Test Date : 23/10/2022

User story id	User story name		
1	A new player wants a stimulating game to test short-term memory		
Acceptance criteria id	Acceptance criteria	Pass	Notes
1	The user can watch a sequence of button 'flashes' and corresponding tones and copy the sequence by clicking the buttons after the sequence has been displayed to the user.	✓	The game produces a sequence of button 'flashes' and corresponding tones. The first sequence of the game is one flash and tone and if the player successfully copies the sequence within the games 10 second timeout, then another button 'flash' and tone is appended to the end of the sequence for the player to copy in the second round. If the player successfully copies the second sequence within the games 10 second timeout then a third flash tone is appended for the player to copy and so on until the player copies the sequence incorrectly in which case, the game is over.
2	The user can easily find the instructions for the game.	✓	The button to open the instructions for the game are shown on the landing page of the game it is styled in CSS to look like a button. The button states 'Show Instructions'.
3	The user can bypass reading the instructions if they already know how to play.	✓	It is possible to press start and play a game without pressing the 'show instructions' button and reading the instructions beforehand.
4	The user can view their current score whilst playing.	✓	After pressing start the 'Current score' heading appears and the current score is displayed next to this heading whilst in play. The score updates after each successfully copied sequence.
5	The user can view the top ten highest scores achieved on their browser	✓	There is a button on the game interface that states 'Top ten'. Pressing the 'top ten' button (styled to look like a traditional press button' displays a modal with the top ten table on it. The game stores the top ten table into the local storage of the browser at the end of each round and the game retrieves this data and builds the top ten table when the game is navigated to in the browser. The top ten table update each time a player/user achieves a score that is higher than any of the scores currently in the top ten.
6	The user can mute and unmute the game.	✓	The mute / unmute button is on the landing page of the game and is prominent. The game is muted on startup for best user experience. A familiar metaphor is used to identify the mute / unmute button. An icon depicting a loud speaker with a cross next to it indicates that the game is muted and an icon depicting a loudspeaker and soundwaves signifies the game is not muted.
7	The feature id 1 'Game landing page' has been fully implemented	✓	
8	The feature id 2 'Mute/Unmute button' has been fully implemented	✓	
9	The feature id 3 'Instructions' has been fully implemented	✓	
10	The feature id 4 'Top ten scores' has been fully implemented	✓	
11	The data id 5 'Game' has been fully implemented	✓	
12	The data id 6 'Current score' has been fully implemented	✓	
13	The data id 7 'Update top ten' has been fully implemented	✓	
14	The data id 8 'Game tones' has been fully implemented	✓	

User story id	User story name		
2	A previous player wants a stimulating game to test short-term memory		
Acceptance criteria id	Acceptance criteria	Pass	Notes
1	The user can watch a sequence of button 'flashes' and corresponding tones and copy the sequence by clicking the buttons after the sequence has been displayed to the user.	✓	The game produces a sequence of button 'flashes' and corresponding tones. The first sequence of the game is one flash and tone and if the player successfully copies the sequence within the games 10 second timeout, then another button 'flash' and tone is appended to the end of the sequence for the player to copy in the second round. If the player successfully copies the second sequence within the games 10 second timeout then a third flash tone is appended for the player to copy and so on until the player copies the sequence incorrectly in which case, the game is over.
2	The user can bypass reading the instructions if they already know how to play.	✓	It is possible to press start and play a game without pressing the 'show instructions' button and reading the instructions beforehand.
3	The user can view their current score whilst playing.	✓	After pressing start the 'Current score' heading appears and the current score is displayed next to this heading whilst in play. The score updates after each successfully copied sequence.
4	The user can view the top ten highest scores achieved on their browser	✓	There is a button on the game interface that states 'Top ten'. Pressing the 'top ten' button (styled to look like a traditional press button' displays a modal with the top ten table on it. The game stores the top ten table into the local storage of the browser at the end of each round and the game retrieves this data and builds the top ten table when the game is navigated to in the browser. The top ten table update each time a player/user achieves a score that is higher than any of the scores currently in the top ten.
5	The user can mute and unmute the game.	✓	The mute / unmute button is on the landing page of the game and is prominent. The game is muted on startup for best user experience. A familiar metaphor is used to identify the mute / unmute button. An icon depicting a loud speaker with a cross next to it indicates that the game is muted and an icon depicting a loudspeaker and soundwaves signifies the game is not muted.
6	The feature id 1 'Game landing page' has been fully implemented	✓	
7	The feature id 2 'Mute/Unmute button' has been fully implemented	✓	
8	The feature id 4 'Top ten scores' has been fully implemented	✓	
9	The data id 5 'Game' has been fully implemented	✓	
10	The data id 6 'Current score' has been fully implemented	✓	
11	The data id 7 'Update top ten' has been fully implemented	✓	
12	The data id 8 'Game tones' has been fully implemented	✓	

User story id	User story name		
3	A visually impaired player wants a stimulating game to test short-term memory		

Acceptance criteria id	Acceptance criteria	Pass	Notes
1	The visually impaired user can listen to a sequence of tones played to them by the game and copy the sequence by clicking the buttons after the sequence has been played to the user.	✓	The game produces a sequence of button 'flashes' and corresponding tones. The first sequence of the game is one flash and tone and if the player successfully copies the sequence within the games 10 second timeout, then another button 'flash' and tone is appended to the end of the sequence for the player to copy in the second round. If the player successfully copies the second sequence within the games 10 second timeout then a third flash tone is appended for the player to copy and so on until the player copies the sequence incorrectly in which case, the game is over. All coloured button and the start button have aria labels and role attributes. Because each tone is unique to the button that flashes at the same time the tone is sounded, the sequence of tones can be copied without reference to the colour of the button that flashed. Each tone is unique to the button that flashes at the same time the tone is sounded, the sequence of tones can be copied without reference to the colour of the button that flashed. Aria labels are used for all images that are used as buttons for accessibility via screen reading technology. Semantic elements are used wherever possible to ensure that the game is as accessible as possible.
2	The user can easily find the instructions for the game.	✓	The button to open the instructions for the game are shown on the landing page of the game it is styled in CSS to look like a button. The button states 'Show Instructions'.
3	The user can bypass reading the instructions if they already know how to play.	✓	It is possible to press start and play a game without pressing the 'show instructions' button and reading the instructions beforehand.
4	The user can view their current score whilst playing.	✓	After pressing start the 'Current score' heading appears and the current score is displayed next to this heading whilst in play. The score updates after each successfully copied sequence.
5	The user can view the top ten highest scores achieved on their browser	✓	There is a button on the game interface that states 'Top ten'. Pressing the 'top ten' button (styled to look like a traditional press button' displays a modal with the top ten table on it. The game stores the top ten table into the local storage of the browser at the end of each round and the game retrieves this data and builds the top ten table when the game is navigated to in the browser. The top ten table update each time a player/user achieves a score that is higher than any of the scores currently in the top ten.
6	The feature id 1 'Game landing page' has been fully implemented	✓	
7	The feature id 3 'Instructions' has been fully implemented	✓	
8	The feature id 4 'Top ten scores' has been fully implemented	✓	
9	The data id 5 'Game' has been fully implemented	✓	
10	The data id 6 'Current score' has been fully implemented	✓	
11	The data id 7 'Update top ten' has been fully implemented	✓	
12	The data id 8 'Game tones' has been fully implemented	✓	