Project Abbr &Name	WGAME, Word Game	Client/Supervisor +email	Dr Maria Keet maria.keet@uct.ac.za
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Test case number	inputs, behavior and expected outcome
1. User chooses level	• If chosen incorrect level of play • System displays a massage to the user on where to start
2. System checks user Score for level	• If user score meets threshold score • System should allow user to progress to next level
3. User answers during play(exercise)	• System correctly records the user inputs (answers) and progress trackers (average scores) are updated from the correct answers. • System must record answers and progress trackers update to the reflect the correct results.
4. check progress	• System to show user recently updated progress report • Progress report
5. Hit button or hovering over text edit	• System solves portion of a problem for each request hint or show toast that describes the problem and gives the percentage of the solved part of the problem. • Toast with description, solves portion of the problem or gives percentage progress bar of the solved problem portion.