Testing Game Features

Testing Introduction Modal

Feature	Outcome	Pass/Fail
Modal Displays	Modal should display upon new page loading	Pass
Modal Closes	Modal should close and display the game screen when the player clicks the I'm ready to play button.	Pass
Modal Opens	Modal should reopen when the game title is clicked	Pass
Title	Title should be visible and legible	Pass
Instruction Title	Instruction title should be visible and legible	Pass
Instructions	Instructions should be visible and legible	Pass

Testing User Stories

User Requirement	Satisfying Features
To understand how to play the game	Introduction modal gives clear instructions upon loading page, Player interactive features contain consistent animation style.
To receive feedback on performance	Game score
Play a game which is simple accessible and intuitive to play.	High accessibility score on lighthouse testing, legible font, contrasting colours, consistent design across features.
Be able to play the game on different devices.	Responsive design