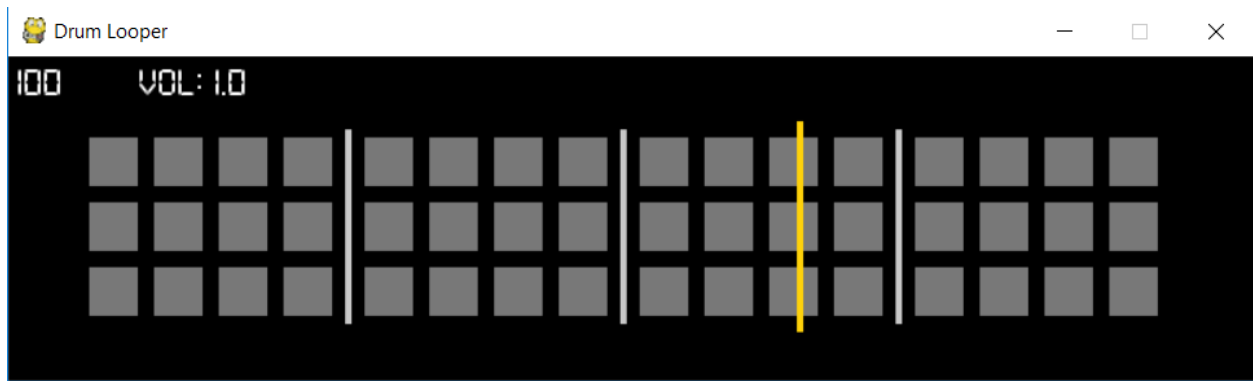
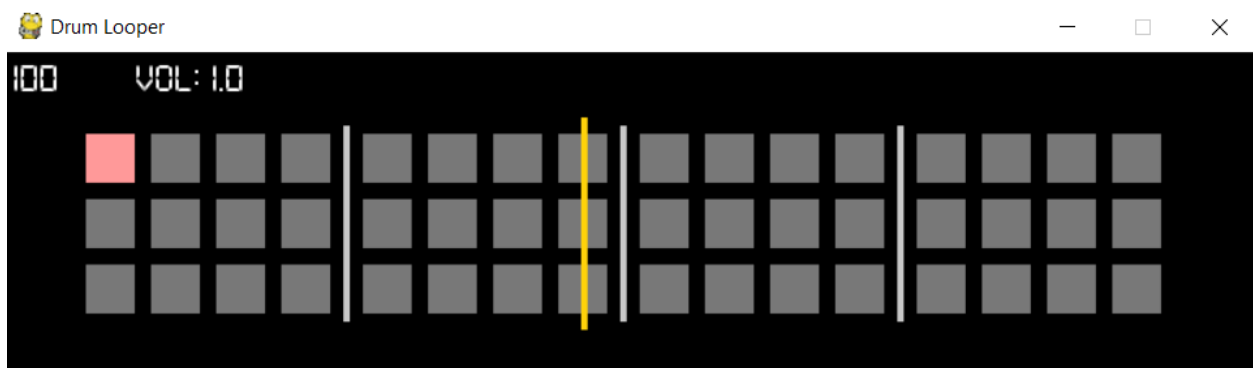


1. Verify that you are met with this screen:

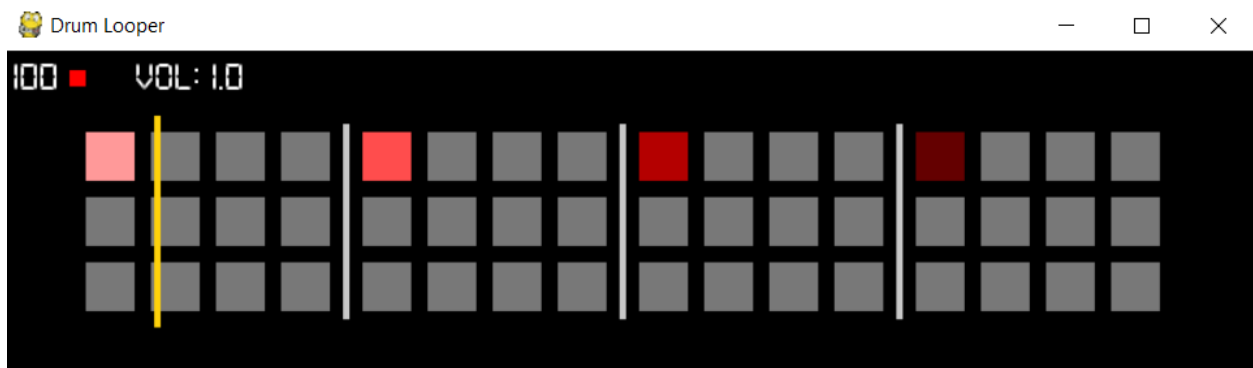


2. Verify that the red square on the top right is in fact pulsing at 100 BPM and that the rhythm bar resets itself after 4 beats.

3. Click a square on the top row. Verify that it changes color and that it causes a light hihat sound to play.

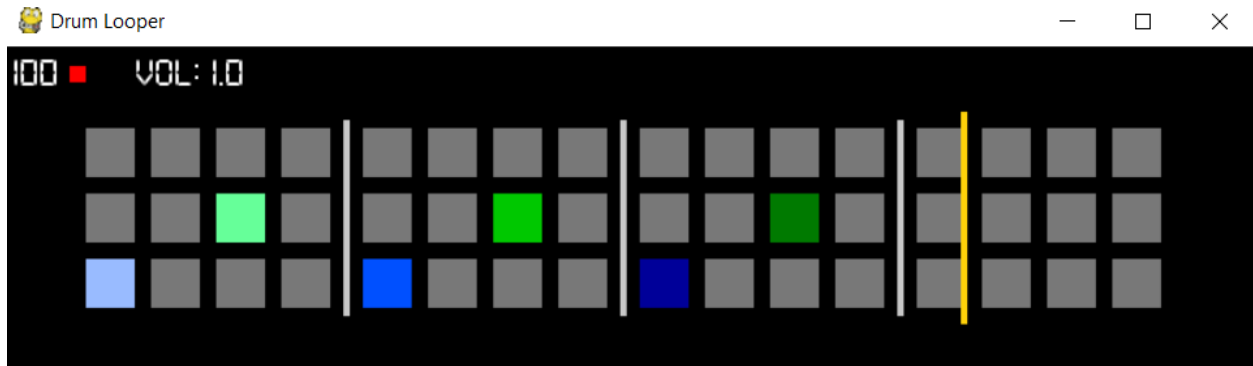


4. Choose another square on the top row and click it twice. Choose another and click it three times. Choose another and click it four times. Verify that they are all different colors and that each one causes a slightly harder hihat sound to play, with the square that is clicked four times playing an open hihat sound.

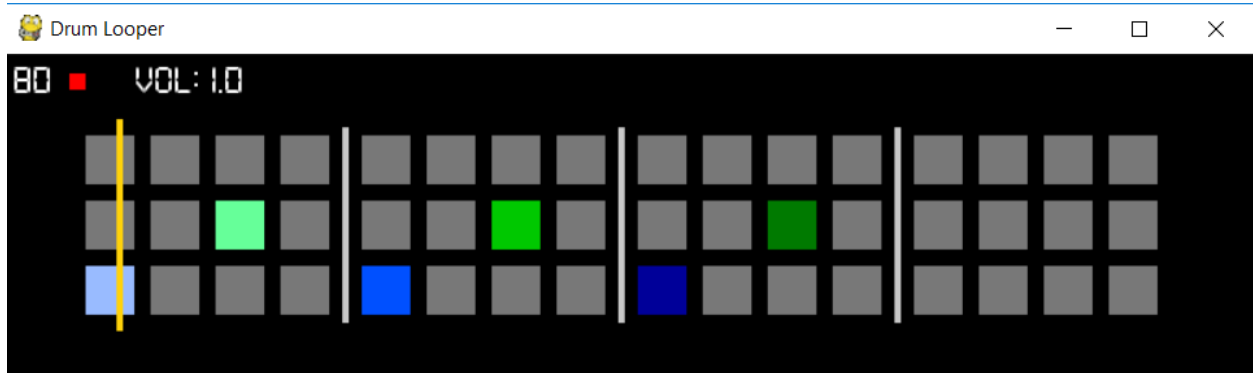


5. Click the darkest square and verify that it returns to grey and that the open hihat sound is no longer playing. Also, right click on any colored square and verify that it will return to grey and the sound will stop playing.

6. Do the same for the second and third rows, with the second row corresponding to a snare drum sound and the third row corresponding to a kick drum sound. Note that for these rows, the color and sound will roll over after the third click, not the fourth like the first row.

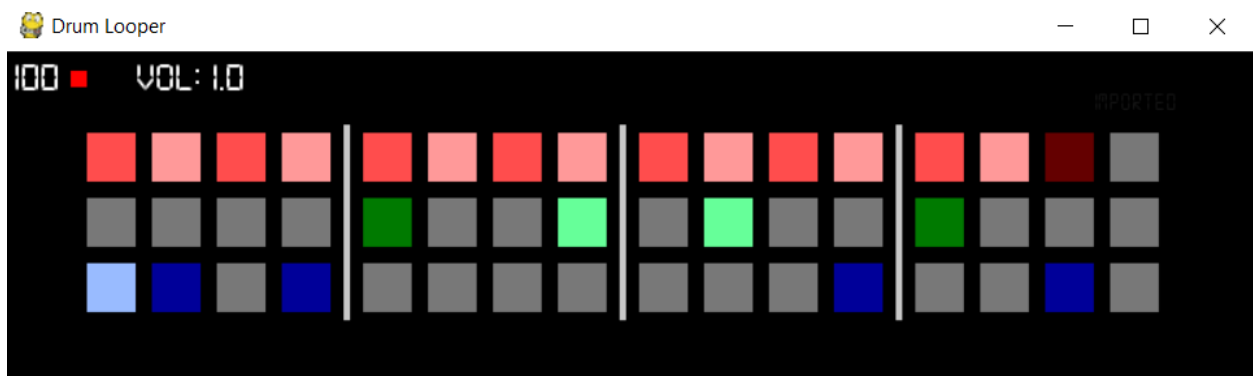
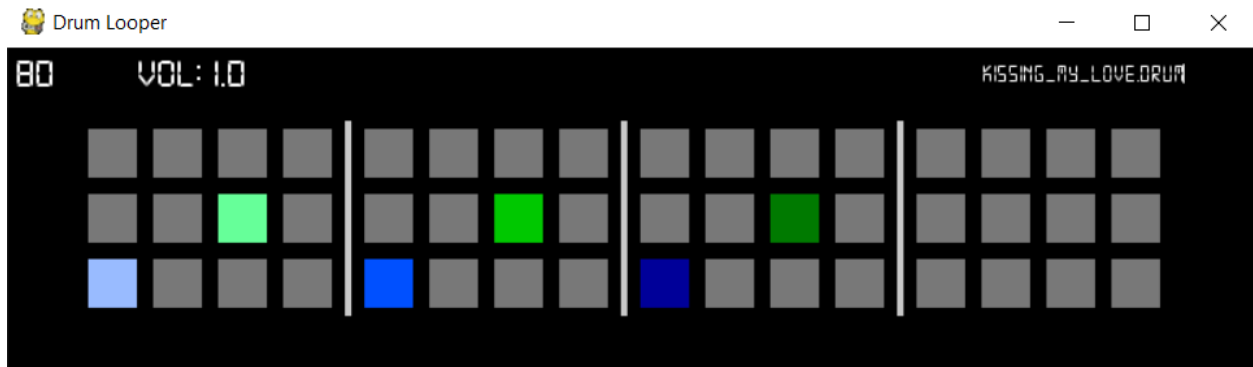


7. Start tapping the space bar at roughly 80 BPM. Verify that the top right display changes to accommodate the new BPM.



8. Hit the right and left arrow keys. Verify that the top right display changes and that the track speeds up or speeds down.

9. Hit the 'l' key. Type 'kissing_my_love.drum' and hit return. Verify that the corresponding drum beat starts playing. Also, type in nonsense and verify that you get an error message.



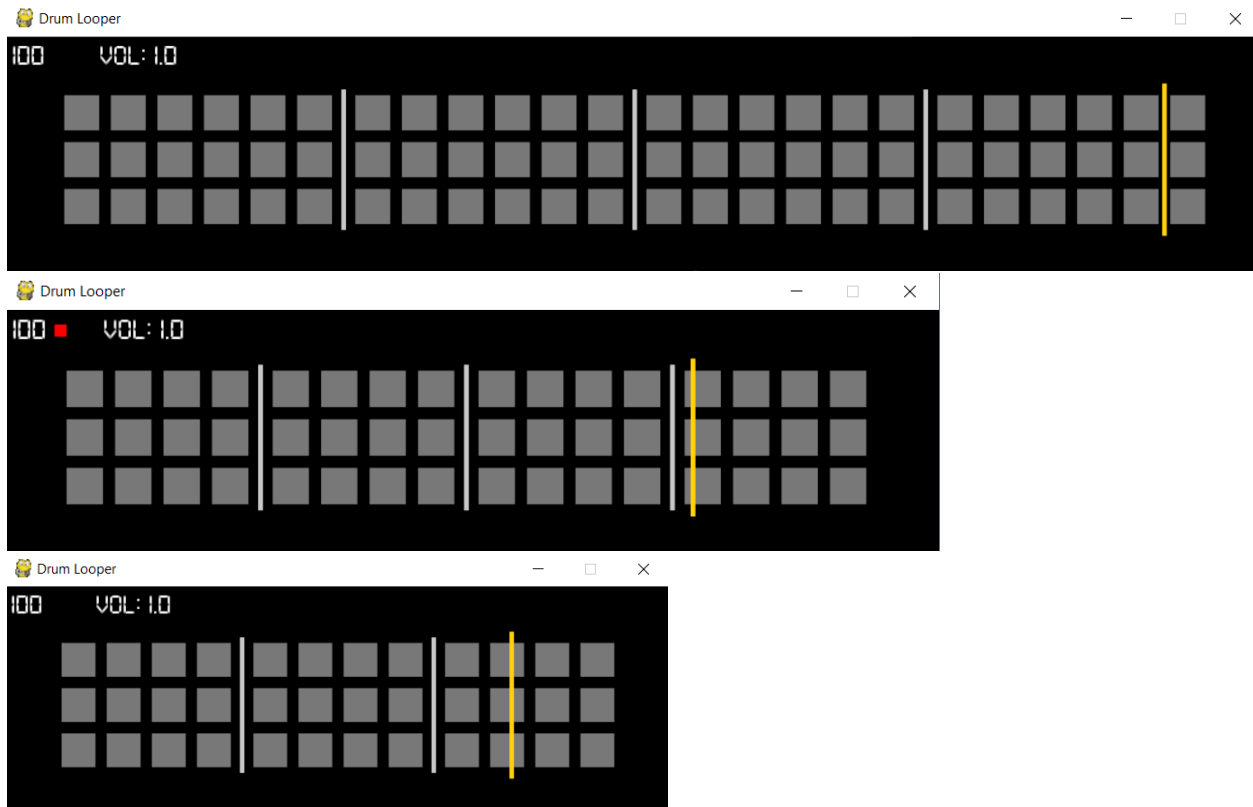
10. Hit the 'e' key and type in 'test'. Verify that the pattern gets exported to a file called test.drum.

11. Hit the 'a' key and type either 'toms,' 'cowbell,' or 'ride.' Verify that the instrument gets added.



12. Hit the 'r' key and type the name of any active instrument. Verify that it gets removed.

12. Hit 'j' 'k' or 'l' and verify that the screen switches to an interface that accommodates a 4/4 pattern, a 3/4 pattern, and a 6/8 pattern respectively.



13. Verify that swinging or pausing will cause these symbols to appear on the top:



14. Hit m or n and verify that it changes the swing timing of the track.

