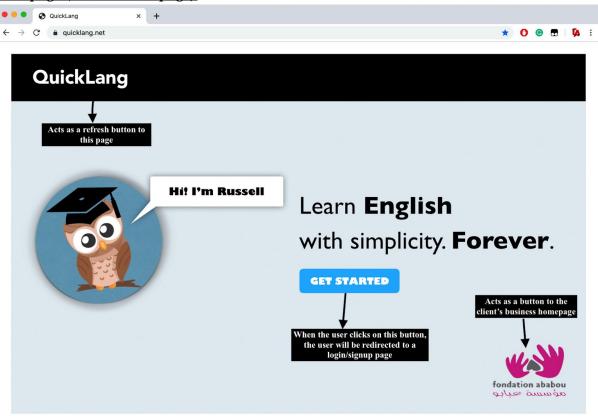
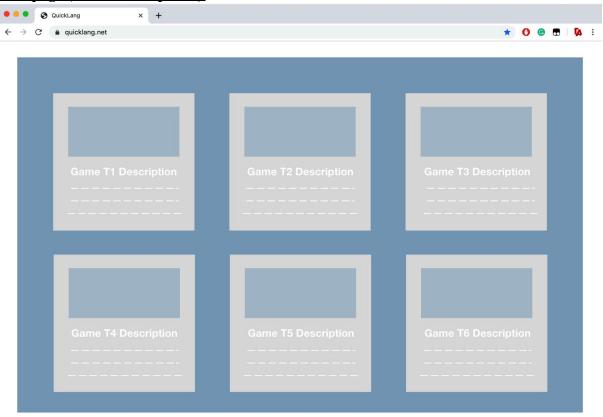
# **Criterion B: Design Overview**

# **Designs (GUI)**

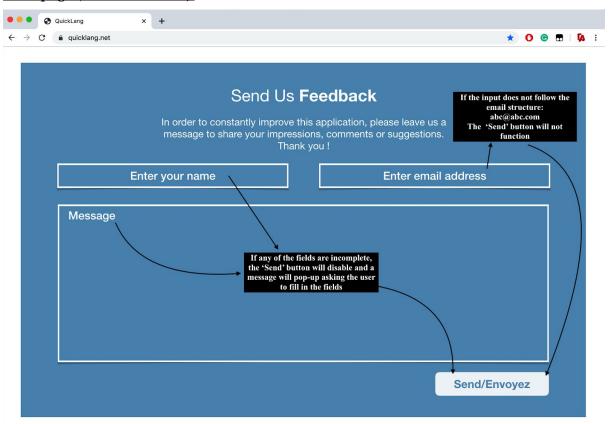
# Main page ('Get Started' page)



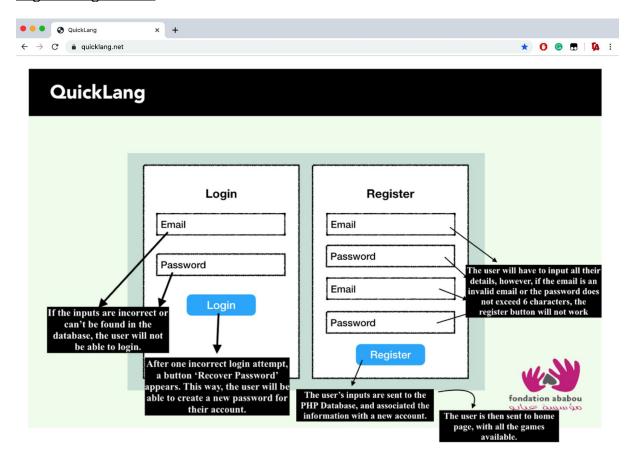
# Main page (Game Descriptions)



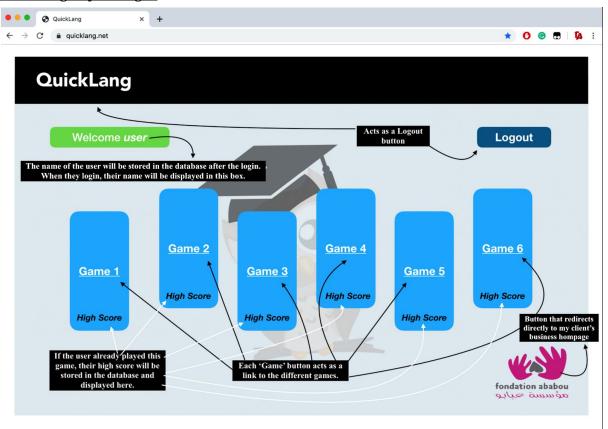
#### Main page (Feedback Form)



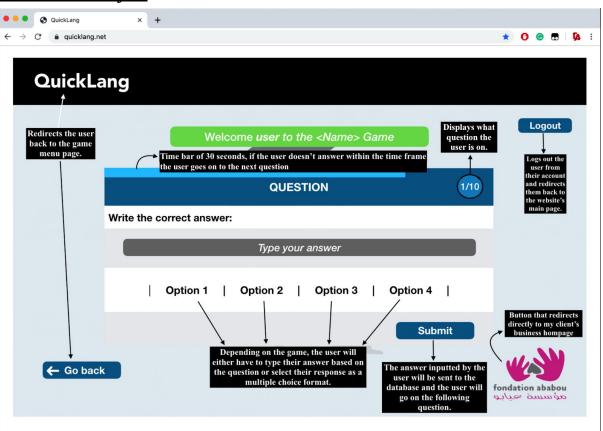
## Register/Login Form



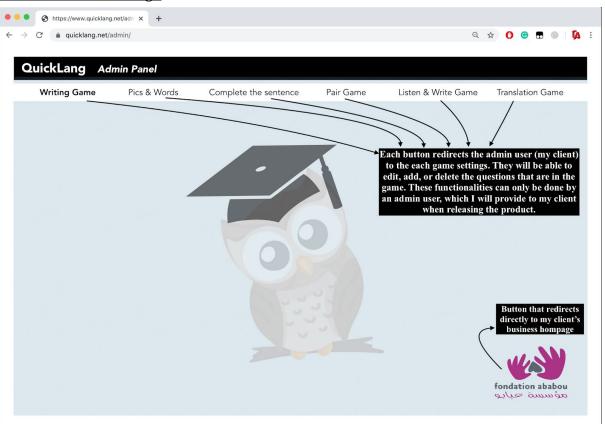
## Home Page After Login



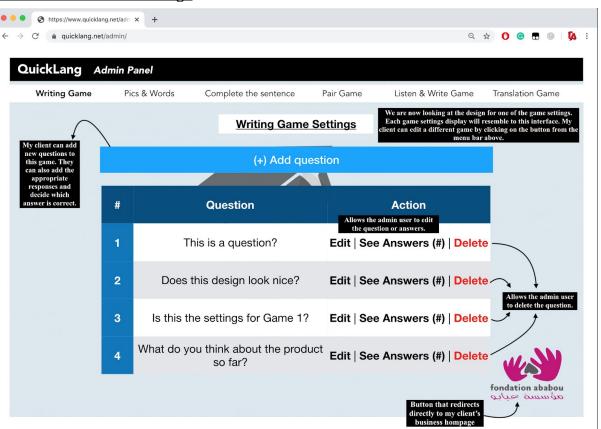
#### User's Game Interface



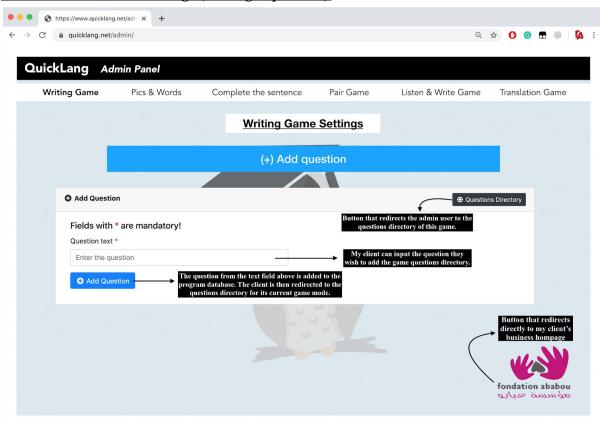
#### Admin Panel Main Page



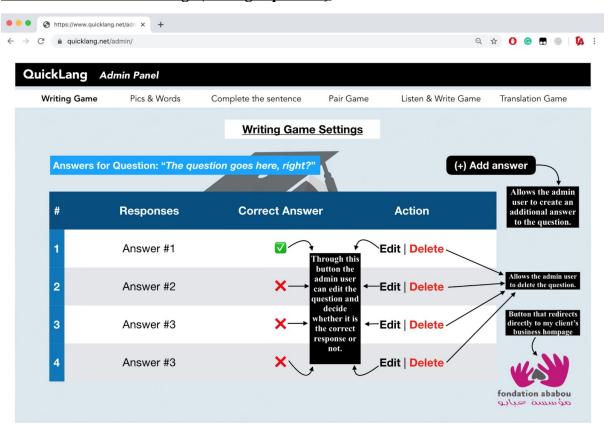
## Admin Panel - Game Settings



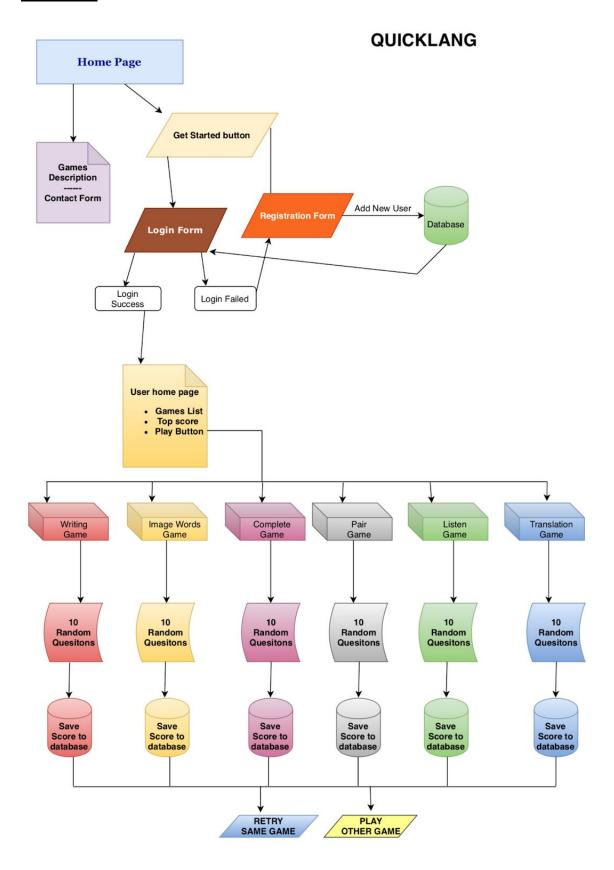
## Admin Panel - Game Settings (Adding a question)



# Admin Panel - Game Settings (Adding a question)



# **Flowchart**



# **Test Plan**

Tost type	Natura of Assa	F1-	C
<u>Test type</u>	Nature of test	<u>Example</u>	Success Criteria <u>Tested</u>
Send a message through the feedback form	To check that my client is able to receive messages from their customers/users	Feedback form with text fields	5
Log into the website	Verify that the user inputs valid credential information, corresponding to a user in the database.	Email text field, password text field, and a login button, which redirects the user to the game menu page, if valid.	2
Recover Password Function	If the user fails to input valid credentials, a <i>Recover Button</i> will appear, allowing the existing user to change their password.	Button and text field that verifies details against the database.  Recover message if conditions are met.	3
Register a new account in the database	Register an account correctly to the database. Verify that email and password are in the recommended format. Limit the user if the format is not met. Also, welcome users through email.	Email and Password text fields and submit button	2 & 4
Edit the games on the website	Ensure that admin can access tools to edit and create games while non-admins cannot.	Lists of questions with buttons allowing for different formatting such as "edit" or "delete".	1
User's high score displayed on the main page	To ensure the user's high score is properly connected to the database and that it is recorded effectively.	Displayed underneath each game to separate scores.	6
Functioning score system	Testing that the correct response from the user adds a point to their score.	A score counter that increments up or down, according to the user's input.	6

Functioning timer	Testing that the user goes on to the next question if no answers were chosen by the time limit.	A time bar of 20 seconds underneath the question that skips the question in the end and refreshes at the start of each question.	7
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