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| Test Case | Description | Status |
| 1. Displaying the instructions | Description of the Game and a Welcome Message should be displayed during the start of the game. | **Success** |
| 1. Displaying Board | Displays a four-by-four board with cells containing letters randomized according to their frequency in English. Every time a word is entered, the board is displayed again. | **Success** |
| 1. Accepting input | The user can enter a word that exists in an English dictionary, that can be made from letters that are next to each other on the board, that is over two letters long and that they have not previously entered.  Any other input will be invalid and an error message is displayed. | **Success** |
| 1. Input is invalid (under two letters, has already been entered, not possible with letters on the board, is not in the dictionary) | A message is displayed that says “Your word is not valid.”. The user can then enter another word. | **Success** |
| 1. Input is valid | A message is displayed that says “Added!”. The user can then enter another word. The board is displayed again. | **Success** |
| 1. Thirty seconds have passed (time is up) | A message is displayed saying “Your time is up!”. The user cannot enter any other words. | **Success** |
| 1. Displaying the score | A message is displayed saying “Your score is \_\_\_”. The game is terminated. | **Success** |