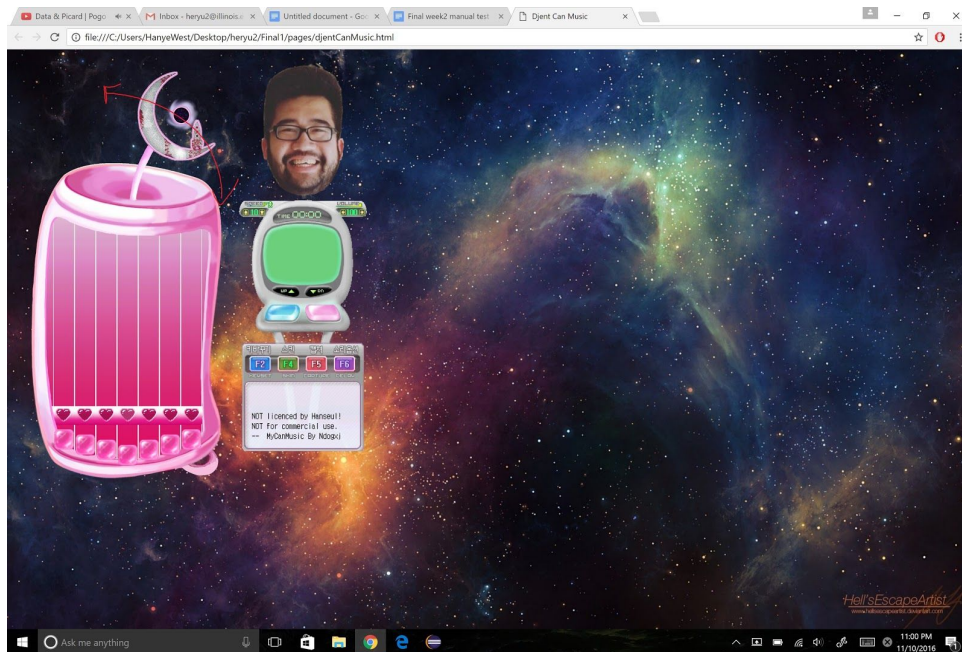
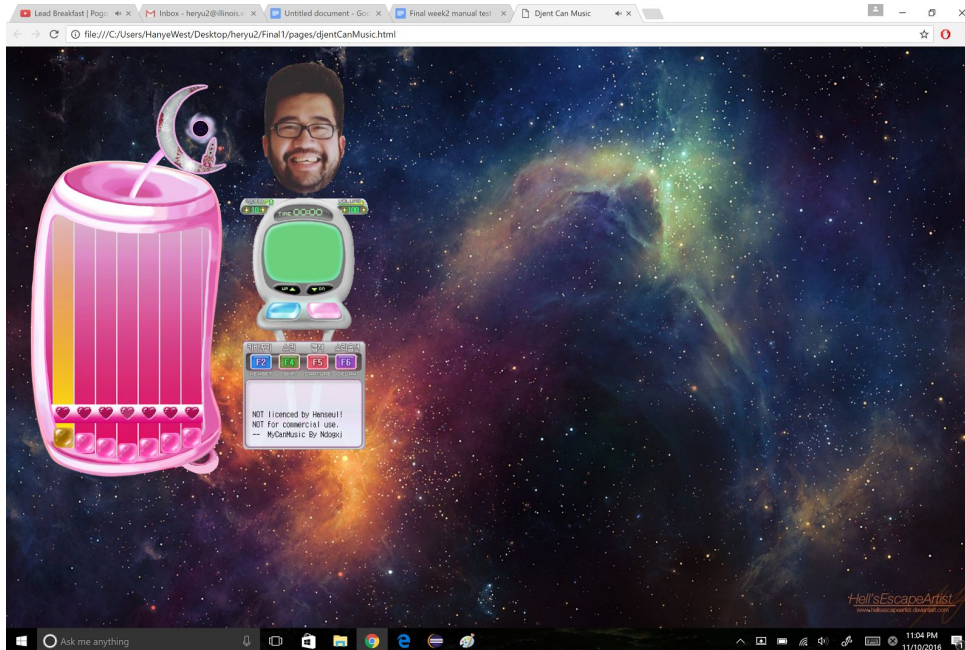


Djent Can Music game GUI manual testing

Main game page

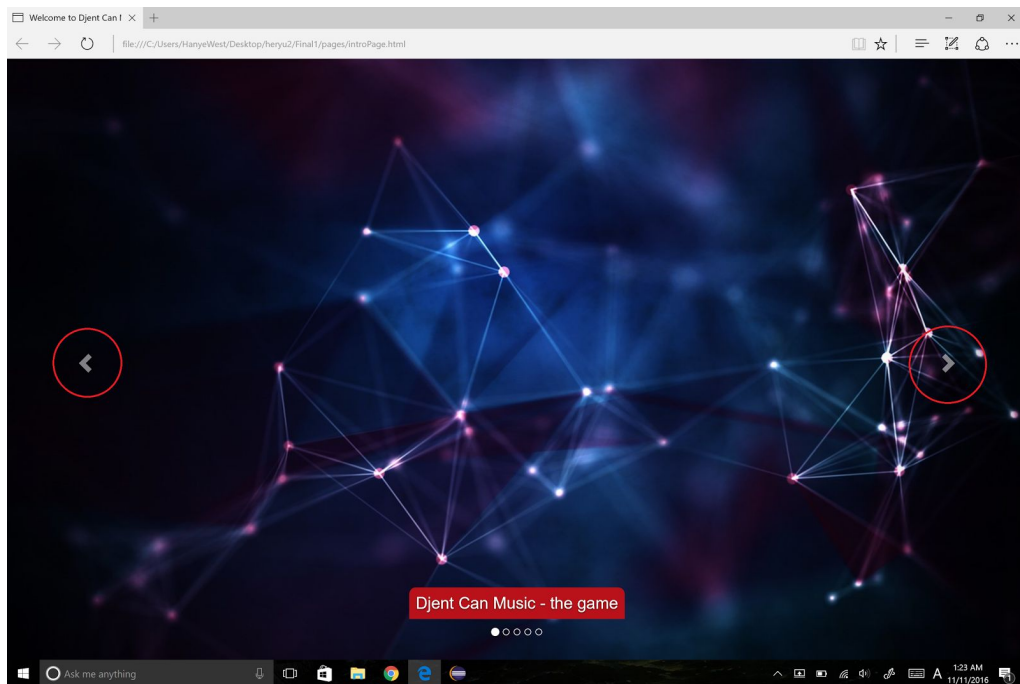


1. When you open djentCanMusic.html, first of all you should check if the moon on top of the pink can is moving in direction of red arrow above. If the moon infinitely moves the sprite is working properly. Also check the game itself looks like above.

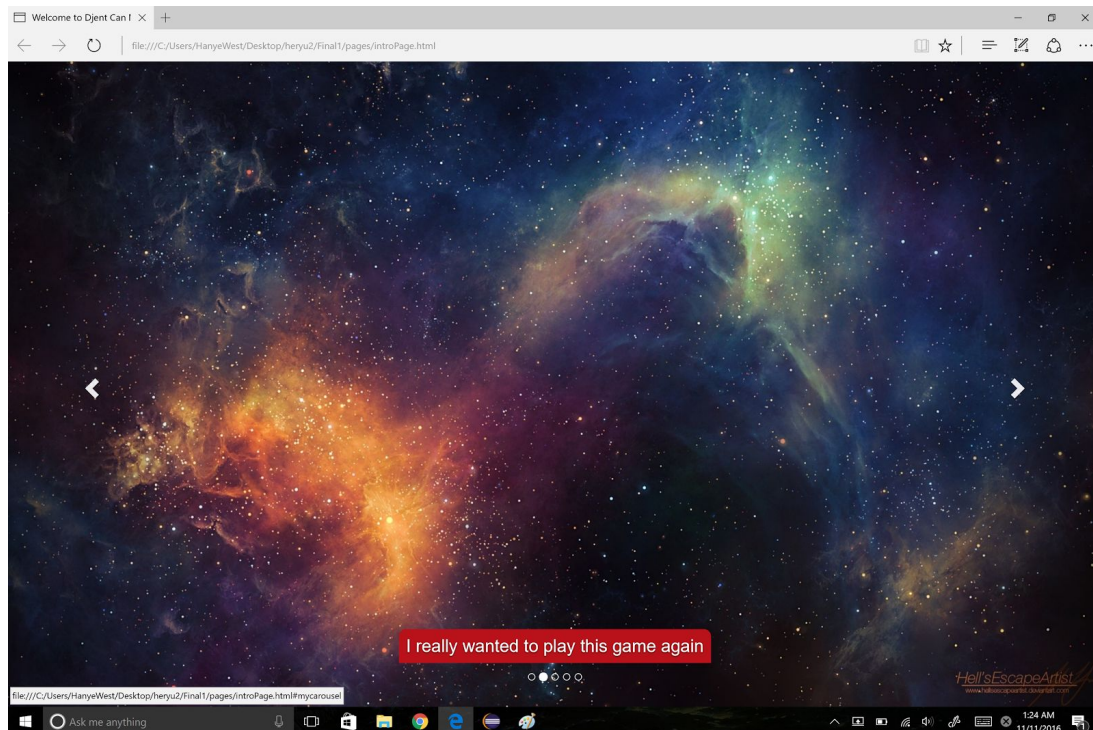


2. Currently the keys are (a,s,d,spacebar,j,k,l) to trigger the bar events. When you press any of those keys, three things must happen: first, the linear bar transparently changes color to yellow temporarily, second the square button at the bottom changes color to yellow, third there should be a piano sound playing for each button, the notes are (C,D,E,F,G,A,B) chronologically

----- Introduction page -----



1. When you open the page, the only interaction available is the arrow keys that will go to previous/next slides of the carousel



2. If you click on the arrow the dot should indicate correct slide as well as move to another slide