Test Cases

User inputs answer:
  If there are no blank spaces:
    And answer is correct: answer is accepted
    And answer is incorrect: answer is rejected
    Display hint option

App starts:
  When a connection with the server is established
Prompt for user login:
  While user inputs credentials:
    If account exists:
      Log into server
    If no account exists, prompt for correct login
  If new account selected:
    Create account:
  Data is retrieved from server

When level is complete:
  Display “Level is complete!”
  Check sound setting
    If sound is on:
      Play victory sound
    If sound is off:
      Ignore
  User progress is updated

User Account page:
  When user presses reset button:
    Confirmation message is displayed:
      Progress data is deleted
  When user presses delete account button:
    Confirmation message is displayed:
      Account is deleted

During Gameplay:
  Buttons:
    Test User Input:
      When a letter is selected:
        Letter fills the first empty slot, starting from the left
    Test Clear:
      When clear is selected:
Remove all letters from slots
Exception: letters provided by hint should not be removed
Test Scramble:
  When scramble is selected:
  Shuffle letters in letter pool
Test hint:
  When hint is selected:
  One random, correct letter is provided in an answer slot