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| **Screen** | **Test** | **Verification** | **Result** |
| **Title Screen** | Press SPACE | Game should proceed to finger name screen. | Tested and works |
| Press “begin tests” button | Game should proceed to finger name screen. | Tested and works |
| Press 0 | Game should proceed to finger name screen. | Tested and works |
| Press “set benchmarks” button | Game should proceed to finger name screen. | Tested and works |
| Perform incorrect keyboard inputs on screen (anything except SPACE and 0) | Game should not do anything | Tested and works |
| **Finger name screen** | Press SPACE on Title Screen  Then press SPACE again | Game should proceed to help screen | Tested and works |
| Press SPACE on Title Screen  Then press continue button | Game should proceed to help screen | Tested and works |
| Press 0 on Title Screen  Then press SPACE again | Game should proceed to benchmark screen | Tested and works |
| Press 0 on Title Screen  Then press continue button | Game should proceed to benchmark screen | Tested and works |
| Perform incorrect keyboard inputs on screen (anything except SPACE) | Game should not do anything | Tested and works |
| **Benchmark screen** | Press SPACE | Game should display first task to set benchmark for.  New file should be created in Game/Benchmarks with timestamp in file name | Tested and works |
| Press SPACE to display first task.  Then press SPACE again | Benchmark data for first task is captured (will confirm in next test).  Next task appears. | Tested and works |
| Set benchmarks for all tasks | Game should display option to proceed with testing or quit game. | Tested and works |
| Set benchmarks for all tasks  Then press SPACE | Game should proceed to help screen.  The newly created benchmark file should be populated with data now. | Tested and works |
| Set benchmarks for all tasks  Then press 0 | Game should exit.  The newly created benchmark file should be populated with data now. | Tested and works |
| Perform incorrect keyboard inputs on screen (anything except SPACE or 0) | Game should not do anything | Tested and works |
| **Help screen** | Press SPACE | Game should proceed to countdown screen. | Tested and works |
| Press “continue” button | Game should proceed to countdown screen. | Tested and works |
| Perform incorrect keyboard inputs on screen (anything except SPACE) | Game should not do anything | Tested and works |
| **Countdown screen** | Do nothing | Timer should count down to 0. No button inputs should change screen. | Tested and works |
| **Task screen** | Do not perform task correctly | Task timer should countdown to 0 and then move on to next countdown screen. | Tested (simulated) and works |
| Perform task correctly | Game should move onto task success screen. | Tested (simulated) and works |
| **Task success screen** | Perform task correctly on previous (task) screen | Earned points are displayed.  Patient should earn +10 points for completing task, and +1 bonus point per second remaining to complete task.  Total points are displayed. | Tested and works |
| Perform task that isn’t last task correctly  Press SPACE | Game should proceed to next task | Tested and works |
| Perform task that isn’t last task correctly  Press “continue” button | Game should proceed to next task | Tested and works |
| Perform last task correctly  Press SPACE | Game should proceed to suite complete screen | Tested and works |
| Perform last task correctly  Press “continue” button | Game should proceed to suite complete screen | Tested and works |
| Perform incorrect keyboard inputs on screen (anything except SPACE) | Game should not do anything | Tested and works |
| **Suite complete screen** | Complete first test suite. Then press SPACE | Game should proceed to next suite. | Tested and works |
| Press 0 | Game should proceed to final screen. | Tested and works |
| Press 9 | Game should repeat the same test suite.  Points should be reset to what they were prior to the test suite.  (Note: need to reach task success screen again to check) | Tested and works |
| Complete first test suite. Then press “move on to next suite” button | Game should proceed to next suite. | Tested and works |
| Press “otherwise, click here” button | Game should proceed to final screen. | Tested and works |
| Press “attempt test suite again” button | Game should repeat the same test suite.  Points should be reset to what they were prior to the test suite.  (Note: need to reach task success screen again to check) | Tested and works |
| Complete final test suite | No option to proceed to next test suite should appear. | Tested and works |
| Perform incorrect keyboard inputs on screen (anything except SPACE, 9, or 0) | Game should not do anything | Tested and works |
| **Final Screen** | Do nothing | Total points earned should be displayed | Tested and works |
| Press SPACE | Game should close | Tested and works |
| Press “quit” button | Game should close | Tested and works |
| Perform incorrect keyboard inputs on screen (anything except SPACE) | Game should not do anything | Tested and works |