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| **Requirement Tested** | **Steps** | **Expected Outcome** |
| **Single Player** | Press the Single Player button | Starts a Single Player game |
| Game generates and displays moves and Player One makes them. | 1. Game randomly selects a Color and Finger for Player One  2. Player One presses that Circle with the correct finger and holds it.  3. Game again randomly selects a Color and Finger for Player One.  4. Player One, while keeping the move from Step 2 down, presses down and holds down a new Circle. | In step 1, moves are indicated in the top gray bar. Newly created moves are glowing (lighter color). After Step 2, Player One scores a point and moves on. On Step 3, the previous move from Step 1 remains in the gray bar while the new move is glowing. After Step 3, Player One scores another point and continues with the game. |
| Choosing a move for an already used finger | 1. On the board, Player One has some number of fingers held down. For example, he has his Index Finger on a Blue Circle.  2. The game generates a new move for Player One for a finger that is already down, such as Index Finger on Red.  3. Player One lets go of his Index Finger.  4. Player One presses his Index Finger on the same spot as where it recently was.  5. Player One lets go of his Index Finger.  6. Player One presses his Index Finger on a new, correct color circle. | In Step 2, the top bar shows a new color has been generated for the finger. In step 3, nothing happens because the previous finger is no longer needed. Nothing happens in step 4-5 either because you are not allowed to use the same circle twice in a row. On step 6, a proper move has been made and the player earns a point. The game continues. |
| Choosing a move for an already used finger to the same color | 1. Player One has a certain finger on a certain circle, such as Index on Blue.  2. The game generates a move to the same color/finger combination, such as Index on Blue.  3. Player One lets go of his Index finger  4. Player One presses his Index finger on the same spot as where it recently was  5. Player One lets go of his Index Finger.  6. Player one presses his Index finger on a new, correct circle. | In step 3, the player does not lose because that circle is no longer needed. In step 4-, nothing happens again because the player can’t use the same circle twice in a row. On step 6, Player One is on a different circle and earns a point and continues the game. |
| Players lose when they let go of a Finger that does not have a new move | 1. Player One has one or more Fingers already down as moves.  2. A move is generated for a Finger.  3. Player One lets go of another Finger from Step 1 that is not the same Finger from Step 2 | After Step 3, Player One loses because he doesn't have his fingers where they should be. |
| **Two Player** | Press the Two Player button | Start a Two Player game. |
| Game displays moves and Players take turns | 1. Game randomly selects a Color and Finger for Player One  2. Player One presses that Circle with the correct finger.  3. Game now chooses a move for Player Two; similar to Step 1.  4. Player Two makes his a correct move. | In step 1, moves are indicated in the top for Player One. After step 2, Player One’s turn is over. During Step 3, the bottom display should display information for Player Two. After step 4, it is Player One’ turn again and the displays are updated as necessary. |
| Players lose when they let go of a Finger while it’s the other player’s turn | 1. Player One has one or more fingers already down as moves.  2. It is Player Two's turn.  3. Player One lets go of their finger. | After Step 3, Player One loses and Player Two wins. |
| **Scores** | The Scores Activity can be run from the menu. It is also automatically run at the end of Games. | Scores displays high scores and the scores of the recently finished game. |
| View high scores from menu | From the main menu, press the Scores button. | High scores are displayed. |
| Display scores after game | 1. End a single player or two player game. | The scores for each player are displayed, as well as an updated list of the top 5 high scores. |