**Obsidian Sound**

***Test Case***

**Test Case ID**: 1

**Test Title:** Verify button functionality

**Description:** Ensuring buttons appear to depress on screen when the keyboard key is pressed

**Test Executed By:** Sangwoo Shim

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| **STEPS** | **Test Step** | **Expected Result** | **Actual Result** | **Status** |
| 1 | Launch from the source (24 buttons should display) | All 24 buttons should appear | As expected | PASS |
| 2 | Button Response | Should depress with the pressed keyboard key/depress as long as keyboard key is depressed | As expected | PASS |

**Test Case ID:** 2

**Test Title:** Verify audio playback

**Description:** Ensure audio plays when key is pressed

**Test Executed By:** Sangwoo Shim

**Preconditions:** Page launched successfully, buttons press as they should

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| --- | --- | --- | --- | --- |
| **STEPS** | **Test Step** | **Expected Result** | **Actual Result** | **Status** |
| 1 | Audio response | Pressing a programmed key should also play its audio at the same time | As expected | Pass |

**Test Case ID:** 3

**Test Title:** Verify volume control

**Description:** Ensure volume control slider works

**Test Executed By:** Sangwoo Shim

**Preconditions:** Page launched successfully, buttons press as they should, audio plays as it should

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| --- | --- | --- | --- | --- |
| **STEPS** | **Test Step** | **Expected Result** | **Actual Result** | **Status** |
| 1 | Use volume control slider | Volume of played audio should adjust accordingly with the slider (completely lowering the slider will have no volume, completely raising volume should increase volume) | As expected | Pass |