

Testing User Scenarios

Let there be a random series of pad(button) presses

1. Refresh the browser to see an alert pop up about brief initiation instructions and game play to get started.
2. Place a tick with the cursor in the POWER checkbox to turn the game on.
3. Press 'START' to start the game and a welcome cymbal tune plays while the first round's single sound is emitted, which is deliberately tricky to get the user started as it is only one sound.

Let the correct repetition of pad presses, be reused in the next round, plus one more pad press

1. The previous sequence of pad presses will be repeated per round and the COUNT button will indicate how many rounds have been played.
2. Do not add the last round of sounds to the fresh emission of new sounds in the present round else you will hear a cackle, because that is wrong. That was played just to confuse the user. The round counter will be on the number of rounds that you have got right. There will be a NO! displayed in the CPU Count display if you are wrong.
3. After 1 second, the text will change back to the round number that the user has got up to right.
4. The previous sequence of pad presses will be repeated from the last round. Although the very first round should not be included in round 3, only in its subsequent round 2.

Let there be a different sound for each pad: when a sequence is played, and also when a pad is depressed

1. The pad sound is played when the lights flash simultaneously.
2. The pad sound is played when the user clicks a pad.
3. Each pad has a different sound.

Indirect musical ear development, let there be musical significance for the sounds

According to the original Simon game,

"Simon's tones, on the other hand, were designed to always be harmonic,^[2] no matter the sequence, and consisted of an A major triad in second inversion, resembling a trumpet fanfare:

- E-note (blue, lower right);

- C#-note (yellow, lower left);
- A-note (red, upper right);
- E-note (green, upper left, an octave lower than blue);”¹
[https://en.wikipedia.org/wiki/Simon_\(game\)\)](https://en.wikipedia.org/wiki/Simon_(game)))

Thus, I have kept the sounds as original to the game so as to indirectly assist users to remember the colour with the note by ear, which is a musical benefit.

Let there be a 'strict mode' option, which takes me back a step

1. Press 'STRICT' to turn 'strict mode' on.
2. During gameplay, if the user makes a mistake during their turn to repeat the sequence, the game Count resets to 1 round.
3. All other rounds won will cease their accumulation back to “1”

Let there be a refresh option

1. The easiest way to reset the game is to press “F6” on the PC or the refresh tab in the browser and this will 'RESET' the game.

Let the series of repetitions not be arduous and boring

1. The original game had 20 rounds, which led to boredom and frustration, with 5 rounds it is much more enjoyable and the aim of winning will reward the user with a groovy drum tune.
2. When the user makes a mistake, a scary cackle makes the game more of a challenge.