

Testing User Stories

I want to be presented with a random series of button presses.

1. Press 'ON/OFF' to highlight the button and turn the game on.
2. Press 'START' to start the game and initiate a random sequence of button presses.

When I input the correct series of button presses, I want the same series of button presses to be shown in the next round, but with an additional button press added to the series.

1. Click the wrong button when it is your turn to repeat the displayed sequence.
2. A message stating 'WRONG' and 'TRY AGAIN' will be displayed in the display area.
3. After 1 second, the text will change back to the round number.
4. The previous sequence of button presses will be repeated.

If I press the wrong button, I want to be notified of this and be presented with the same series of button presses before the game will allow me to try again.

1. Click the wrong button when it is your turn to repeat the displayed sequence.
2. A message stating 'WRONG' and 'TRY AGAIN' will be displayed in the display area.
3. After 1 second, the text will change back to the round number.
4. The previous sequence of button presses will be repeated.

I want to be able to see a display which shows me which round I am currently on - the round number should correspond to the number of button presses in that round.

1. During gameplay, the round display area will display the current round number.
2. The round number will correspond to the number of button presses in that round.

I want to hear a different sound for each game button, both when the sequence plays, and also when I press the buttons.

1. The button sound plays when the lights flash during the CPU sequence.
2. The button sound plays when the user clicks the button, during the user's turn.
 - a. Each button has a different sound.

I want to have a 'strict mode' option, which takes me back to the start of the game if I press the wrong button in a sequence.

1. Press 'ON/OFF' to highlight the button and turn the game on.
2. Press 'STRICT' to highlight the button and turn 'strict mode' on.
 - a. During gameplay, if the user makes a mistake during their turn to repeat the sequence, the game restarts.

I want a 'reset' button, which will allow me to return to the start of the game when pressed.

1. Press 'ON/OFF' to highlight the button and turn the game on.
2. Press 'START' to start the game and display the first sequence.
 - a. Once the game starts, the text in the 'START' button changes to 'RESET'.
3. Press the 'RESET' button at any time during gameplay to restart the game.

I want to have a 'hard mode' option, which speeds up the sequence as the rounds progress.

1. Press 'ON/OFF' to highlight the button and turn the game on.
2. Press 'HARD' to highlight the button and turn 'hard mode' on.

- a. During gameplay, the sequence speeds up as the rounds progress, leaving less time between flashes.

I want to have a 'legendary mode' which is speeds up the sequence as the rounds progress and allows for no mistakes.

1. Press 'ON/OFF' to highlight the button and turn the game on.
2. Press 'HARD' to highlight the button and turn 'hard mode' on.
3. Press 'STRICT' to highlight the button and turn 'strict mode' on.
 - a. During gameplay, the sequence speeds up as the rounds progress, leaving less time between flashes.
 - b. If the user makes a mistake during their turn to repeat the sequence, the game restarts.

I want to be notified of when I win the game after completing a set number of rounds.

1. When the user completes 20 rounds successfully, a message stating 'YOU WIN!' will be displayed in the display area. A message saying 'PRESS START' will also be displayed, which instructs users to press start to start a new game.

I want to be able to turn the sound on and off.

1. Press the speaker icon in the header to toggle the sound on and off.
 - a. If the sound is on, the speaker will have sound waves next to it.
 - b. If the sound is off, the speaker will have a cross next to it.