Memory V3

Functional Tests

1. Start the program
   1. Does a 500px by 400px window opens, with a black background with title ‘Memory’ appear?
   2. Is there a 4x4 grid of tiles on the left side of the screen?
      1. Are they each 100x100 pixels with a 3 pixel black border?
      2. Are each of the images randomly placed each time the game is run?
         1. Are all the tiles question marks at startup?
   3. It there a 100px empty black bar on the right side of the screen?
   4. Is there a 60px font timer in the top right corner that increments by one each second the game is playing?
      1. Does the timer stop when all tiles are matched?
2. Click a tile
   1. Does the question mark tile flip over to reveal the tile underneath?
   2. **Does clicking the same tile do nothing?**
3. **Click another tile**
   1. **Does the question mark tile flip over to reveal the tile underneath?**
      1. **If the tiles are the same, do they stay flipped over for the rest of the game?**
      2. **If the tiles are different, do they switch back to the question mark image after 1 second?**
         1. **Does nothing happen if the player clicks any tile during this 1 second?**
4. Click the black border
   1. Does nothing happen?
5. Press the exit button
   1. Does the game end?
   2. Does the window close?