			ACTUAL RESULT							
FUNCTION UNDER TEST	OPERATING STATE	EXPECTED RESULT	NOTES	Chrome	Firefox	Android	IOS EDGE IE			SAFARI
							ONLY PAR	TIALLY TESTE	D	NOT TESTED
		PANEL SHOULD BE OFF - DISPLAY TEXT "OFF"								
ON/OFF	PAGE JUST LOADED-PANEL OFF	ALL OTHER BUTTONS INACTIVE								
		ALL BUTTONS ASIDE FROM COLOUR BUTTONS								
		SHOULD BE ACTIVE								
ON/OFF	ON BUTTON PRESSED ONCE	DISPLAY TEXT: "PRESS START"								
		PANEL SHOULD BE OFF - DISPLAY TEXT "OFF"								
ON/OFF	OFF BUTTON PRESSED AGAIN	ALL OTHER BUTTONS INACTIVE								
		ALL BUTTONS ASIDE FROM COLOUR BUTTONS								
		SHOULD BE ACTIVE								
ON/OFF	ON BUTTON PRESSED AGAIN	DISPLAY TEXT: "PRESS START"								
		SKILL & STRICT BUTTON BECOME INACTIVE								
		START BUTTON BECOMES RESET BUTTON								
		startGame() function runs and calls compPlay()								
		the first sound and colour from the sequence are								
START	START BUTTON PRESSED	played.								
		The game ends. PANEL SHOULD BE OFF - DISPLAY								
		TEXT "OFF"								
ON/OFF	OFF BUTTON PRESSED AGAIN	ALL OTHER BUTTONS INACTIVE.								
		ALL BUTTONS ASIDE FROM COLOUR BUTTONS								
		SHOULD BE ACTIVE								
ON/OFF	ON BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "SKILL: EASY "								
		ALL BUTTONS ASIDE FROM COLOUR BUTTONS	SECULENCE LENGTH INCREASES WITH TO 16 THIS							
		SHOULD BE ACTIVE	SEQUENCE LENGTH INCREASES WITH TO 16. THIS HAS BEEN CONFIRMED IN TESTINGUSING DEBUG							
CNIII	SKILL BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "SKILL: NORM "	MESSAGES IN THE CONSOLE LOG.							
SKILL	SKILL BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS	SEQUENCE LENGTH INCREASES WITH TO 32. THIS			<del>                                     </del>				+
		SHOULD BE ACTIVE	HAS BEEN CONFIRMED IN TESTING IN THE							
	SKILL BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "SKILL: HARD"	CONSOLE LOG.							
	SKILL BOTTON FRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS	SEQUENCE LENGTH RETURNS TO 16. THIS HAS		<del>                                     </del>	<del>                                     </del>				+
		SHOULD BE ACTIVE	BEEN CONFIRMED IN TESTING IN THE CONSOLE							
SKILL	SKILL BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "SKILL: EASY"	LOG.							
	SKILL BOTTON I KLSSLD	ALL BUTTONS ASIDE FROM COLOUR BUTTONS	200.			<del>                                     </del>				+
		SHOULD BE ACTIVE	THE H/L BUTTON TOGGLES BETWEEN THE HIGH							
H/L BUTTON	H/L BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "HIGH: 0"	AND LAST SCORES.							
.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	1,7230110111112322	ALL BUTTONS ASIDE FROM COLOUR BUTTONS	THE LIST SCORES.							1
		SHOULD BE ACTIVE	THE H/L BUTTON TOGGLES BETWEEN THE HIGH							
H/L BUTTON	H/L BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "LAST: 0"	AND LAST SCORES.							
		ALL BUTTONS ASIDE FROM COLOUR BUTTONS								
		SHOULD BE ACTIVE								
STRICT	STRICT BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "STRICT: ON"								
		ALL BUTTONS ASIDE FROM COLOUR BUTTONS								
		SHOULD BE ACTIVE								
STRICT	STRICT BUTTON PRESSED	DISPLAY TEXT: "PRESS START" "STRICT: OFF"								
		SKILL & STRICT BUTTON BECOME INACTIVE								
	1	START BUTTON BECOMES RESET BUTTON								
		startGame() function runs and calls compPlay()								
		the first sound and colour from the sequence are								
START	START BUTTON PRESSED	played.								
	1	DISPLAY CHANGES "TIME OUT", "TRY AGAIN"								
TIME OUT	WAIT 10S	THE SEQUENCE THE STARTS AGAIN.								
		DISPLAY CHANGES "TIME OUT", "TRY AGAIN"								
TIME OUT	WAIT 10S	THE SEQUENCE THE STARTS AGAIN.							l	1

		DISPLAY CHANGES "TIME OUT", "TRY AGAIN"						
TIME OUT	WAIT 10S	THE SEQUENCE THE STARTS AGAIN.						
TIME OUT	WAIT 10S	Display changes "TIMEOUT " "GAME OVER"						
STRICT	PRESS STRICT	DISPLAY SHOWS "STRICT:ON"						
		SKILL & STRICT BUTTON BECOME INACTIVE						
		START BUTTON BECOMES RESET BUTTON						
		startGame() function runs and calls compPlay()						
		the first sound and colour from the sequence are						
STRICT	PRESS START	played.						
STRICT	PRESS THE WRONG COLOUR	DISPLAY SHOWS "YOU LOSE!"						
STRICT	PRESS STRICT	DISPLAY SHOWS "STRICT:OFF"						
	. 11200 0111101	SKILL & STRICT BUTTON BECOME INACTIVE						
		START BUTTON BECOMES RESET BUTTON						
		startGame() function runs and calls compPlay()						
CTDICT	PRESS START	the first sound and colour from the sequence are						
STRICT	PRESS START	played.						
		DICDLAY CHANCEC "INCORDECT" "TRY ACTOR"						
		DISPLAY CHANGES "INCORRECT", "TRY AGAIN"						
STRICT	PRESS THE WRONG COLOUR	THE SEQUENCE REPEATS.						
STRICT	PRESS THE WRONG COLOUR	DISPLAY SHOWS "YOU LOSE!"						
		SKILL & STRICT BUTTON BECOME INACTIVE						
		START BUTTON BECOMES RESET BUTTON						
		startGame() function runs and calls compPlay()						
		the first sound and colour from the sequence are						
WINNING	PRESS START	played.						
	PRESS THE CORRECT SEQUENCE UNTIL							
WINNING	THE SCORE = 8.	DISPLAY SHOWS "WINNING!"						
HIGH LAST	PRESS H/L	DISPLAY SHOWS "LAST:8"						
HIGH LAST	PRESS H/L	DISPLAY SHOWS "HIGH:8"						
	,	SKILL & STRICT BUTTON BECOME INACTIVE						
		START BUTTON BECOMES RESET BUTTON						
		startGame() function runs and calls compPlay()						
		the first sound and colour from the sequence are						
HIGH LAST	PRESS START	played.						
IIIGII LASI	PRESS THE CORRECT SEQUENCE UNTIL	piayeu.					<b>-</b>	
HIGH LAST	THE SCORE = 3.	DISPLAY SHOWS "SCORE: 3"						
IIIdii LASI	THE SCORE - S.	DISPLAT SHOWS SCORE. S					<u> </u>	
		DICDLAY CHANGES HANCODDECTH HTDV ACAINH						
l		DISPLAY CHANGES "INCORRECT", "TRY AGAIN"						
HIGH LAST	PRESS THE INCORRECT COLOUR	THE SEQUENCE REPEATS.						
HIGH LAST	PRESS THE INCORRECT COLOUR	DISPLAY SHOWS "YOU LOSE!" "HIGH:8"						
HIGH LAST	PRESS H/L	DISPLAY SHOWS "LAST:3"						
CHECK FOR WARNINGS AND								
ERRORS	CHECK CONSOLE LOG	THERE SHOULD BE NO ERRORS						
LINKS	CLICK HOW TO PLAY	HOW TO PLAY PAGE OPENS ON NEW PAGE						
HOW TO PLAY links	CLICK PLAY NOW	YOU ARE TAKEN TO THE GAME PANEL PAGE						
	ATARI TOUCH ME WIKIPEDIA ARTICLE	THE WIKIPEDIA SITE OPENS ON A NEW PAGE					l	
	ATARI TOUCH ME ARCADE GAME							
	MUSEUM ARTICLE	THE ARTICLE OPENS ON A NEW PAGE					1	
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