

Manual Testing

General

1. Colours/theme consistent throughout.
2. All pages have consistent layout, and content moves neatly and displays clearly across multiple screen sizes and devices.
3. Fonts are consistently sized, and font families are consistent throughout.
4. Background across all pages is consistent (star theme), except for the animation on the home page
5. Screen reader reads all information correctly, and ignores any irrelevant information to avoid confusing the user.
6. All content on all pages is clearly visible on all screen sizes, using [Responsive Viewer](#) (Google Chrome Extension).
7. All HTML5 and CSS3 code run through official W3C validator.
8. All Javascript code passes JSHint automated testing.
9. All pages display step-by-step processes inside the console.
10. When Javascript is disabled, a banner appears informing the user to enable.
11. When an incorrect page number is typed, a 404 page appears and the button displayed returns user back to the home page.

Navigation Bar

1. Logo at top is clear, consistent size, has hover effect, "alt" text, and links to home page when clicked on.
2. Navigation Menu is consistently sized across all pages, and the navigation links have mouse hovers effect.
3. Navigation Menu links open correct pages.
4. All pages have the correct title as per navigation menu wording.
5. When screen is small, the menu changes into a rocket with mobile menu.
6. Toggle Button (rocket) for Mobile Navigation Menu brings down navigation links when clicked.
7. Mobile Navigation Menu is fully responsive with the same steps 5-7 above.
8. Toggle Button (rocket) rotates when menu is open, and goes back to its original position when menu is closed.
9. Toggle Button (rocket) has "alt" text in case image doesn't load.

Welcome page

1. Home page background moves vertically downwards, appearing that the blue rocket is travelling upwards
2. Blue rocket image is animated, appearing to be vibrating up and down.
3. Blue rocket image has "alt" text, in case the image does not load correctly.

Solar System

1. Solar system planets are spread out correctly and sized correctly as per excel spreadsheet in design section of readme.
2. When screen gets smaller the planets move inwards, and resize all to the same size.
3. All images have the correct planet name as "alt" text.
4. When planet is clicked on, the correct pop-up appears, and shows the information.
5. When the pop-up background is clicked on the pop-up closes. Also when the 'X' is clicked on the pop-up closes too.
6. Loading animation and text displays before ISS map and coordinates have loaded.

ISS Satellite

1. ISS map plots the ISS in the correct place.
2. ISS coordinates update frequently.
3. As the ISS coordinates update, the marker also moves on the map.
4. The map stays centred around the marker.

Hangman Game

1. Hangman game loads correctly, all letters appear and game begins with score as 0 won 0 lost.
2. When a letter is pressed and is incorrect, the hangman picture changes to next level, and the "alt" text adjusts in accordance.
3. When a letter is pressed and is correct the, the letter chosen is revealed in the correct positions of the hidden word.
4. When a letter is pressed, the letter button is greyed out and disabled.
5. When the game is lost, an alert informs the user has lost and reveals the correct word.

6. When a game is won, an alert informs the user.
7. When a game is won or lost, the won and lost score increment correctly, and a new game begins.
8. When the Reset button is pressed, the scores go back to 0.
9. When the Change Word button is pressed, the word changes and the score is not affected.

Memory Game

1. Memory game loads correctly, all cards appear in the centre of screen, with a “?” as the main image.
2. When a card is clicked, the card flips over and reveals the image.
3. When the second card is clicked, the second image is revealed. And if both images are correct they remain. If incorrect they both flip back again.
4. When two cards are correct, a green check logo pop-up up and animates.
5. When two cards are incorrect, a red cross logo pop-up up and animates.
6. When all cards have been guessed correctly, a results window pops up.
7. The result window displays the number of clicks, and the time taken.
8. On the result window, the replay button starts a new game. And the close button, closes the pop-up result window.
9. The “new game” button at the bottom starts a new game also.
10. Each image has the correct “alt” text.

Word Game

1. Word game loads correctly, with all categories appearing at the top.
2. Before a category is selected, the game displays a message that a subject has not been chosen in red.
3. When a category is selected, the correct type of word displays in the game.
4. Clicking on a different category will change the word to a new word in the new subject.
5. Clicking on Change Word will give a different word in the same category.
6. All words are correct as per the JSON file.
7. If no word has been entered, and Check Answer is pressed, it will display a validation rule that the box is empty and needs to be filled in.
8. When a game is lost, an alert informs the user, and reveals the correct word.
9. When a game is won, an alert informs the user.
10. When a game is won or lost, the won and lost score increment correctly, and a new game begins.
11. When the Reset button is pressed, the scores go back to 0.
12. When the Change Word button is pressed, the word changes and the score is not affected.
13. When a different subject is chosen, the word changes and the score is not affected.