System and Unit Test Report: Speed Hacker

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I tested the statistics screen that is prompted once the user completes the chosen algorithm. To test this, I played multiple rounds of the game to make sure the current statistics (words per minute, accuracy, and number of errors) would be updated each round. I also checked that the local highest words per minute score would only update if the score was beaten in the previous round.

User Stories:

A. User Story 3 from Sprint 2: As a user, I want to be able to see my personal best words per minute so I can set personal goals.

B. User Story 2 from Sprint 3: As a user, I want to be able to see my words per minute after each game so I can see how well I did.

Scenario:

1. Launch the game by opening Speed_Hacker.exe;

2. Click "Play" button;

3. Click one algorithm to type out;

4. Enter your name;

5. Click "Start" button;

6. Finish the algorithm;

7. See your statistics which includes words per minute score for that round, highest words per minute score, accuracy, and number of errors;