

FUNCTION UNDER TEST	OPERATING STATE	EXPECTED RESULT	NOTES	ACTUAL RESULT						
				Chrome	Firefox	Android	IOS	EDGE	IE	SAFARI
							ONLY PARTIALLY TESTED			NOT TESTED
ON/OFF	PAGE JUST LOADED-PANEL OFF	PANEL SHOULD BE OFF - DISPLAY TEXT "OFF" ALL OTHER BUTTONS INACTIVE								
ON/OFF	ON BUTTON PRESSED ONCE	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START"								
ON/OFF	OFF BUTTON PRESSED AGAIN	PANEL SHOULD BE OFF - DISPLAY TEXT "OFF" ALL OTHER BUTTONS INACTIVE								
ON/OFF	ON BUTTON PRESSED AGAIN	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START"								
START	START BUTTON PRESSED	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 played.								
ON/OFF	OFF BUTTON PRESSED AGAIN	The game ends. PANEL SHOULD BE OFF - DISPLAY TEXT "OFF" ALL OTHER BUTTONS INACTIVE.								
ON/OFF	ON BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "SKILL: EASY "								
SKILL	SKILL BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "SKILL: NORM "	SEQUENCE LENGTH INCREASES WITH TO 16. THIS HAS BEEN CONFIRMED IN TESTINGUSING DEBUG MESSAGES IN THE CONSOLE LOG.							
SKILL	SKILL BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "SKILL: HARD"	SEQUENCE LENGTH INCREASES WITH TO 32. THIS HAS BEEN CONFIRMED IN TESTING IN THE CONSOLE LOG.							
SKILL	SKILL BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "SKILL: EASY"	SEQUENCE LENGTH RETURNS TO 16. THIS HAS BEEN CONFIRMED IN TESTING IN THE CONSOLE LOG.							
H/L BUTTON	H/L BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "HIGH: 0"	THE H/L BUTTON TOGGLES BETWEEN THE HIGH AND LAST SCORES.							
H/L BUTTON	H/L BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "LAST: 0"	THE H/L BUTTON TOGGLES BETWEEN THE HIGH AND LAST SCORES.							
STRICT	STRICT BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "STRICT: ON"								
STRICT	STRICT BUTTON PRESSED	ALL BUTTONS ASIDE FROM COLOUR BUTTONS SHOULD BE ACTIVE DISPLAY TEXT: "PRESS START" "STRICT: OFF"								
START	START BUTTON PRESSED	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 played.								
TIME OUT	WAIT 10S	DISPLAY CHANGES "TIME OUT", "TRY AGAIN" THE SEQUENCE THE STARTS AGAIN.								
TIME OUT	WAIT 10S	DISPLAY CHANGES "TIME OUT", "TRY AGAIN" THE SEQUENCE THE STARTS AGAIN.								

