# Copycat Simon's Symphony
Repeat the Beat, Master the Treat!
## Test Summary Report

## 1 Introduction
The Test Summary Report gives a brief overview of the testing done for the Copycat Simon's Symphony game. The testing objectives included checking functionality, assessing usability, evaluating performance, ensuring compatibility, and validating audio and visual elements. This report summarizes the testing efforts, results, and recommendations.

## 2 Scope
We tested all the game's features, including how it generates sequences, plays them back, responds to user input, scores points, and transitions between screens. We also tested how easy it is to use, how well it performs under different conditions, whether it works on different browsers and devices, and how well the audio and visuals work.

## 3 Testing Approach
The approach was to test the game in different ways to ensure it worked properly. We tested the game's different features, how easy it was to use, and how well it worked on different browsers, operating systems, and screen resolutions.

## 4 Testing Results

### 4.1. Functional Testing
- All test cases related to functionality were executed.
- The game passed the functional tests with no critical defects identified.

### 4.2. Usability Testing
- The game interface was evaluated for intuitiveness and user experience.
- No major usability issues were identified during testing.

### 4.3. Compatibility Testing
- The game was tested on Chrome, Firefox, and Safari browsers.
- It was verified to be compatible with the tested browsers and operating systems.

### 4.4. Performance Testing
- The game demonstrated good performance and responsiveness under normal load conditions.
- No performance degradation or stability issues were observed.

## 5 Defect Summary

The following defects were identified during testing:

| Defect ID: | COPYCAT-001 | Title: | Hovering over Quarters |
|---|---|---|---|
| Severity: | Minor | Status: | Resolved |
| Recommendation: | Modify the hover effect on the quarters to activate only after the computer sequence is completed. | | |

| Defect ID: | COPYCAT-002 | Title: | Incorrect Initial Display of "Current Score" Container after "Try Again" |
|---|---|---|---|
| Severity: | Minor | Status: | Resolved |
| Recommendation: | Reset the "Current Score" container to zero when the user clicks "Try Again" to start a new game session. | | |

| Defect ID: | COPYCAT-003 | Title: | User Input Allowed Before Computer Sequence Completion |
|---|---|---|---|
| Severity: | Major | Status: | Resolved |
| Recommendation: | Disable user input during the computer's turn and before the sequence completion to ensure adherence to the intended gameplay flow. | | |

| Defect ID: | COPYCAT-005 | Title: | Large Countdown Text on Small Screens |
|---|---|---|---|
| Severity: | Minor | Status: | Resolved |
| Recommendation: | Implement a responsive design for the countdown text to ensure appropriate scaling based on the screen size. | | |

| Defect ID: | COPYCAT-006 | Title: | Favicon Loading Error |
|---|---|---|---|
| Severity: | Minor | Status: | Resolved |
| Recommendation: | Add a favicon reference or file to prevent console error and enhance the visual branding of the game. | | |

| Defect ID: | COPYCAT-007 | Title: | Console Log Displays User Input |
|---|---|---|---|
| Severity: | Minor | Status: | Resolved |
| Recommendation: | Remove or commit logging statements related to user input to ensure user privacy and security. | | |

## 6 Conclusion

The Copycat Simon's Symphony game works well and has no major flaws. It's enjoyable to play and does what it's supposed to do. It has been tested for functionality, usability, compatibility, and performance and has passed all of these tests.

While the game is in good shape, the user experience and visuals have a few minor flaws. These flaws primarily pertain to the game's user experience and visual aspects. However, it is important to note that these issues are relatively minor, and These flaws do not affect the gameplay or functionality.

We Have fixed the bugs and improved the game based on the recommendations in the defect descriptions. The improvements include better user experience, fixed visual inconsistencies, proper scoring and progression mechanics, and resolved compatibility and performance issues.

The game has been improved to fix minor problems and make playing more enjoyable. These changes were made to ensure that users are satisfied with the game and that it meets its intended objectives.

The Copycat Simon's Symphony game is now much better. The reported defects have been fixed, and the recommended actions have been taken. It is ready to be released and is expected to provide players with a fun and engaging gaming experience.