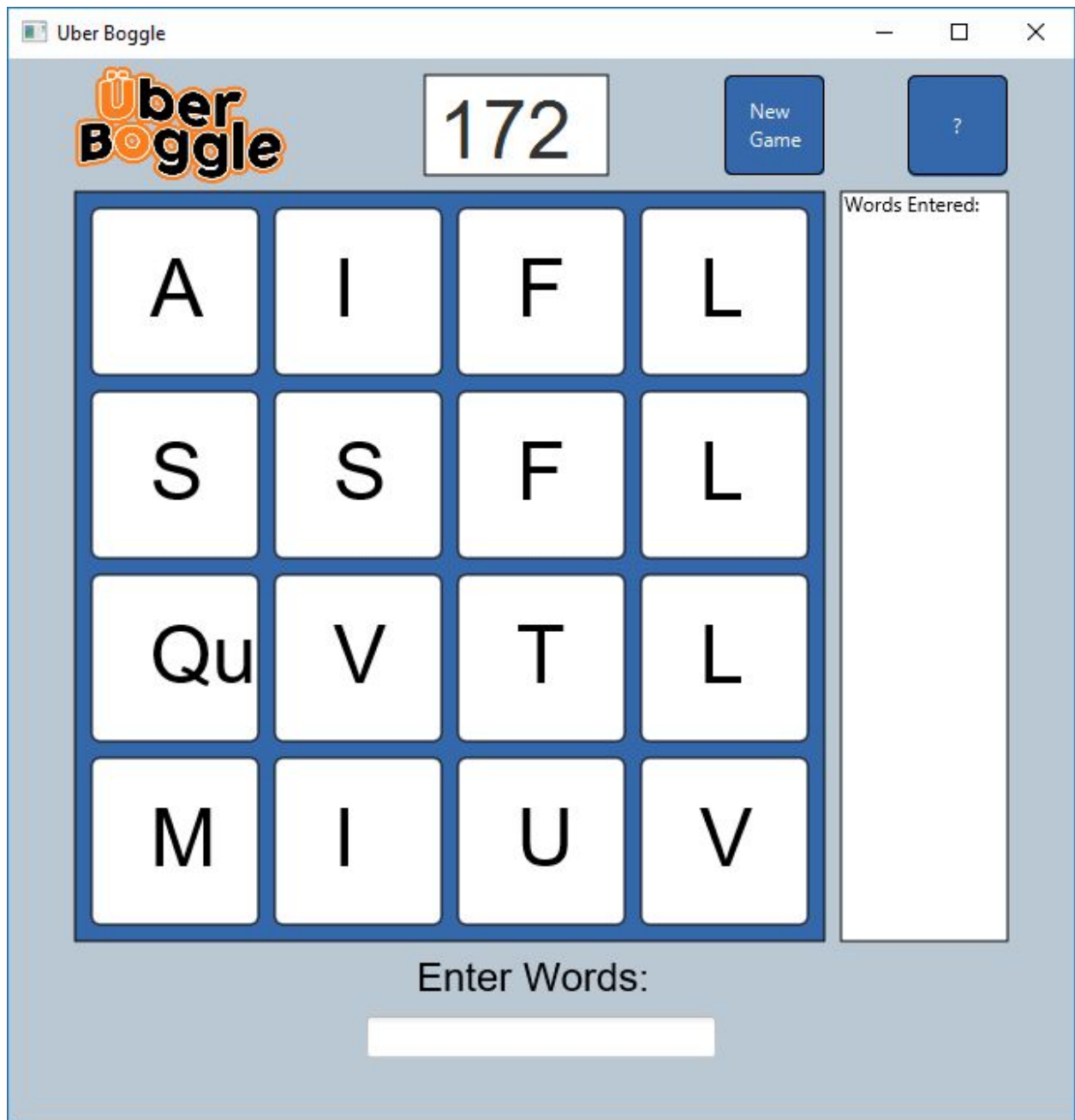


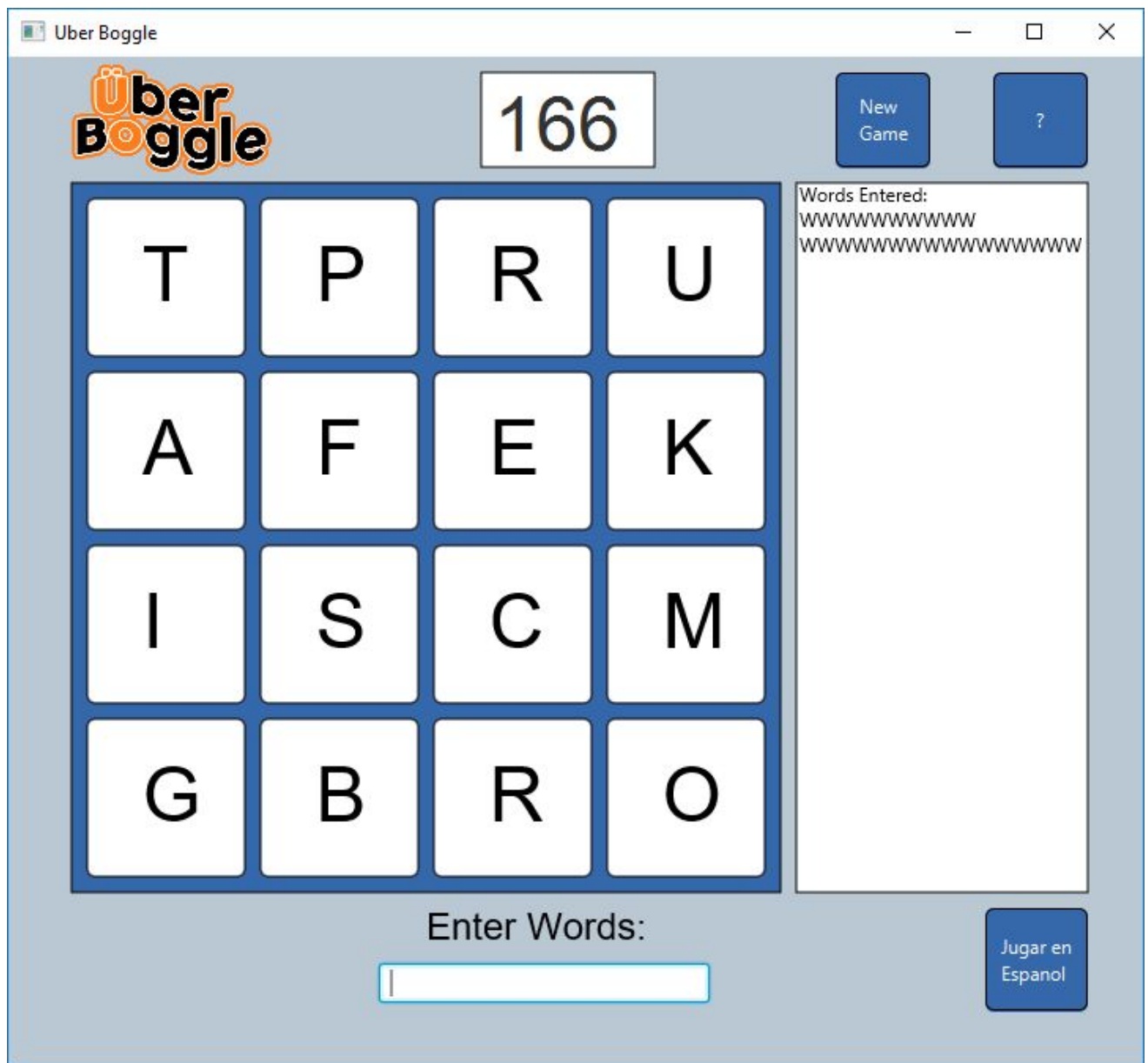
# Test Report

Test Case	Pass / Fail	Expected Output	Actual Output
Date of Test: April 21, 2019 Reason: Testing that all systems work with the new dictionary			
1	Pass	Game has started and time is counting down from 3:00 (180 seconds)	Game has started and time is counting down from 3:00 (180 seconds)
2	Pass	Words containing a-z and under 17 characters are added to Word List.	16 character-long words overflow the text box, however the word is still added to the internal word list properly.
3	Pass	Game over menu showed correct score	Game over menu showed correct score
4	Pass	New game is started	New game is started
5	Pass	Game rules are shown	Game rules are shown
6	Pass	System is shutdown without problem	System is shutdown without problem
7	Pass	All menus switch to Spanish, Spanish words are scored, English words are not scored.	All menus switched to Spanish, Spanish words were scored, English words were not scored.

Test Case 1 Output:

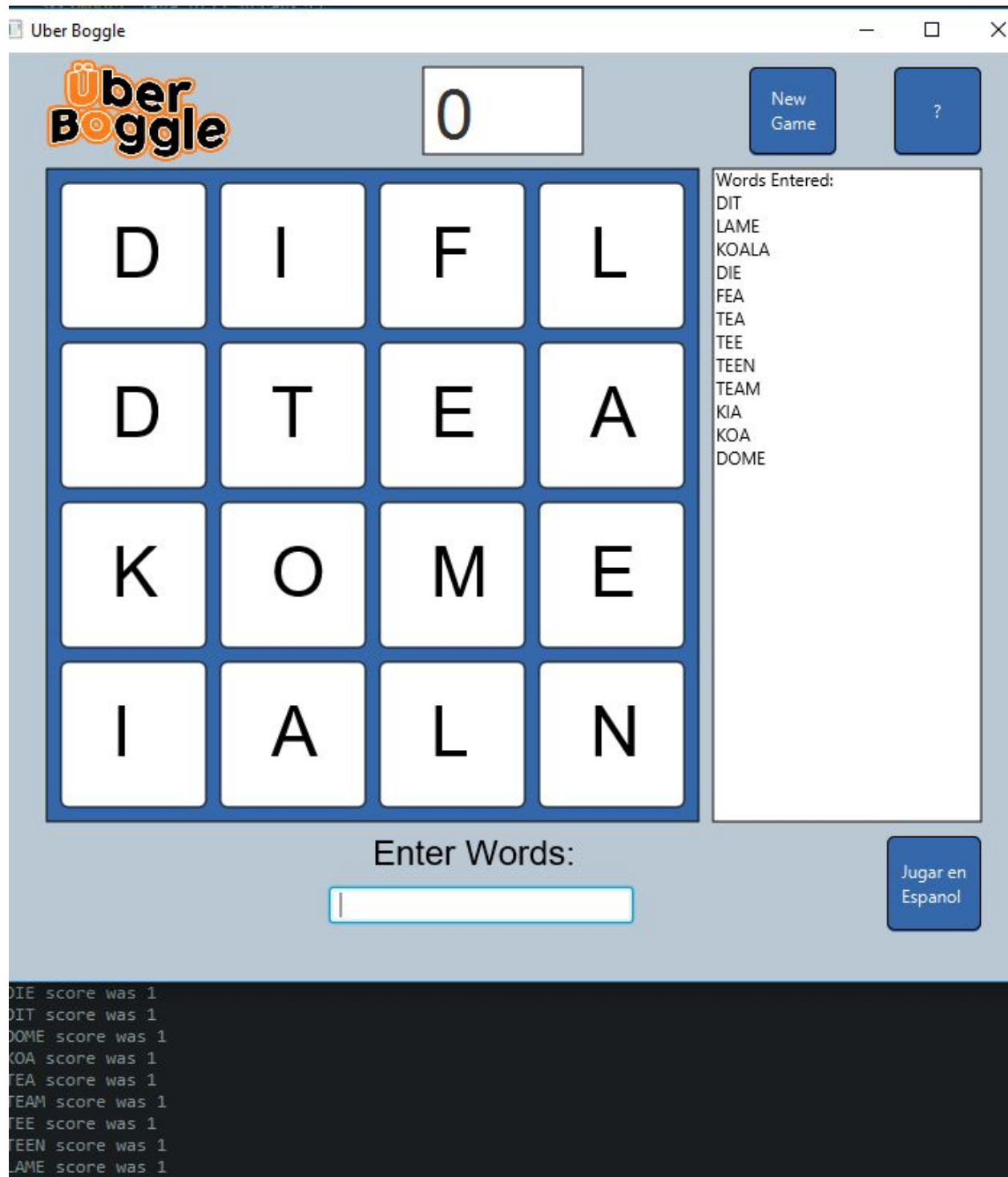


Test Case 2:



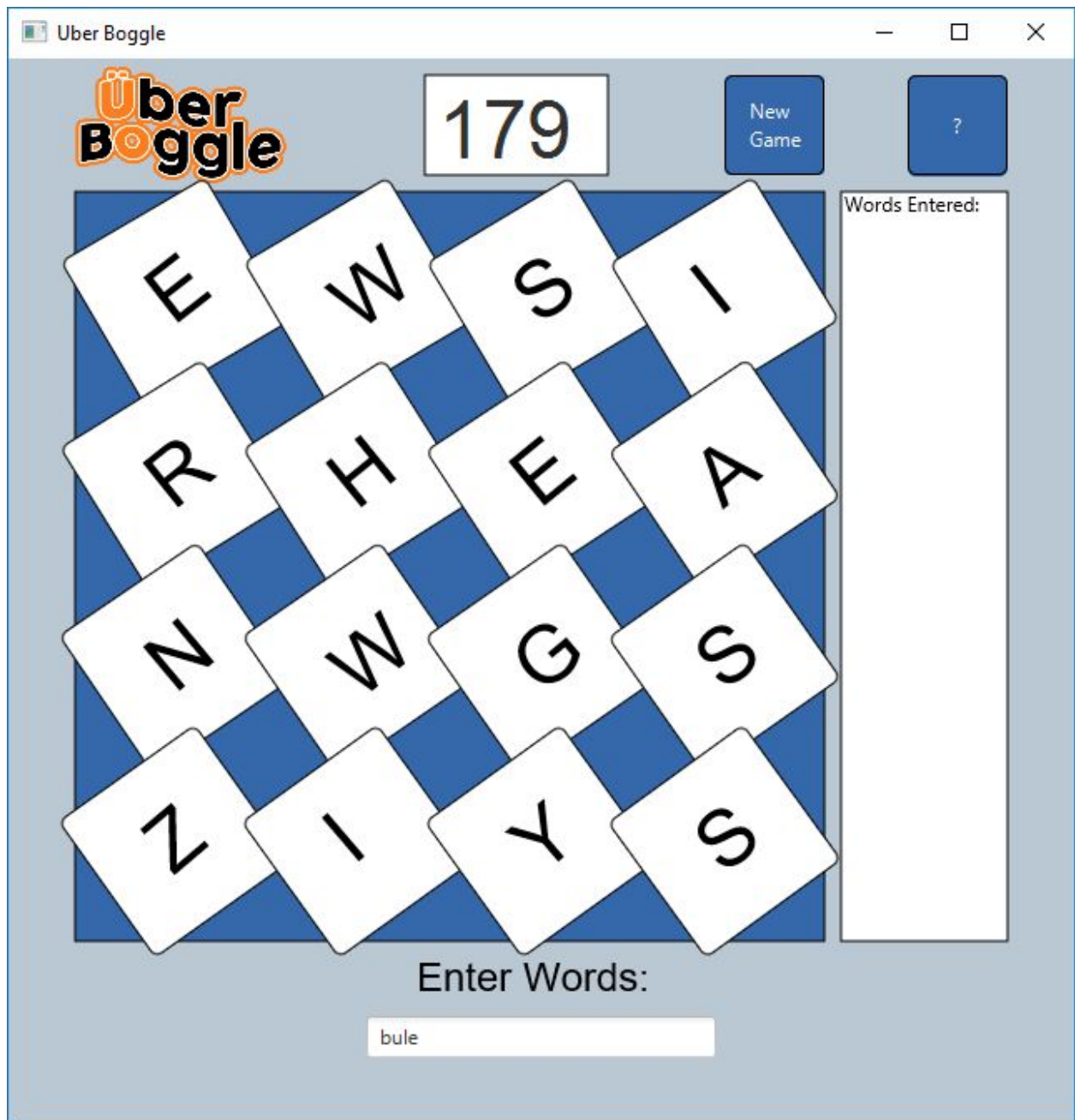
Note: 16 character words overflow out of the text box. The requirement is adding it to the internal word list, so this isn't counted as a "fail" but it's definitely a bug.

Test Case 3:

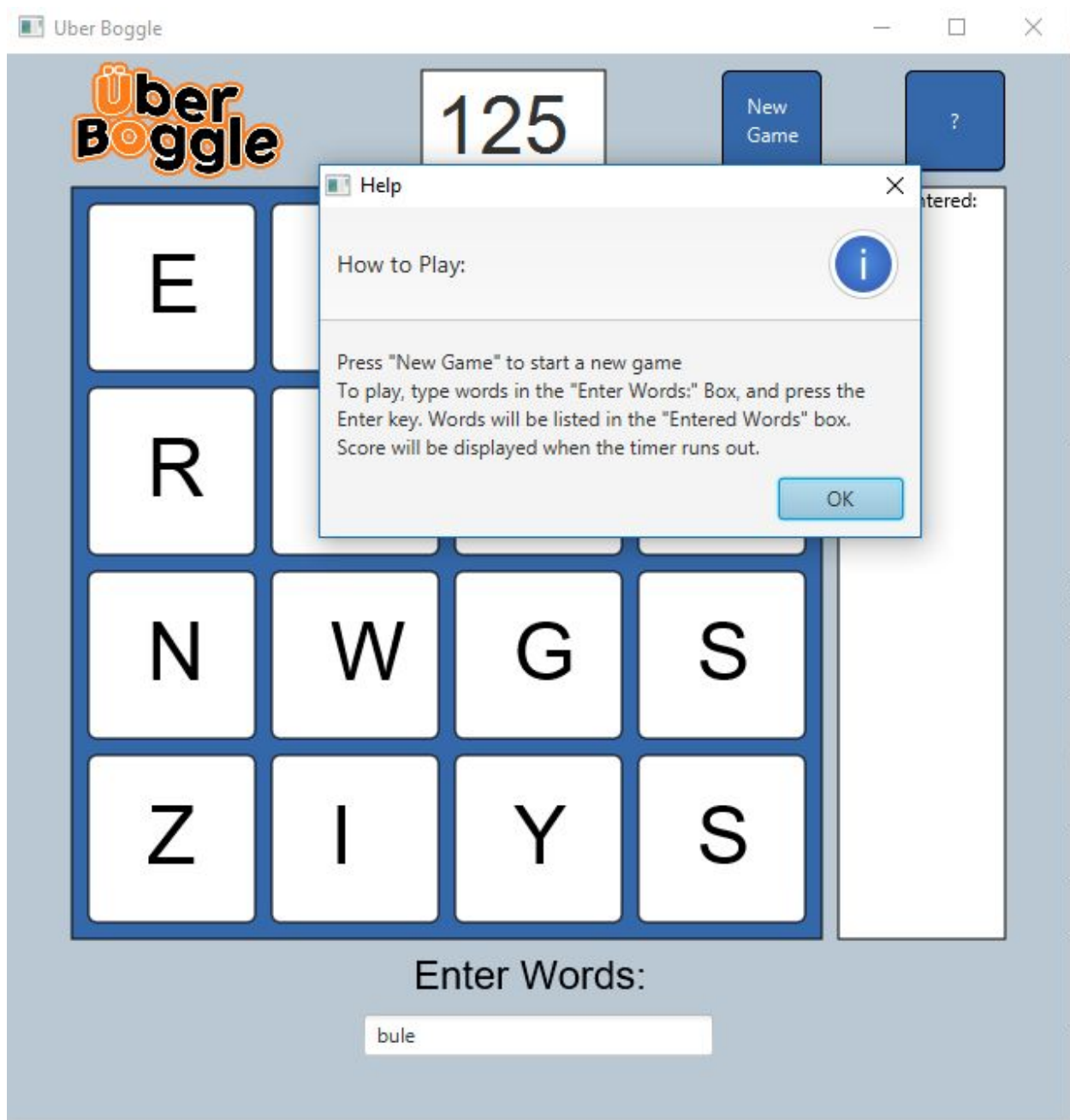


Each word is now only counted once

Test Case 4



Test Case 5:



Test Case 6:

I'm not sure what to put here because the program is closed successfully.

Test Case 7:

