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| Tests | Comments | Tester |
| Can you interact when not in INPUT PHASE  Intended Outcome: Not being able to interact. | Works as intended. | MK |
| Does the sequence increase by one each successful completion.  Intended Outcome: Increments sequence by one | Works as intended. Increments by one after successfully completing a sequence. | MK |
| Does the sequence restart, from the beginning when an input is incorrect.  Intended Outcome: Restarts the game with a different sequence. | Works as intended. | MK |
| Is the sequence different each time the game resets.  Intended Outcome: The game displays a different sequence each time. | Works as intended. | MK |

SIMON GAME PLAY TESTING

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| Tests | Comments | Tester |
| Can you interact when not in INPUT PHASE  Intended Outcome: Not being able to interact. | Pressing any of the keys doesn’t allow the user to interact with the game. User has to wait for the sequence to finish. | GT |
| Does the sequence increase by one each successful completion.  Intended Outcome: Increments sequence by one | After inputting the correct sequence the game’s sequence gets incremented by one. | GT |
| Does the sequence restart, from the beginning when an input is incorrect.  Intended Outcome: Restarts the game with a different sequence. | The game will restart after an incorrect response. | GT |
| Is the sequence different each time the game resets.  Intended Outcome: The game displays a different sequence each time. | Each time the game was refreshed, it displayed a different sequence. | GT |