S4685: Genie Certification

1. Loading Screen

ID	Title
C208053	The Loading screen is displayed as expected
C208750	The Progress bar for the loading screen is displayed
C208751	There are no buttons displayed on the loading screen

2. Title Screen

ID	Title
C211882	All expected elements on the title screen are present

3. Settings Screen

ID	Title
C208005	All expected elements on the settings screen are present
C208006	The audio setting can be toggled On & Off
C208007	The 'motion fx' setting can be toggled On & Off
C208010	When audio & motion fx are toggled Off, the icons for motion fx & audio are stacked
C208011	When a game is reloaded, the settings are persistent (Cookies Enabled)

4. How To Play Screen

ID	Title
C208054	The 'Back' button navigates to the previous screen

5. Selection Screens

ID	Title
C208758	Level Select - The level selection persists through to the game
C208764	Level Select - There are 2 or more options for the player to choose
C208757	Character Select - There are 2 or more options for the player to choose
C208765	Character Select - The character selection persists through to the game
C208076	The previously selected character is not saved when the player accesses the character select screen (unless supported by a game save)
C211816	Character data is saved when an already existing game-save is loaded

6. Gameplay Component

ID	Title
C211815	Opening a new tab causes the game-play and any audio effects to be paused
C208070	Minimizing the browser / tab causes the game-play & any audio effects to pause
C208056	The skip button is displayed and transitions to the game play component
C208055	The pause button pauses the game play component & any audio effects
C208725	The gameplay controls work & the game is playable
C208727	Verify the isite forms for the theming. **

7. Pause Screen

ID	Title
C208015	The Level button navigates to the level select screen

C208016	The Replay button starts the same level from the beginning
C208017	The Resume button resumes all gameplay and audio
C208719	The Pause screen displays all expected elements

8. Results Screen

ID	Title
C208002	The Results screen is displayed upon game completion
C208003	The Results screen displays all expected elements
C208724	The results of the game-play are output to the results screen correctly
C208741	Verify that results title image is shown as per UX**
C208744	The text displayed on the results screen makes use of the correct font styles
C211817	The Continue button navigates to the appropriate screen

9. General Accessibility

ID	Title
C208068	The game does not flicker
C211818	Gel buttons are compatible with native accessibility settings
C211881	There is VO for each character / level on the select screens

10. Performance

ID	Title
C208019	Audio Monitoring
C208020	Video Trigger
C208021	Video Monitoring
C208022	Audio Triggers

11. Mobile Browsers

ID	Title
C208047	Game launch holding device in Portarit mode
C208048	Game launch holding device in landscape mode
C208049	Orientation change- portarit to landscape
C208050	Orientation change-Landscape to portarit
C208051	The rotate device message appears in all game screens
C208052	The rotate device message still appears when showing the keyboard (by invoking the URL bar)
C208027	Minimizing the browser causes the gameplay to pause
C208031	Device / OS specific input gestures are ignored during gameplay, unless explicitly supported
C208032	Device / OS specific input gestures are ignored on the rotate screens, unless explicitly supported
C208037	Keep the device idle for some time with game play in progress

12. Assets

ID	Title
C208046	All the images and buttons should be displayed as expected
C211726	Assets are configurable and have not been hard coded in the game component
C208736	The main background music for each theme is different
C211820	The Voice Over for each accessible element is different for each theme (if applicable)

13. Vision Pillar

ID	Title
C211822	All game play elements are represented in the HTML with labelling that screenreaders can read
C211823	All of the game is accessible to players with vision impairments and can be completed with audio only.

14. Motor Pillar

ID	Title
C211830	Users are able to play the game and navigate all menus via touch only
C211831	Users are able to play the game and navigate all menus via mouse only
C211832	Users are able to play the game and navigate all menus via keyboard only
C211833	An auto scan feature means one-switch external control can be used to play the game and navigate the menus.

15. Cognitive Pillar

ID	Title
C211826	Difficulty settings progress automatically
C211827	Difficulty can be controlled within the game
C211828	All games that rely on learned behaviours to progress include a 'no-fail' mode. This mode could be a tutorial level, encouragement to try again or non-ending play.
C211829	User is not able to die throughout the entire game/experience/app

16. Hearing Pillar

ID	Title
C211824	Visual support is displayed for all game information
C211825	Haptic feedback is used on mobile devices as additional feedback