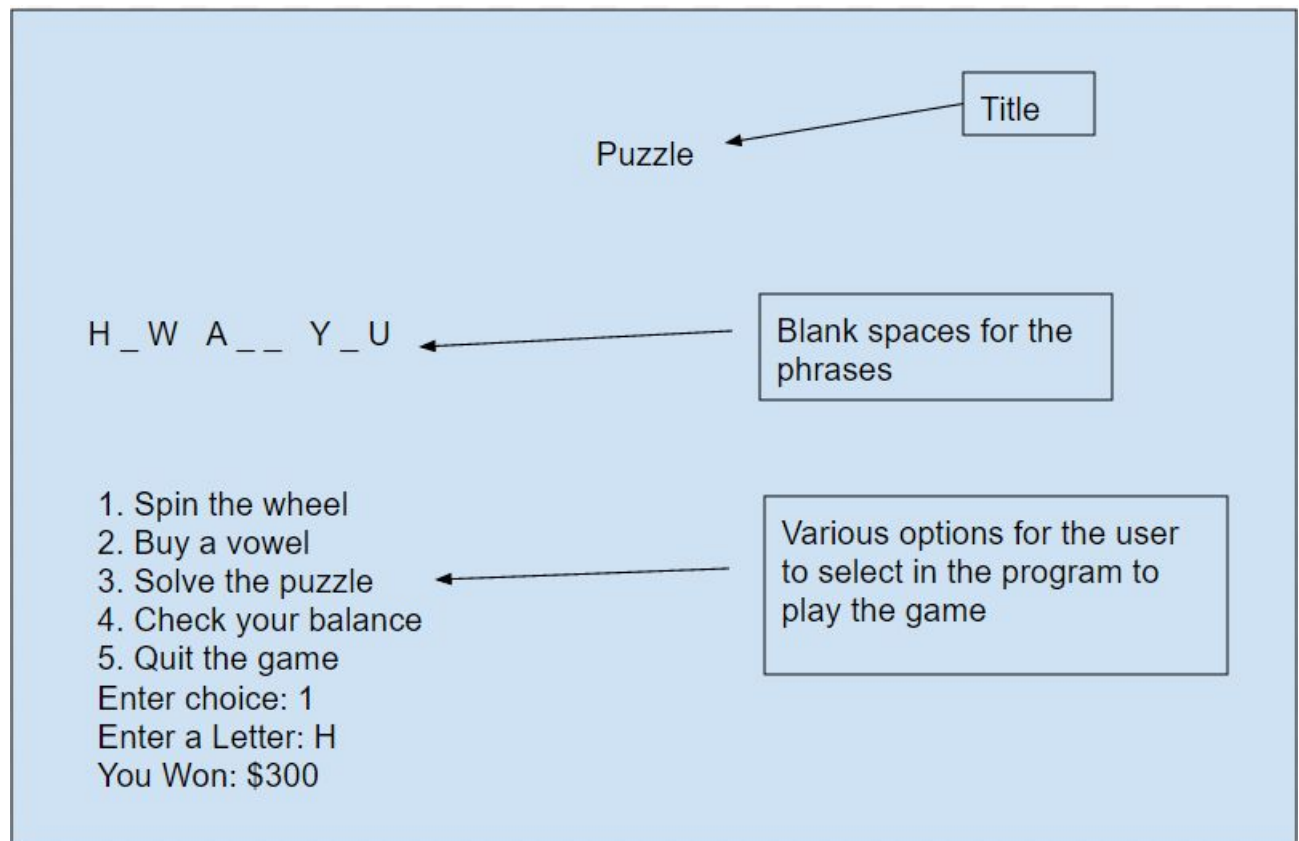
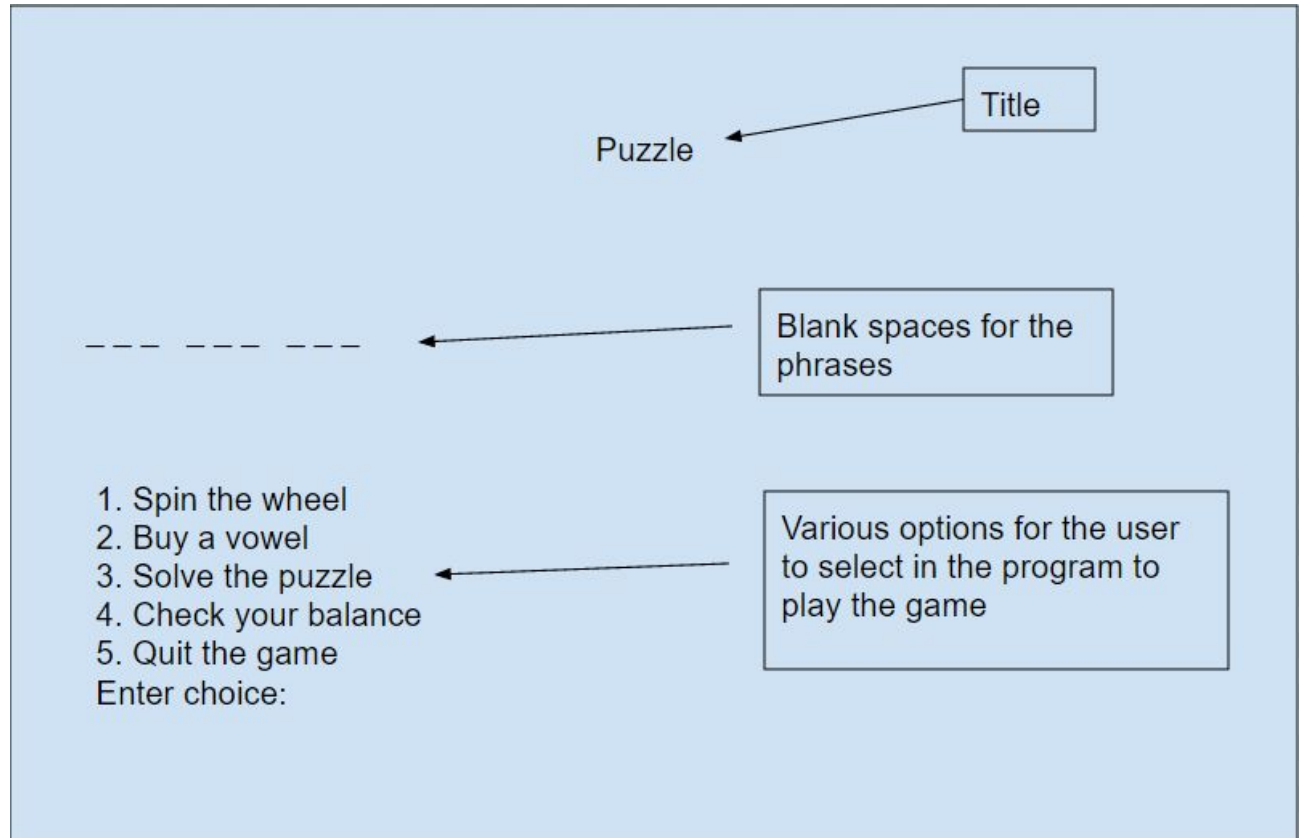


Criterion B: Design

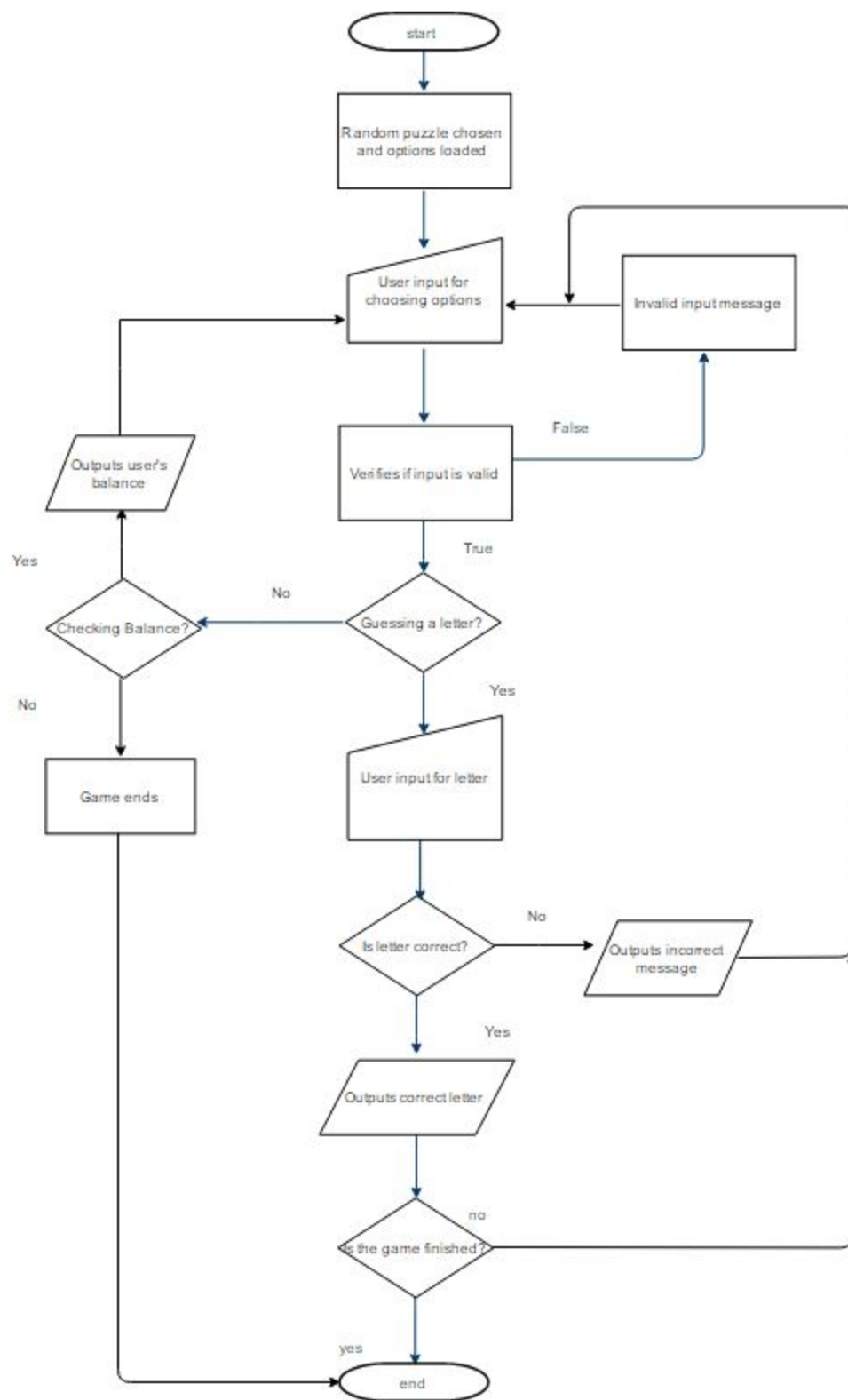
Test Plan

Action Test	Way of testing and result
Test if program runs and displays the initial game menu	Double click on the program icon; main menu appears
Check if option 1 'Spin the wheel' works	Type and enter the number '1' and see if the appropriate output of 'Enter a Letter' appears; Enter a random single letter and the the correct letter appears and money is rewarded; if the letter is incorrect, then it outputs an 'incorrect letter' message
Check if option 2 'Buy a vowel' works	Type and enter the number '2' and see if the appropriate output of 'Enter a Letter' appears; Enter a vowel and if correct, it displays; if the vowel is incorrect, then it outputs nothing
Check if option 3 'Solve the puzzle' works	Type and enter the number '3' and see if the appropriate output of 'Solve the Puzzle' appears; Each letter is to be entered separately to complete the puzzle correctly; If letter is incorrect, then the game ends automatically
Check if option 4 'Check your balance' works	Type and enter the number '4' and see if the appropriate output of the user's money appears
Check if option 5 'Quit the game' works	Type and enter the number '5' and see if the appropriate output of the game closing
Check if win/lose condition works	Play the game and solve the puzzle to win the game;play the game and lose money to lose the game

Interface design



Process flowchart



Word count: 235