Manual Testing of User Stories.

Test Objectives
1. **User Story:** I am presented with a random series of button presses. 2. **User Story:** Each time I input a series of button presses correctly, I see the same series of button presses but with an additional step. 3. **User Story:** I hear a sound that corresponds to each button both when the series of button presses plays, and when I personally press a button. 4. **User Story:** If I press the wrong button, I am notified that I have done so, and that series of button presses starts again to remind me of the pattern so I can try again. 5. **User Story:** I can see how many steps are in the current series of button presses. 6. **User Story:** If I want to restart, I can hit a button to do so, and the game will return to a single step. 7. **User Story:** I can play in strict mode where if I get a button press wrong, it notifies me that I have done so, and the game restarts at a new random series of button presses. 8. **User Story:** I can win the game by getting a series of 20 steps correct. I am notified of my victory, then the game starts over.

Pre-Requisite(s)
• Player has access to internet connection. • The default game board is off.

Assumption(s)
• Player can open PDF file to see the instructions on how to play.

User Stories	Instructions	Expected Result	Actual	Pass/Fail
1	On the game board, toggle the switch button to On and Off and the result should display in the count box.	The button toggled to On and Off and displayed result in the count box	On and Off displayed in the count box	Pass
1.1	Toggle the switch to On and click on the start button	A sound will be heard to confirm game has started and the count box displayed a number.	A sound was heard, and a number displayed in the count box	Pass

2	Press any of the coloured buttons, the button should flash and count displays result of player's actions.	The button flashes and prompt user to press another flashing coloured button and result displayed in count box.	Same as expected result.	Pass
3	Each button should play a different sound when clicked by player.	A button click plays sounds which corresponds to the coloured button.	Same as expected result.	Pass
4	A player should be notified with a Text NO on the count display box when wrong button is clicked	Player was notified NO when player clicked wrong button.	Same as expected result.	pass
5	A player should be able to see the progress of its current level in the display count box.	Player could see the result of its level in the display count box.	Same as expected result.	Pass
6	To restart the game, toggle the On and Off switch.	Player can restart the game by toggling the switch button	Same as expected result.	Pass
7	In the off mode, click on the strict button.	The strict button should be disabled that's nothing should happen	Same as expected result.	Pass
7.1	In the On mode, click on the strict button	A check mark should be displayed in the strict box	Same as expected result.	Pass.
7.2	In strict mode, click on the start button, a wrong random button press should display NO, forces player to start again.	Player clicked a wrong random button and displayed No and forced player to start again.	Same as expected result.	Pass

7.3	Toggle the switch to On and click on the coloured button.	Player cannot interact with game board	Player could not interact. with the game board.	Pass
8.	Player should be able to win the game on the count level of 20 and display in the box WIN and play a Win Sound.	Player Wins and heard the win sound.	Same as expected result.	Pass