Simon Game - Testing Checklist					
index.html					
Simon logo (header)	**xs**	**sm**	**md**	**lg**	**xl**
Aligned to the center of the header	✓	✓	✓	✓	✓
Reloads the page when clicked	✓	✓	✓	✓	✓
Instructions "?" button (header)	**xs**	**sm**	**md**	**lg**	**xl**
Displayed directly below the Simon logo, to the left of the volume button	✓	✓	✓	✓	✓
Triggers the instructions modal when clicked	✓	✓	✓	✓	✓
Instructions modal	**xs**	**sm**	**md**	**lg**	**xl**
Closes when the 'x' in the top right is clicked	✓	✓	✓	✓	✓
Closes when the 'Close' button in the bottom right is clicked	✓	✓	✓	✓	✓
Volume button (header)	**xs**	**sm**	**md**	**lg**	**xl**
Displayed directly below the Simon logo, to the right of the "?" button	✓	✓	✓	✓	✓
Displays the fa-volume-up icon when the sound is on	✓	✓	✓	✓	✓
Console logs "sound true" when the sound is on	✓	✓	✓	✓	✓
Displays the fa-volume-mute icon when the sound is off	✓	✓	✓	✓	✓
Console logs "sound false" when the sound is on	✓	✓	✓	✓	✓
All sounds are muted when the sound is off	✓	✓	✓	✓	✓
This button/state is toggleable	✓	✓	✓	✓	✓
On/Off button	**xs**	**sm**	**md**	**lg**	**xl**
The button colors are inverted when the button is clicked and power is on	✓	✓	✓	✓	✓
Console logs "power true" when the power is on	✓	✓	✓	✓	✓
The text in the other buttons becomes visible when the power is on	✓	✓	✓	✓	✓
The button colors return to the default when the button is clicked and power is off	✓	✓	✓	✓	✓
Console logs "power false" when the power is off	✓	✓	✓	✓	✓
The text in the other buttons is removed and the buttons are disabled when the power is off	✓	✓	✓	✓	✓
This button/state is toggleable	✓	✓	✓	✓	✓
If hard mode and/or strict mode is on while the power is on, turning the power off resets the values of those states to false	✓	✓	✓	✓	✓
Hard button	**xs**	**sm**	**md**	**lg**	**xl**

	xs	sm	md	lg	xl
The button colors are inverted when button is clicked and hard mode is on	✔	✔	✔	✔	✔
Console logs "hard true" when hard mode is on	✔	✔	✔	✔	✔
The button colors return to the default when button is clicked and hard mode is off	✔	✔	✔	✔	✔
Console logs "hard false" when hard mode is off	✔	✔	✔	✔	✔
Playing the game in hard mode triggers the setFlashSpeed function, which causes the CPU sequence to speed up as the rounds progress	✔	✔	✔	✔	✔
This button/state is toggleable	✔	✔	✔	✔	✔
Strict Button	**xs**	**sm**	**md**	**lg**	**xl**
The button colors are inverted when button is clicked and strict mode is on	✔	✔	✔	✔	✔
Console logs "strict true" when strict mode is on	✔	✔	✔	✔	✔
The button colors return to the default when button is clicked and strict mode is off	✔	✔	✔	✔	✔
Console logs "strict false" when strict mode is off	✔	✔	✔	✔	✔
Playing the game in strict mode ensures that no mistakes are allowed; when a mistake is made, the game restarts to Round 1	✔	✔	✔	✔	✔
This button/state is toggleable	✔	✔	✔	✔	✔
Start Button	**xs**	**sm**	**md**	**lg**	**xl**
The game starts and the first CPU sequence is played when the button is clicked	✔	✔	✔	✔	✔
When the game starts and during gameplay, the button text changes to 'RESET'	✔	✔	✔	✔	✔
Clicking the button mid-game resets the game to Round 1	✔	✔	✔	✔	✔
When the user wins the game, the button text changes to 'START'	✔	✔	✔	✔	✔
Clicking the button once the user has won the game triggers a new game to start	✔	✔	✔	✔	✔
Game Buttons	**xs**	**sm**	**md**	**lg**	**xl**
Displayed in one row on lg and xl screens	N/A	N/A	N/A	✔	✔
Displayed as two buttons per row on xs, sm and md screens	✔	✔	✔	N/A	N/A
Enabled/clickable ONLY when it is the user's turn to enter the sequence	✔	✔	✔	✔	✔
Disabled at ALL other times	✔	✔	✔	✔	✔
Clicking the button plays a sound and light flash that corresponds to the particular button	✔	✔	✔	✔	✔

Description	xs	sm	md	lg	xl
When the button is clicked during the user's turn, it is disabled for 300 milliseconds after it and is then enabled again, if it is still the user's turn	✓	✓	✓	✓	✓
Game Modes - Default	**xs**	**sm**	**md**	**lg**	**xl**
Standard mode when game is started without selecting Hard or Strict mode	✓	✓	✓	✓	✓
On the CPU's turn, each step in the CPU sequence plays every 800 milliseconds	✓	✓	✓	✓	✓
After the first mistake, the previous CPU sequence replays	✓	✓	✓	✓	✓
After the second mistake, game restarts and strike counter resets to 0	✓	✓	✓	✓	✓
Game Modes - Hard	**xs**	**sm**	**md**	**lg**	**xl**
Enabled when game is started after activating Hard button	✓	✓	✓	✓	✓
On the CPU's turn, the time between each step in the CPU's sequence decreases as the rounds progress	✓	✓	✓	✓	✓
After the first mistake, the previous CPU sequence replays	✓	✓	✓	✓	✓
After the second mistake, game restarts and strike counter resets to 0	✓	✓	✓	✓	✓
This mode can be switched off mid-game, in which case the time between each step in the CPU sequence reverts to 800 milliseconds	✓	✓	✓	✓	✓
Game Modes - Hard	**xs**	**sm**	**md**	**lg**	**xl**
Enabled when game is started after activating Hard button	✓	✓	✓	✓	✓
On the CPU's turn, the time between each step in the CPU's sequence decreases as the rounds progress	✓	✓	✓	✓	✓
After the first mistake, the previous CPU sequence replays	✓	✓	✓	✓	✓
After the second mistake, game restarts and strike counter resets to 0	✓	✓	✓	✓	✓
This mode can be switched off mid-game, in which case the time between each step in the CPU sequence reverts to 800 milliseconds	✓	✓	✓	✓	✓
Game Modes - Strict	**xs**	**sm**	**md**	**lg**	**xl**
Enabled when game is started after activating Strict button	✓	✓	✓	✓	✓
After the first mistake, game restarts and strike counter resets to 0	✓	✓	✓	✓	✓
This mode can be switched off mid-game, in which case the game reverts to the default logic in respect of number of mistakes the user can make	✓	✓	✓	✓	✓
Game Modes - Legendary	**xs**	**sm**	**md**	**lg**	**xl**
Enabled when game is started after activating both Hard and Strict buttons	✓	✓	✓	✓	✓
The logic of both Hard and Strict mode is applied simultaneously	✓	✓	✓	✓	✓

	xs	sm	md	lg	xl
Either or both modes can be turned off mid-game, which reverts to the default logic without this mode being activated	✓	✓	✓	✓	✓
Display area	**xs**	**sm**	**md**	**lg**	**xl**
When the power is turned on, before the game is started, line 1 displays 'ROUND --' and line 2 displays 'PRESS START'	✓	✓	✓	✓	✓
When the game is started, line 1 displays 'ROUND' followed by the current round number and line 2 displays 'WATCH…' on the CPU's turn, and 'GO…' on the user's turn	✓	✓	✓	✓	✓
In default or hard mode, after the first mistake, line 1 displays 'WRONG' and line 2 displays 'TRY AGAIN!'. After 1 second, the text reverts to that explained above (on line 84).	✓	✓	✓	✓	✓
In default or hard mode, after the second mistake, line 1 displays 'WRONG' and line 2 displays 'YOU LOSE'. An alert pops up which shows the user which round they reached. When the alert is closed, the game restarts and the relevant text is displayed in the display area.	✓	✓	✓	✓	✓
In strict mode, after the first mistake, line 1 displays 'WRONG' and line 2 displays 'YOU LOSE'. An alert pops up which shows the user which round they reached. When the alert is closed, the game restarts and the relevant text is displayed in the display area.	✓	✓	✓	✓	✓
When the user wins the game, line 1 displays 'YOU WIN!' and line 2 displays 'PRESS START'. When the user presses start, a new game starts and the relevant text is subsequently displayed.	✓	✓	✓	✓	✓
Game Sounds	**xs**	**s**	**md**	**lg**	**xl**
When a mistake is made, the loseGameSound sound plays	✓	✓	✓	✓	✓
When the user wins the game, the winGame sound plays	✓	✓	✓	✓	✓
When a control button is toggled on, the clickOnSound plays	✓	✓	✓	✓	✓
When a control button is toggled off, the clickOffSound plays	✓	✓	✓	✓	✓
Game Button lights	**xs**	**s**	**md**	**lg**	**xl**
When the user makes a mistake, all game button lights are lit for 1 second. Lights then turn off before the round either replays or the game restarts.	✓	✓	✓	✓	✓
When the user wins the game, all game button lights are lit until the user presses 'START' to start a new game, at which point lights turn off.	✓	✓	✓	✓	✓
Footer link	**xs**	**s**	**md**	**lg**	**xl**

The footer link (my name) redirects the user to my GitHub profile page, which opens in a new browser tab.	✓	✓	✓	✓	✓