Testing Checklist for Modified Casino Games

Pre-Testing Setup

- [ ] Copy the entire `modified_games` folder to a web server
- [ ] Ensure all MP3 files are in the same directory as HTML files
- [ ] Test on multiple devices (Desktop, iPhone, Android)

General Tests (All Games)

Button Positioning & Design

- [ ] Mute button appears at **TOP RIGHT** corner
- [ ] Mute button displays ♻️ **(recycle icon)** - not speaker icon
- [ ] Mute button is **round** (circular shape)
- [ ] Mute button is **medium size** (60px desktop, 50px mobile)
- [ ] Restart song button appears at **TOP RIGHT**, left of mute button
- [ ] Restart song button displays ↺ **(circular arrow icon)**
- [ ] Back button remains at **BOTTOM LEFT**

Mute Functionality

- [ ] Click mute button → opacity changes to 0.5 (dimmed)
- [ ] When muted: MP3 music stops/muted
- [ ] When muted: Synth game sounds are silenced
- [ ] Click mute again → opacity returns to 1.0 (bright)
- [ ] When unmuted: MP3 music resumes
- [ ] When unmuted: Synth game sounds work
- [ ] Mute state persists across page reloads (localStorage)
- [ ] **iPhone Safari**: Verify mute works for both MP3 and synth sounds

Restart Song Functionality

- [ ] Click restart button → current song restarts from beginning
- [ ] Song continues playing after restart
- [ ] Works whether muted or unmuted
- [ ] Provides haptic feedback on click (mobile)

Haptic Feedback

- [ ] All buttons provide vibration feedback on mobile devices
- [ ] Light haptic (10ms) for normal buttons
- [ ] Medium haptic (20ms) for game actions
- [ ] Heavy haptic (30-50ms) for wins/special events

Orientation Lock

- [ ] Game opens in portrait mode
- [ ] Game stays in portrait when device is rotated (on supported devices)

• [ ] No errors if orientation lock not supported

Synth Volume

• [ ] Game sound effects are noticeably louder than original

• [ ] Sounds are clear and not distorted

• [ ] Volume appropriate for gameplay

Game-Specific Tests

1. Solitaire (solitaire.html)

Critical Fix

• [ ] **First tap/click does NOT trigger fullscreen**

• [ ] Can tap cards without entering fullscreen

• [ ] Fullscreen is never automatically activated

Gameplay

• [ ] Cards can be dragged and dropped normally

• [ ] Sound effects play on card moves

• [ ] Haptic feedback on card interactions

• [ ] Win screen appears when all foundations complete

• [ ] New game button works

2. Poker (poker.html)

Critical Fix - Bet Logic

• [ ] Start with default credits (100) and bet (5)

• [ ] Play several hands to reduce credits

• [ ] **When credits drop to 20 or less:**

• [ ] Bet automatically adjusts down to match credits

• [ ] Cannot increase bet above credits

• [ ] Bet display updates correctly

• [ ] **When credits equal bet exactly:**

• [ ] Can still play the hand

• [ ] Bet doesn't exceed credits

• [ ] Game handles low-credit scenarios gracefully

Gameplay

• [ ] Deal button works

• [ ] Can hold/unhold cards

• [ ] Draw button works

• [ ] Payout calculations correct

• [ ] Sound effects on all actions

• [ ] Bet +/- buttons have haptic feedback

3. Blackjack (blackjack.html)

Gameplay

- [ ] Deal button starts new hand
- [ ] Hit button adds card to player hand
- [ ] Stand button triggers dealer play
- [ ] Bet +/- buttons work
- [ ] Balance updates correctly
- [ ] Sound effects on all actions
- [ ] Haptic feedback on all buttons
- [ ] Win/lose detection works

4. Slot Machine (slotmachine.html)

Gameplay

- [ ] Spin button works
- [ ] Reels spin with animation
- [ ] Bet +/- buttons work
- [ ] Credits update on win/loss
- [ ] Paytable button opens overlay
- [ ] Sound effects on spin
- [ ] Win celebrations with fireworks
- [ ] Game over screen appears when out of credits
- [ ] Haptic feedback on all interactions

5. Index/Lobby (index.html)

Navigation

- [ ] Lobby displays game selection zones
- [ ] Clicking zones opens games
- [ ] Back button returns to lobby
- [ ] Music plays in lobby
- [ ] Mute button works in lobby
- [ ] Restart song works in lobby
- [ ] Game music passes to games via localStorage

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iPhone-Specific Testing (Critical)

Safari iOS

- [ ] Open each game in Safari
- [ ] Test mute button:
- [ ] MP3 music mutes/unmutes correctly
- [ ] Synth game sounds mute/unmutes correctly
- [ ] Both audio types respect mute state
- [ ] Test haptic feedback (vibration)
- [ ] Test restart song button

- [ ] Verify all buttons are easily tappable
- [ ] Check button sizes are appropriate (50px)
- [ ] Test portrait orientation lock

iOS Specific Issues to Watch For

- [ ] Audio doesn't require second tap to play
- [ ] Mute persists between games
- [ ] No console errors in Safari developer tools
- [ ] Buttons don't overlap with notch/safe areas
- [ ] Touch targets are 44x44 minimum (accessibility)

Android-Specific Testing

Chrome Android

- [ ] Open each game in Chrome
- [ ] Test all mute and restart functionality
- [ ] Verify haptic feedback works
- [ ] Test portrait orientation lock
- [ ] Check button sizing and positioning

Desktop Testing

All Major Browsers

Test in: Chrome, Firefox, Safari, Edge

For each browser:
- [ ] Open each game
- [ ] Test mute button (MP3 + synth)
- [ ] Test restart song button
- [ ] Verify button positions and sizes (60px)
- [ ] Play through each game
- [ ] Check sound effects
- [ ] Verify all gameplay functions

Edge Cases

Low Credit Scenarios (Poker)

- [ ] Credits = 1, bet = 5 → bet adjusts to 1
- [ ] Credits = 0 → cannot play
- [ ] Win with low credits → bet doesn't exceed credits after win

Audio Edge Cases

- [ ] Mute during MP3 playback → immediately silences

- [ ] Mute during synth sound → silences immediately
- [ ] Restart song at end of track → starts over correctly
- [ ] Restart song at beginning → starts over correctly
- [ ] No audio files → no errors, mute button still works

Fullscreen Edge Cases (Solitaire)

- [ ] First tap on any element → no fullscreen
- [ ] Multiple rapid taps → no fullscreen
- [ ] Long press → no fullscreen
- [ ] Double tap → no fullscreen

Performance Testing

- [ ] Games load quickly
- [ ] No lag when clicking buttons
- [ ] Smooth animations
- [ ] No memory leaks (test extended play)
- [ ] Audio doesn't stutter or skip

Accessibility Testing

- [ ] All buttons are keyboard accessible (Tab key)
- [ ] Buttons have hover states (desktop)
- [ ] Touch targets are large enough (mobile)
- [ ] Color contrast is sufficient
- [ ] Works with screen readers (bonus)

Final Validation

- [ ] All original files remain untouched in `/Uploads/`
- [ ] All modified files are in `/modified_games/`
- [ ] All MP3 files are copied to `/modified_games/`
- [ ] README.md is comprehensive and accurate
- [ ] No console errors in any game
- [ ] All 8 critical requirements met
- [ ] All 2 additional enhancements implemented

Sign-off

Tester Name: ___
Date: ___
Device/Browser: _____

Overall Result:
- [ ] PASS - All tests passed
- [ ] FAIL - Issues found (list below)

Issues Found:
1.
2.
3.

Notes:

Testing Status: Ready for QA
Last Updated: November 16, 2025