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#	Description	Functional or Non-functional	Testing input	Testing expected output	PASS
1	Set time	Functional	Tester will enter time and then hit start timer button	Time will stay at selected time until started	PASS
2	Timer count	Functional	Time will continually decrement every second	Change in time will be displayed every second in GUI	PASS
3	Timer stop game	Functional	Once time has run out, tester cannot enter numbers into the board	Time will read 00:00, and board will not accept any further inputs	PASS
4	Generate Board	Functional	Tester hits Generate and a sudoku board is generated	A sudoku board that is only partially solved will be generated	PASS
5	Correct orientation	Functional	Tester will see if the board is solvable/if the solution follows sudoku rules	Sudoku board that is generated follows sudoku requirements	PASS
6	Casting random	Functional	Tester will hit Generate and see if the	Random numbers will appear in random spaces that follow	PASS

			generation is random across multiple tries	Correct Orientation	
7	Check Board	Functional	Tester will hit Check and see if the board is filled out with the correct solutions	Board will be filled out with correct solutions and show which inputs are correct and incorrect	PASS
8	Generate correct board within 10 seconds	Non-Functional	Tester will measure time to make sure the board is generated within 10 seconds	Board will generate within 10 seconds	PASS
9	Box or line is not initialized solved	Non-Functional	After board is generated, checks there is no completed line or box	The initial board generation cannot generate an entire box or row	PASS