Copycat Simon's Symphony
Repeat the Beat, Master the Treat!
Testing Objectives

Functionality: Verify that all game functionalities and features are working as intended.
- Test the generation of random sequences.
- Test the playback of sequences and user input capture.
- Test the comparison of user input with the generated sequences.
- Test the scoring mechanism and progression of the game.
- Test the transition between different game screens (main menu, gameplay, score screens, etc.).

Usability: Ensure the game is user-friendly and provides a seamless user experience.
- Test the intuitiveness of the user interface and controls.
- Test the responsiveness of buttons and user interactions.
- Evaluate the clarity of instructions and game prompts.
- Test the accessibility features (if applicable) to ensure inclusivity.

Performance: Assess the game's performance and responsiveness under various conditions.
- Test the game's loading time and responsiveness on different devices.
- Evaluate the game's performance during sequences playback and user input capture.
- Test the game's stability and resource usage over prolonged gameplay sessions.

Compatibility: Verify the compatibility of the game across different platforms and devices.
- Test the game on various web browsers (Chrome, Firefox, Safari, etc.).
- Test the game on different operating systems (Windows, macOS, Linux, etc.).
- Verify compatibility with mobile devices (smartphones, tablets) and screen sizes.

Audio and Visuals: Ensure the game's audio and visual elements function correctly.
- Test the playback of audio cues for sequence playback and user input.
- Evaluate the synchronization of audio and visual elements.
- Test the visual appearance of the game across different screens and resolutions.

Scoring and Progression: Validate the scoring system and progression mechanics.
- Test the increment of the current score upon successful sequence completion.
- Verify that the high score is updated correctly when surpassed.
- Test the transition from gameplay to score screens and the display of current and high scores.