

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 off	✓	✓	✓	✓	✓
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

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	✓	✓	✓	✓	✓
<b>Strict Button</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
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 stops	✓	✓	✓	✓	✓
This button/state is toggleable	✓	✓	✓	✓	✓
<b>Start Button</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
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	✓	✓	✓	✓	✓
<b>Game Buttons</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
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	✓	✓	✓	✓	✓

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	✓	✓	✓	✓	✓
<b>Game Modes - Default</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
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, the strike count resets to 0 and the game stops	✓	✓	✓	✓	✓
<b>Game Modes - Hard</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
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, the strike count resets to 0 and the game stops	✓	✓	✓	✓	✓
This mode can be switched off mid-game, in which case the time between each step in the CPU sequence reverts to 800 milliseconds	✓	✓	✓	✓	✓
<b>Game Modes - Strict</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
Enabled when game is started after activating Strict button	✓	✓	✓	✓	✓
After the first mistake, the strike count resets to 0 and the game stops	✓	✓	✓	✓	✓
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	✓	✓	✓	✓	✓
<b>Game Modes - Legendary</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
Enabled when game is started after activating both Hard and Strict buttons	✓	✓	✓	✓	✓
The logic of both Hard and Strict mode is applied simultaneously	✓	✓	✓	✓	✓
Either or both modes can be turned off mid-game, which reverts to the default logic without this mode being activated	✓	✓	✓	✓	✓
<b>Display area</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
When the power is turned on, before the game is started, line 1 displays 'ROUND --' and line 2 displays 'PRESS START'	✓	✓	✓	✓	✓
During gameplay, 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'. A pop up modal displays, which states 'YOU LOSE', 'YOU REACHED ROUND', followed by the round number, and 'Press 'START' to try again...'. After 1 second, the text in the display area changes to 'YOU LOSE' and 'PRESS START'. When the user presses start, a new game starts and the relevant text is subsequently displayed.	✓	✓	✓	✓	✓
In strict mode, after the first mistake, line 1 displays 'WRONG' and line 2 displays 'YOU LOSE'. A pop up modal displays, which states 'YOU LOSE', 'YOU REACHED ROUND', followed by the round number, and 'Press 'START' to try again...'. After 1 second, the text in the display area changes to 'YOU LOSE' and 'PRESS START'. When the user presses start, a new game starts and the relevant text is subsequently displayed.	✓	✓	✓	✓	✓
When the user wins the game, line 1 displays 'YOU WIN!' and line 2 displays 'PRESS START'. A pop up modal displays, which states 'YOU WIN', 'YOU'RE AWESOME, CONGRATULATIONS', and 'Press 'START' to start a new game'. After 1 second, the text in the display area changes to 'YOU LOSE' and 'PRESS START'. When the user presses start, a new game starts and the relevant text is subsequently displayed.	✓	✓	✓	✓	✓
<b>Feedback modal</b>	<b>xs</b>	<b>sm</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
Closes when the 'x' in the top right is clicked	✓	✓	✓	✓	✓
Closes when the 'Close' button in the bottom right is clicked	✓	✓	✓	✓	✓
<b>Game Sounds</b>	<b>xs</b>	<b>s</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
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	✓	✓	✓	✓	✓
<b>Game Button lights</b>	<b>xs</b>	<b>s</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
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.	✓	✓	✓	✓	✓
<b>Footer link</b>	<b>xs</b>	<b>s</b>	<b>md</b>	<b>lg</b>	<b>xl</b>
The footer link (my name) redirects the user to my GitHub profile page, which opens in a new browser tab.	✓	✓	✓	✓	✓