**Functional Tests**

**Version: 3**

1. Start the program
   1. Does a window appear?
      1. Is the window 620 x 500 pixels?
      2. Is the window title 'Memory'?
      3. Is the background color black?
   2. Does a 4 by 4 grid of tiles appear?
      1. Are all tiles exposed?
      2. Is each tile occupied with an image?
      3. Are there exactly two tiles with the same image?
      4. Does the tile randomize every time the player starts the game?
      5. Does each tile have a 4 pixel black border?
   3. Does a red question mark with a blue background cover all the images?
   4. Does the score appear?
      1. Is the score displayed at the top right corner of the window?
      2. Is the score displayed in white on black, 80 font size?
      3. Is the score equivalent to the time passing in seconds?
   5. Does a black panel appear on the right side of the window?
      1. Is the black panel 120 pixels wide and 500 pixels high?
2. **Clicking an unidentified tile.**
   1. **Does the unidentified tile turn into an image?**
   2. **Can the player click on another unidentified tile?**
   3. **Does that unidentified tile turn into an image?**
   4. **Do the two images match?**
      1. **If the two images match, do they remain turned?**
      2. **If the two images do not match, do they turn back into the unidentified tile?**
3. **Clicking an identified tile or the black panel.**
   1. **Does the game ignore the player action?**
4. **Ending the game.**
   1. **Does the game freeze when 8 pairs of images are turned?**
   2. **Do the images stay turned?**
   3. **Does the game ignore all player actions after the game ends?**
5. Press the close box.
   1. Does the window close?