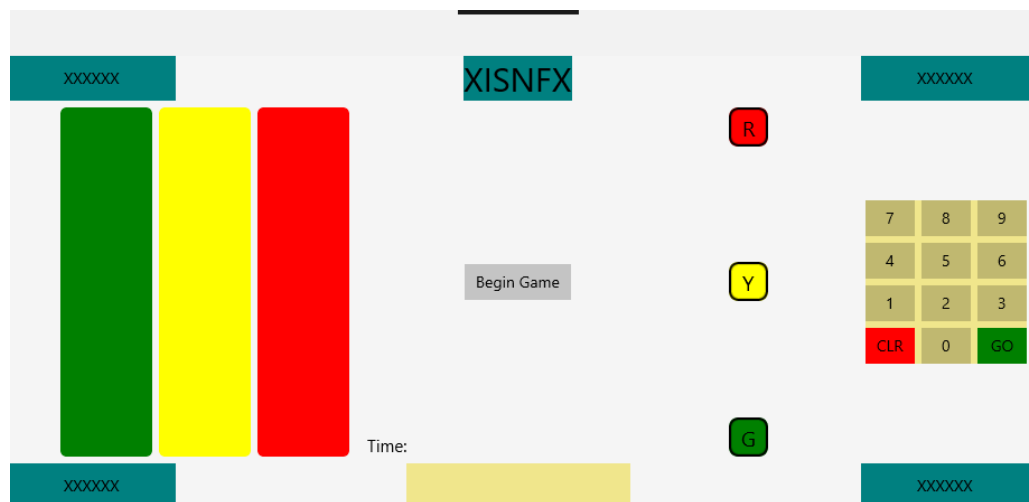


Apptitude Test Plan

1.0 Display Menu Page upon launch.



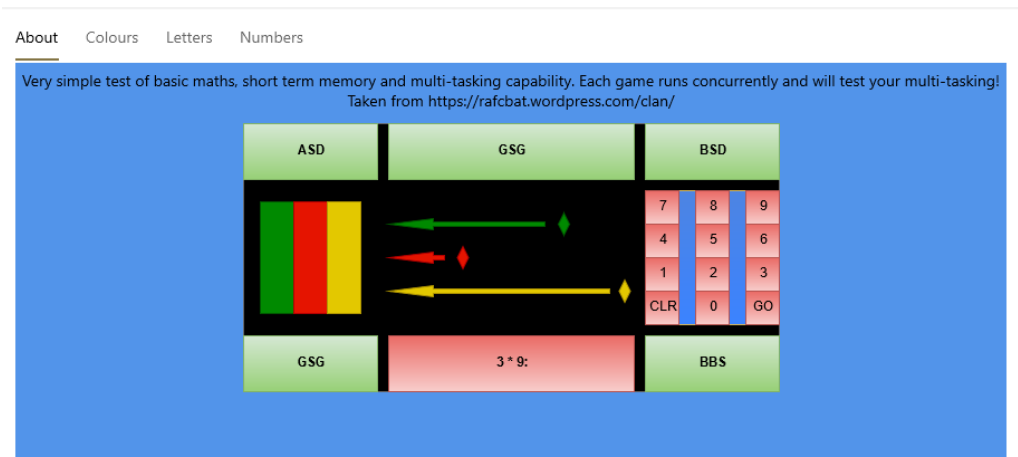
2.0 Display game page when Play selected.



- 2.1 Begin button starts the round and animates the red, yellow and green buttons.
- 2.2 Round timer label will show round time and decrease in seconds until Zero and the round ends.
- 2.3 Begin button is replaced with 'Retry' button which performs the same as the Begin button.
- 2.4 Letter prompt appears in the top centre label after Begin selected. Disappears after 5 seconds.
- 2.5 Arithmetic problem appears in the bottom centre label after Begin selected.
- 2.6 Tapping the same colour area as the button while the button passes over it makes the button bounce and return to it's starting location.
- 2.7 Typing on the keypad will enter numbers into the arithmetic label.
- 2.8 Pressing 'GO' submits your answer and populates the arithmetic box with a new sum.
- 2.9 Corner buttons light up during the round with Four different words, one of which was prompted at the beginning of the round. Press the correct one to get a score for remembering it.

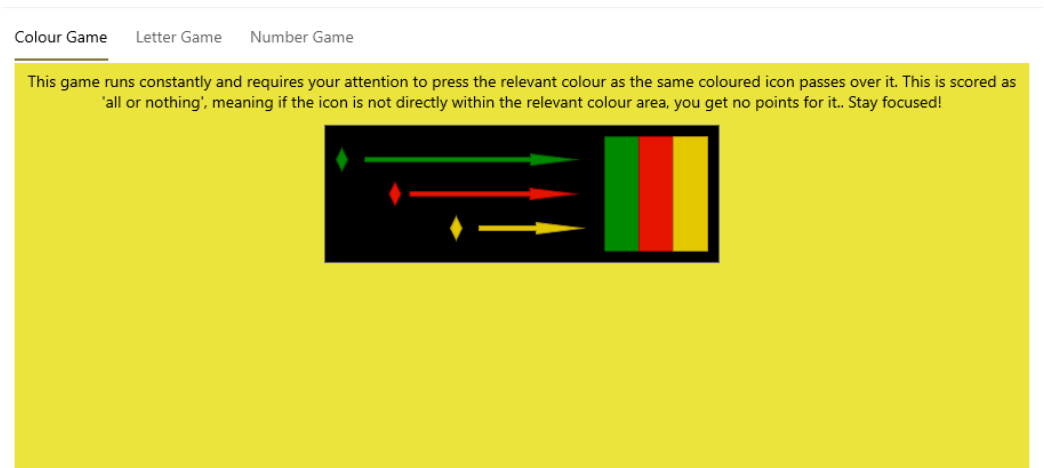
2.10 Selecting the ‘Back Arrow’ visible in game stats image, returns the user to the previous page (Main Menu).

3.0 Display about menu when About selected.



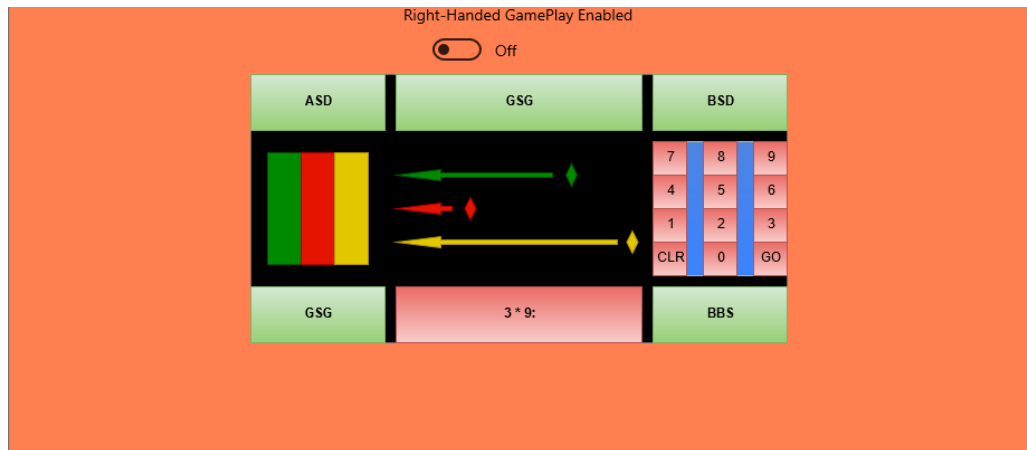
3.1 Sliding right to left will display different pages as suggested by the titles.

4.0 Display tutorial menu when Tutorial selected.



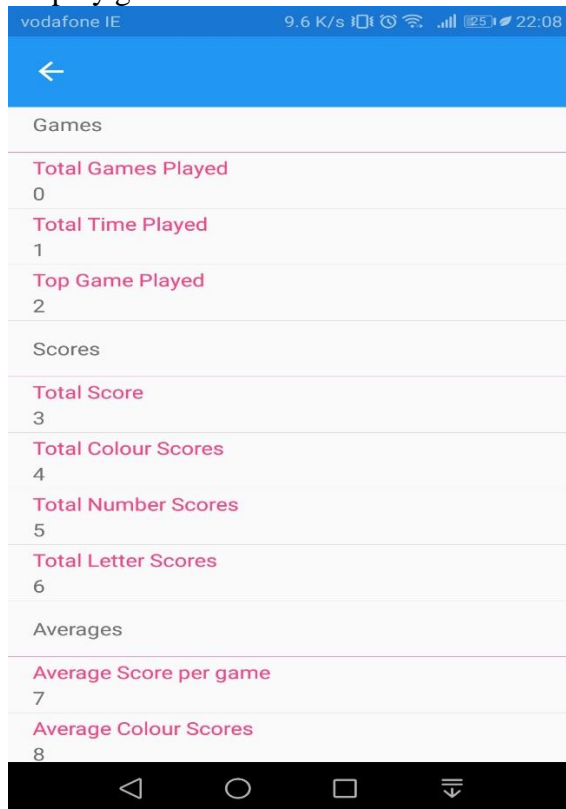
4.1 Sliding right to left will display different pages as suggested by the titles.

5.0 Display options when Options selected.



- 5.1 Flipping the switch will change the text to show you are using the left orientated game view.
- 5.2 Image in the page will reflect the changes by displaying a different orientation.

6.0 Display game stats when Game Stats selected.



- 6.1 Scrolling this page will display all collated game stats.
- 6.2 Game stats are stored here and saved locally.