*************************** GAME PLAY #1 ***************************
Going to try all required features "as the program expects".

_____IMPORT FEATURE_____
(outputted to the console for viewing purposes)
......Imported Players......
Josiah
Jack
Jessamy
Clare

_____MAIN MENU_____
(picture 1)
Button pressed: "New Game"

_____INFO PAGE_____
(example: picture 2)
User Name Input Box: "Meg"
Profile Image Input Box: "will.jpg"
Button pressed: "Start Game"

_____GAME PAGE_____
(example: picture 3-6)
Button pressed: "5X5" (example: picture 3, 4)
   ● Matrix of buttons with letters shows up
   ● Choices of Matrix size buttons disappear
Buttons pressed "l-o-s-t" (example: picture 5)
   ● letters appears in inbox as letter-buttons pressed disappear
Button pressed "Enter" (example: picture 6)
   ● word disappears from inbox
   ● a score of 4 shows up in Last word score and TOTAL SCORE
Buttons pressed "b-i-k"
   ● letters appears in inbox as letter-buttons pressed disappear
Button pressed "<<" (backspace)
   ● "k" button reappears and letter disappears from current word inbox
Buttons pressed "b"
Button pressed "Enter"
   ● word disappears from inbox
   ● a score of 3 shows up in Last word score and 7 in the TOTAL SCORE
Button pressed "Done"
   ● "Back To Menu" Button Appears on screen
Button pressed "Back to Menu"

_____MAIN MENU_____
Button pressed: "View Highest Score"

_____HIGHSCORE_____
(example: picture 7)
Congrats Outputted on the screen: "   " along with Jack's picture
Button pressed: "MAIN MENU"

_____MAIN MENU_____

Button pressed: "Quit"

_____EXPORT FEATURE_____
(outputted to the console for viewing purposes)
......Exported Players......
Josiah
josiah.jpg
6 3
Jack
missing.jpeg
9
Jessamy
will.jpg
4
Clare
missing.jpeg
0 4
Meg
will.jpg
7

************************* GAME PLAY #2 *************************
Going to try to break the code by testing "undesired inputs"

Entering a name too long -- cuts off the name at 12 characters
Entering no name -- uses a default name "John Smith"
Entering no picture -- uses a default picture "missing.jpg"
Entering a bad picture name -- FLTK handles by inserts a bad-image icon (doesn't break
gameplay)
Backspacing before any letters exist -- nothing happens
Trying to edit your score or word by clicking the inbox -- nothing happens
Exiting before any letters pressed -- Score of zero given to the user
Invalid word entered -- score of zero added to the last word box and current score box, word
                    disappears from current word box and all letter buttons reappear to
           matrix.
"Done" pressed before "Enter" -- Score of zero given to the user
User comes back with same name -- Their score in the current session is added to their scores
Entering numbers, characters or spaces as picture name or username -- Program still displays
                    name entered and FLTK displays the bad-image icon (doesn't break
                    gameplay)
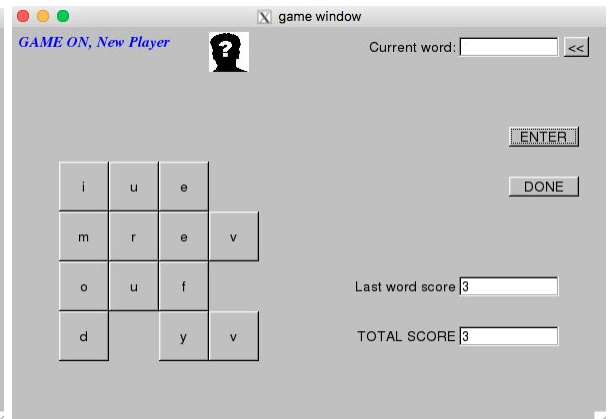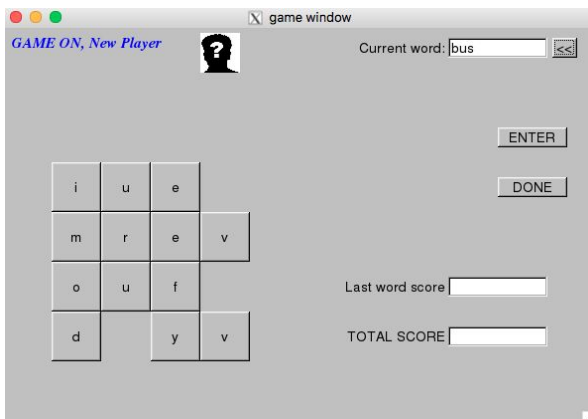
(Successful. None of these errors broke the code!)

ScreenShots

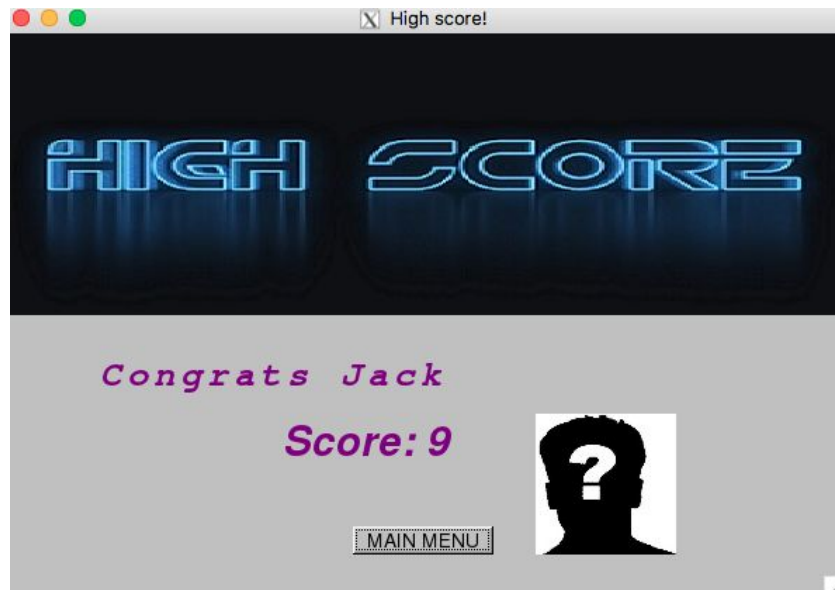**Picture #1 - Main Menu**

Picture #2 - Enter Info Page

Top Left - Picture #3 - Matrix Choice Buttons Showed
Top Right - Picture #4 - Matrix of Letter Buttons Showed
Bottom Left - Picture #5 - Mid-Play Where User has Found "Bus" (but not pressed enter)
Bottom Right - Picture #6 - User Pressed ENTER (but not yet DONE)

Picture #7 - Highscore Page