

## **System and Unit Test Report: Speed Hacker**

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**Revision #1**

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I tested the basic typing functionalities of our game. This includes all of the text displays, error checking and text highlighting.

### **User Stories:**

- A. User Story 1 from Sprint 1: As a user, I want to type characters using my keyboard and have them displayed on my screen so I can see what I typed.
- B. User Story 2 from Sprint 1: As a user, I want to see text on the screen so I know what to input into my keyboard.
- C. User Story 1 from Sprint 2: As a user, I want to see words highlighted in color so I know which words I typed incorrectly.
- D. User Story 2 from Sprint 4: As a user, I want be able to choose different algorithms to type out every game so I can have more varied gameplay.

### **Scenario:**

1. Launch the Speed\_Hacker.exe; click on "PLAY";
2. Click on desired algorithm to type out;
3. Type in desired username; click on "START";
4. Type out code displayed on the screen;

5. User should see what they typed and if it is correct or incorrect. Green text indicates correct text, and red text indicates incorrect text. Users can press the backspace key to delete errors. Users will not be able to continue on to the next line of code until all errors are fixed.