

Test #	User story	Preconditions	Operations	Postconditions	R1 outcome	R2 outcome	R3 outcome
1	1	Student Profiles	Enter teacher overview	All current student profiles are visible	Passed	Passed	Passed
1	1	Student Profiles	Enter teacher overview	All current student profiles are visible	Passed	Passed	Passed
2	1	Student Profiles	Send a GET request to the /api/student/ endpoint	Should return a list of students	Failed	Passed	Passed
3	3	Play Game Option	Click on play game in title screen	Game begins	Passed	Passed	Passed
4	4	Replay Option	Click on replay button amd see it is work	Make it work on different screen	Passed	Passed	Passed
5	11	Adding Students	Input student data in website and click "add	Saves student data in database	Passed	Passed	Passed
6	13	Pause	Click on pause button	Stops the game and gives an option to resume the game.	Passed	Passed	Passed
7	14	Music	Press play game	Audible music is heard through speakers/microphone	Passed	Passed	Passed
8	15	Game Over	Ball hits the incorrect answer.	Game over screen appears with replay button	Passed	Passed	Passed
9	5	Answer Feedback	Ball hits incorrect answer.	Ball slows down with onscreen visual queue that the slowdown occurred	Failed	Passed	Passed
10	10	Colorful Graphics	Click play game.	Themed level	Failed	Passed	Passed

				appears.			
11	6	Teacher login/logout	Teacher can login using their credentials and add new students to the list and logout when they are done.	Username and password for teacher were verified and given access to the backend of the website where they could add new students. Once the teacher is done with the task that they were supposed to complete, they can logout of their profile and endup in the login page again.	Failed	Passed	Passed
12	7	Class Overview	Teacher can checkout each of the students profile and update them as required.	There is a link on the list of students table which takes the teacher of our API page as of now where they can update the information regarding students.	Failed	Passed	Passed
13	16	Level Randomization	User plays the game, then restarts the level	A different level is created where the order of the problems is randomized	Failed	Passed	Passed
13	16	Level Randomization	Send a GET request to the /api/problemsets/ endpoint	Return a list of problem sets	Failed	Passed	Passed
14	2	Tutorial	User clicks on tutorial button on start page	Tutorial pops up explaining the	Failed	Failed	Passed

				game.			
15	8	Student Game Login	User clicks their name in game	They are logged in for the duration of their game	Failed	Failed	Passed
16	8	Student Game Login	User clicks on their class in game	They are shown the student profiles in the class	Failed	Failed	Passed
19	12	Updated Student Report	User finishes playing a round of the game.	Their stats are updated on the website.	Failed	Failed	Passed
20	17	Student profile in unity	User can look up their information in game	All current student profiles are visible	Failed	Failed	Passed