

id	type	feature / data requirement to satisfy user flows	User story links
1	Feature	Game landing page	1, 2, 3
	Acceptance id	Specification / Acceptance criteria	Notes
	1	The landing page has a logo giving the name of the game	
	2	The display of the game instructions does not require a page refresh	The instructions are part of the index.html page
	3	The landing page is responsive and resizes as necessary to fit different screen sizes appropriately	

id	type	feature / data requirement to satisfy user flows	User story links
2	Feature	Mute/Unmute button	1, 2
	Acceptance id	Specification / Acceptance criteria	Notes
	1	The mute / unmute buttons shows a picture of a speaker with a cross next to it when the game is muted	
	2	When the muted symbol is showing there is no sound from the game	
	3	The game is muted on startup	
	4	The mute / unmute buttons shows a picture of a speaker with sound wave coming out of it when the game is unmuted	
	5	When the unmuted symbol is showing there is sound from the game whilst in play	
	6	The display instructions button is styled to look like a pressable button	
	7	On press or click the button border changes for a short period to make it look like the button has been pressed in as feedback to the user.	

id	type	feature / data requirement to satisfy user flows	User story links
3	Feature	Instructions	1, 3
	Acceptance id	Specification / Acceptance criteria	Notes
	1	There is a button to display the game instructions that has the text 'show instructions' when the instructions panel is closed.	Button press is confirmed to the user by the fact that the instructions panel opens
	2	There is a button to hide the game instructions that has the text 'hide instructions' when the instructions panel is open.	
	3	The display instructions button is styled to look like a pressable button	
	4	On pressing the 'show instructions' button the instructions panel drops down to show the instructions for the game.	
	5	On pressing the 'hide instructions' button the instructions panel slides up to hide the instructions for the game.	
	6	The instructions panel and content is responsive and resizes as necessary to fit different screen sizes appropriately	

id	type	feature / data requirement to satisfy user flows	User story links
4	Feature	Top ten scores	1, 2, 3
	Acceptance id	Specification / Acceptance criteria	Notes
	1	There is a button to trigger the display of the top ten table	
	2	The display instructions button is styled to look like a pressable button	Button press is confirmed to the user by the fact that the top ten modal is displayed
	3	The top ten from the previous session is displayed on opening the browser and navigating to the top ten modal	This works on the assumption that the game is being played in the same browser and it is not being played in an incognito or a private mode and that the browser local store has not been cleared by browser upgrade or user clearing of the browsers local stores via the browser interface.
	4	The top ten score modal is responsive and resizes as necessary to fit different screen sizes appropriately	

id	type	feature / data requirement to satisfy user flows	User story links
5	Data	Game	1, 2, 3
	Acceptance id	Specification / Acceptance criteria	Notes
	1	There is a yellow, red, blue and green button (coloured buttons) on the landing page for playing the game	
	2	When clicked or touched during game play the coloured button appears to be clicked and flash	The button looks flashed because it is hidden in response to an on-click event and a smaller, brighter coloured version is revealed for a short period before the top button is displayed again to obscure the lower button.
	3	There is a 'start' button to trigger a game	The button looks flashed because it is hidden in response to an on-click event and a smaller, brighter coloured version is revealed for a short period before the top button is displayed again to obscure the lower button.
	4	The start button momentarily changes on click or press on a touch sensitive device as feedback to the user.	
	5	The game plays a tone and 'flashes' one of the buttons. When this flash is copied correctly by the player pressing the same button that was flashed, then another random button and corresponding tone is added to the sequence. If the player copies the whole sequence correctly then another button and tone is added and so on.	
	6	If the player doesn't copy the sequence correctly then the game ends.	
	7	If the player doesn't press a coloured button within 10 seconds the game ends.	
	8	The game button pad with start button is responsive and resizes as necessary to fit different screen sizes appropriately	

id	type	feature / data requirement to satisfy user flows	User story links
6	Data	Current score	1, 2, 3
	Acceptance id	Specification / Acceptance criteria	Notes
	1	The current score is displayed whilst the game is in play	
	2	The current score updates to reflect the number of rounds successfully completed by the player	

id	type	feature / data requirement to satisfy user flows	User story links
7	Data	Update top ten	1, 2
	Acceptance id	Specification / Acceptance criteria	Notes
	1	If in the event of the game ending the player achieved a score that is higher than the lowest score on the top ten table, then the enter name modal is shown.	
	2	There is a 'done' button for the player to submit their name once the input box has been populated	
	3	The name input but restricts the player name to 15 characters	
	4	The user will be asked to fill in their name if the 'done' button is pressed and the name input box is empty	
	5	Only upper and lower case letters can be submitted in the name input box	
	6	On successful submission the top ten modal is displayed and it has the new name and score on it in the appropriate row.	
	7	The enter name modal is responsive and resizes as necessary to fit different screen sizes appropriately	

id	type	feature / data requirement to satisfy user flows	User story links
8	Data	Game tones	1, 2, 3
	Acceptance id	Specification / Acceptance criteria	Notes
	1	There is a different frequency of tone associated with each of the coloured buttons. The tone for each coloured button is always the same.	