

System and Unit Test Report: Speed Hacker

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Revision #1

Revision Date: June 5, 2018

I tested the overall functionalities of the User Interface to ensure that all the features worked properly. This was done by checking if every button in the menu led to the proper sequential screen.

User Stories:

- A. User Story 2 from Sprint 2: As a user, I want an intuitive user interface so I can easily access all of the program's features.

Scenario:

1. Launch the Speed_Hacker.exe;
2. User should see the Main Menu.
3. Click on "PLAY"; select algorithm of choice; enter name; type out the code sequence;
4. Users should see the Statistics page with their WPM, Highest WPM, Accuracy, and Number of Errors.
5. Click on "MAIN MENU" to go back to Main Menu of game;
6. Click on "HIGH SCORE" to display High Scores with leaderboard list and All Time Statistics to display the user's overall statistics and to be able to reset Local High Score and Statistics;
7. Click on "BACK" to go back to the Main Menu of game.

8. Click on "QUIT" to exit the game;