|  |  |  |  |
| --- | --- | --- | --- |
| Functions | % Executed | % Passed | Priority |
| color | 100% | 100% | Low |
| checkForWrongInput | 100% | 100% | Critical |
| asteriskInput | 100% | 100% | Alarming |
| guessDisplay | 100% | 100% | Highest |
| generateRandomNumbers | 100% | 100% | Highest |
| displayWarnings | 100% | 100% | Alarming |
| checkCoordinates | 100% | 100% | Highest |
| userInputCoordinates | 100% | 100% | Highest |
| customGameValidation | 100% | 100% | Alarming |
| headerGameInterface | 100% | 100% | Low |
| gameInterface | 100% | 100% | Low |
| customMode | 100% | 100% | Alarming |
| guesses | 100% | 100% | Highest |
| showMenu | 100% | 100% | Critical |
| menu | 100% | 100% | Highest |
| game | 100% | 100% | Highest |
| test\_ensureNumbersAreUniqe | 100% | 100% | Low |
| test\_errorsAccuracy | 100% | 100% | Low |