

COMPLETE

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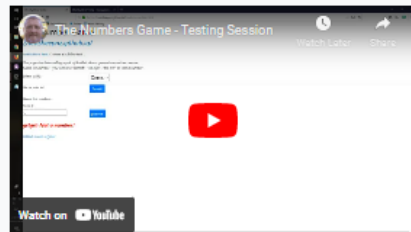


## TC pentru TSNZ2.2

### TC1.TSNZ2.2

Analizand pagina de 'Instructions', continutul sau va fi in concordanta cu cerintele generale prezentate in US.

#### Instructions for The Number Game



This page gives the instructions for The Number Game for testers and participants.

You will find the page to test [here!](#)

Let's party like it's 1979!



Home computing really took off from 1979 with the availability of small, cheap machines which could use a TV as a monitor. Many people got their first taste of programming through these machines.

One of the first games many people learned to create was a simple number guessing program, where a machine generated a random number, and the user had to guess it. This is what we've recreated here.

The only problem is that mistakes could and did happen, but the only way to find them was in playing the game!

What are you testing?



The program simulates rolling two six-sided dice, and adding them together to generate a random number.

You start by selecting the build of software you want to test. You can reroll the dice at any time, or choose to move onto another build.

### TC2.TSNZ2.2

Imaginea reprezentativa va fi egala cu cea descrisa in cerinte.



## Instructions

*How to play the game*

^ SEE LESS

+ ADD CHECKLIST

+ Add relationship

## Attachments



Instructions  
*How to play the game*

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