

## **Test harness**

Populate players

- Mike, Jon, Lucy, Julie, Emma, Jack
- Leave hoops as default
- Submit

## **Populate players notes**

Safari

### **Index.html/index2.html**

Blue start play does not take kb focus; tab ring halts at Hoops


### **index.newestimage.html**







Input names are colours (e.g., "Blue"), not player labels (e.g., Player 1)


No issue tabbing to blue start play button


Below, landing page, index.html/index2.html, Safari

# Croquet Tracker



	Player 1:	<input type="text" value="Player 1"/>
	Player 2:	<input type="text" value="Player 2"/>
	Player 3:	<input type="text" value="Player 3"/>
	Player 4:	<input type="text" value="Player 4"/>
	Player 5:	<input type="text" value="Player 5"/>
	Player 6:	<input type="text" value="Player 6"/>

Hoops/pegs:  




Below, <index.newestimage.html>, Safari

# Croquet Tracker



 Blue:

 Red:

 Black:

 Yellow:

 Green:

 Orange:

Hoops (including pegs):  



Below, index.html, chrome. Note position of wicket

# Croquet Tracker



Player 1:



Player 2:



Player 3:



Player 4:



Player 5:



Player 6:

Hoops/pegs:



## Shooting

- Tab through controls
- Increment hoop
- Activate first ball for player 1
- Next player
- Activate first 2 balls for player 2

- Next player
- Activate first 3 balls for player 3, etc
- Last player, no balls selected
- Put player 1 through hoop
- Activate first ball for player 1

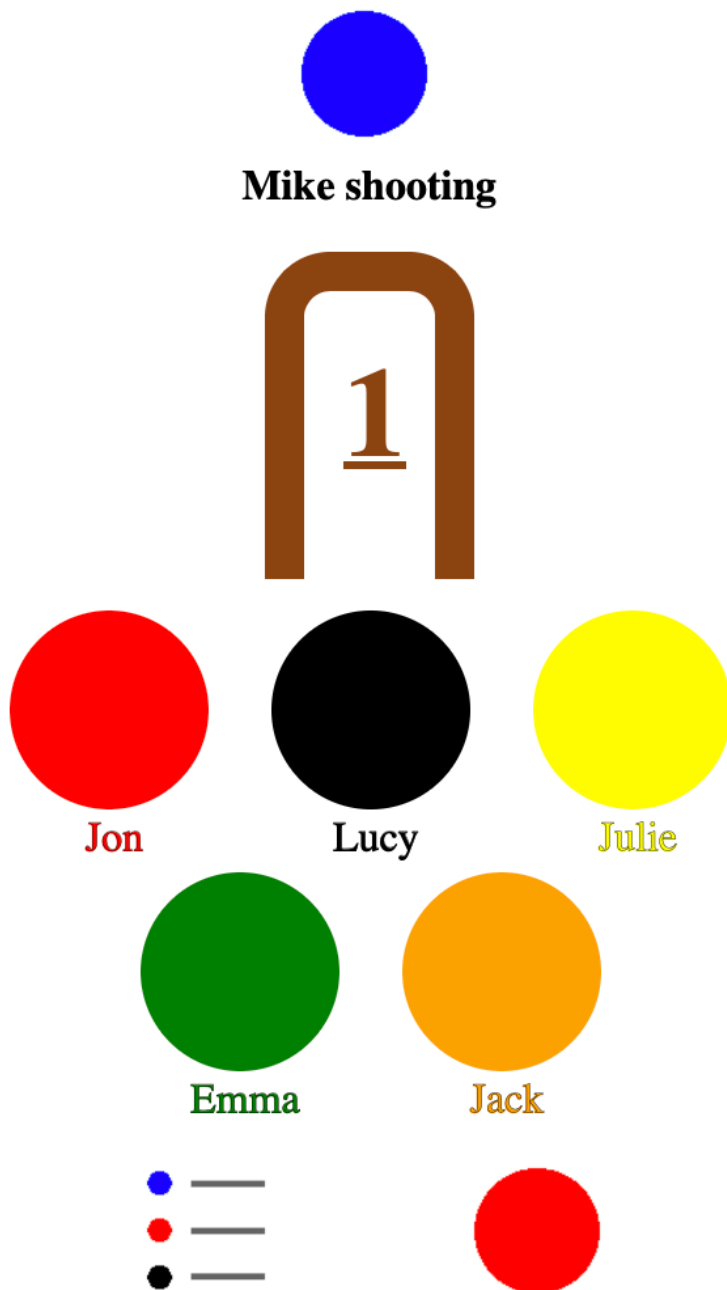
index.html/index2.html Safari

- Only Mike shooting and the hoop number takes keyboard focus

index.newestimage.html

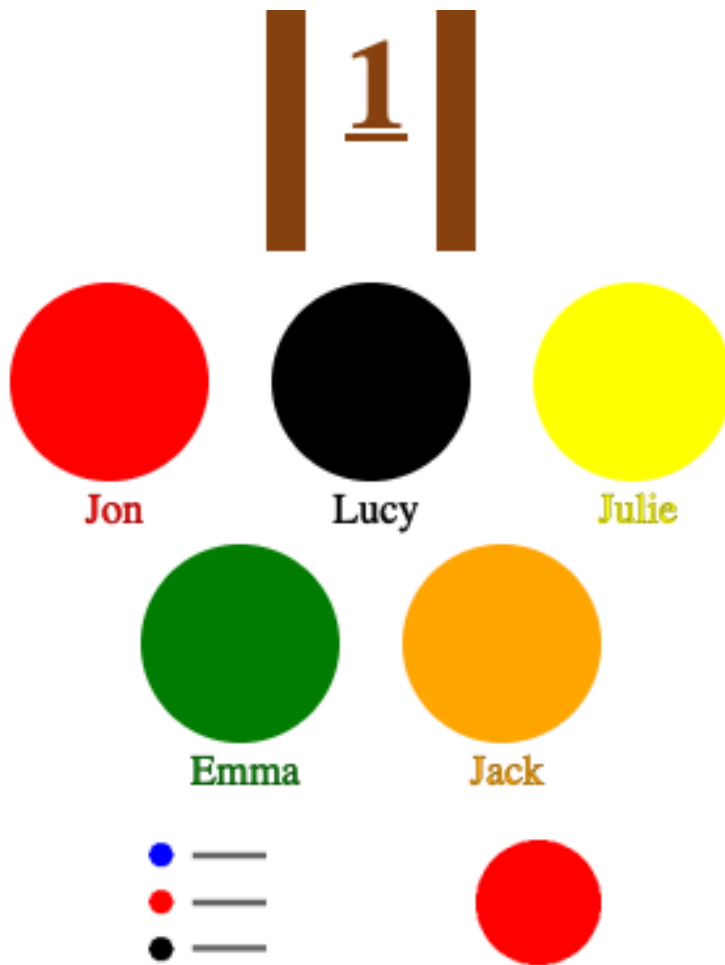
- Takes kb focus for all components BUT has extra focus between field and next player

Below, index.html shooting screen. Note underline on hoop number



Below, Index2.html shooting. Note Game Summary appearing





## Game Summary

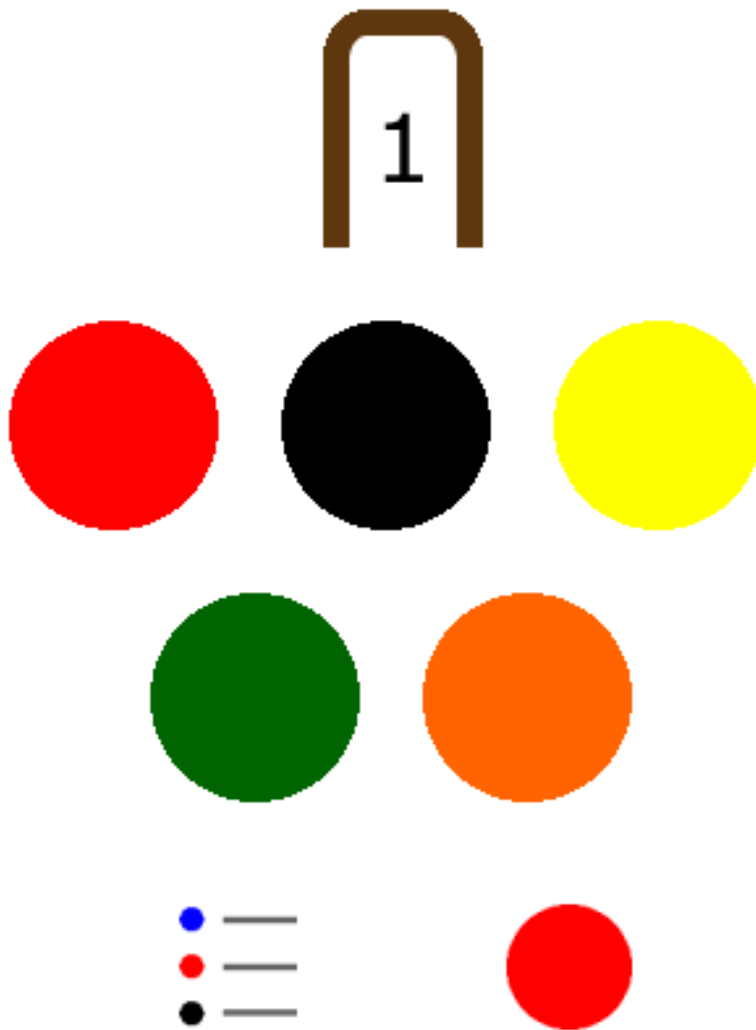
6:17:08 AM: Game begins, hoops/pegs: 16

6:17:08 AM: ● Mike is up, shooting for 1

Below, [index.newestimage.html](http://index.newestimage.html). Note ball images (not svg). Also game summary. Also no ball names BUT no underline on number and black (good)



**Mike shooting**



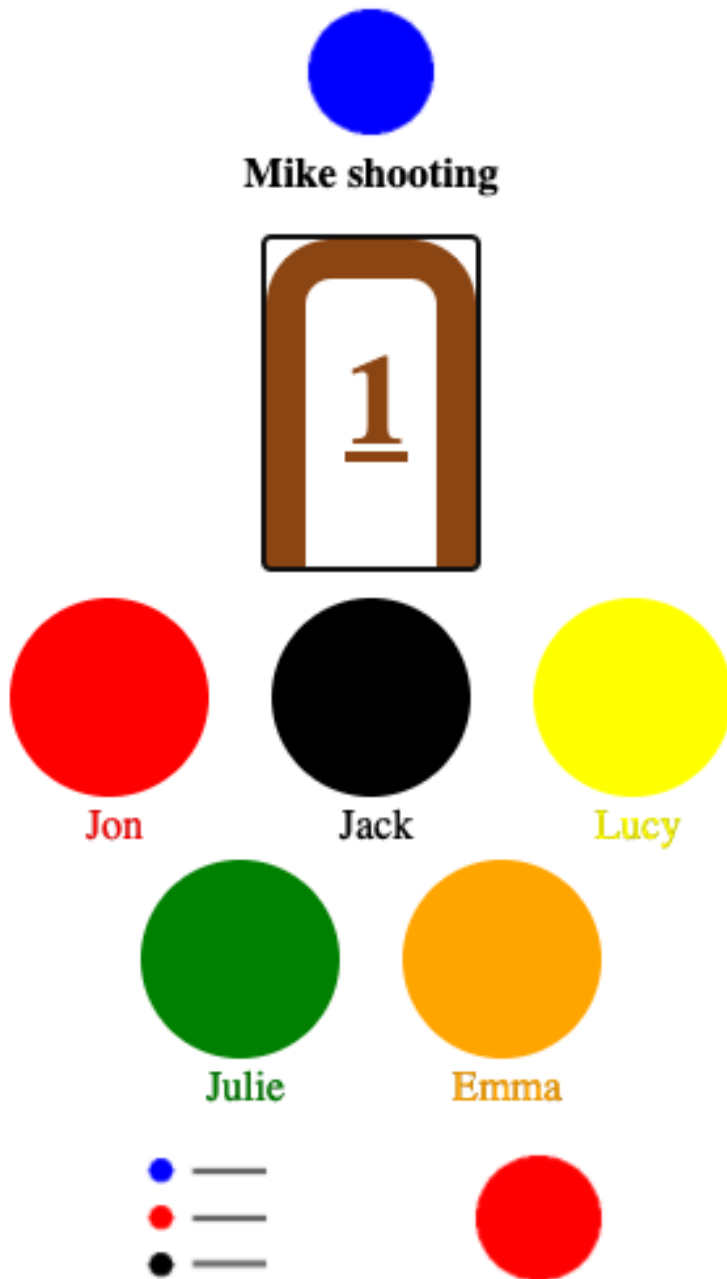
## Game Summary

6:15:59 AM: Game begins, hoops (including  
pegs): 16

6:15:59 AM: ● Mike is up, shooting for 1

Below, index.html shooting screen, chrome (note focus indicator)





Field

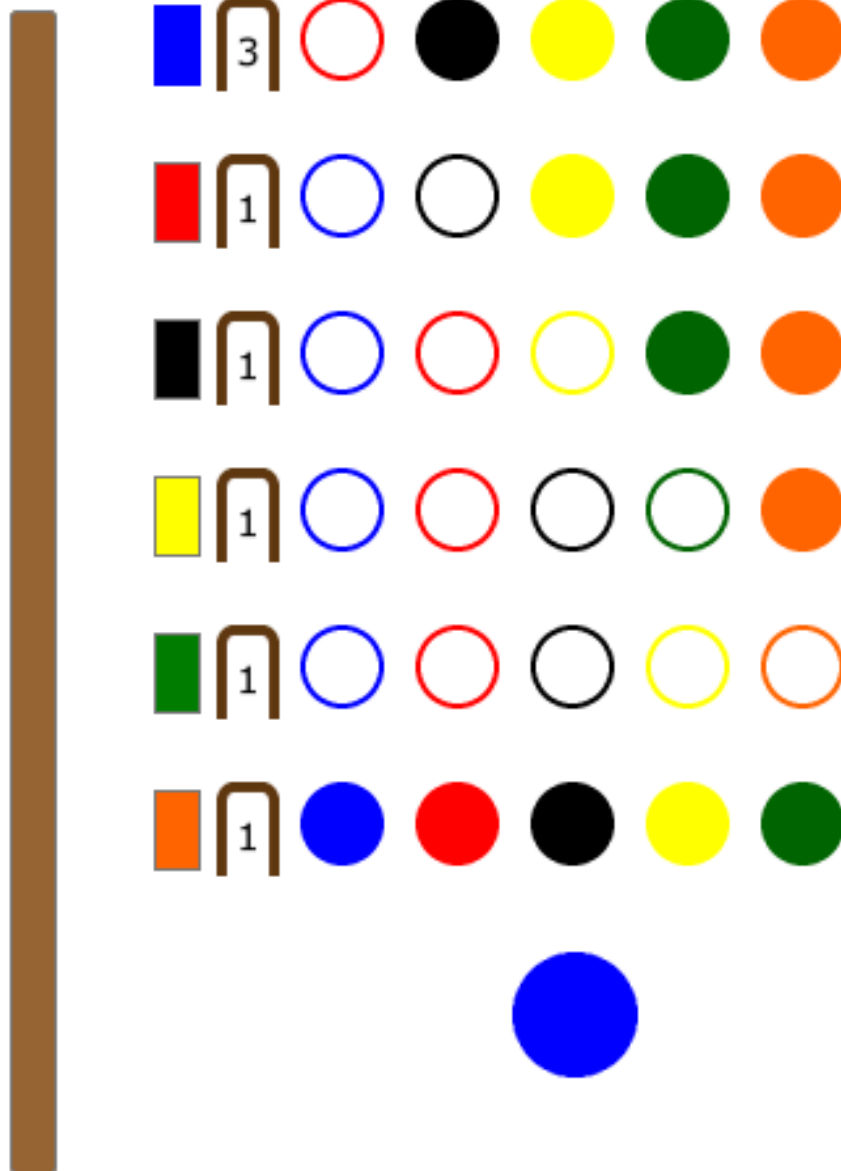
- Display field, start
- Display field, all players in play

Note: All field displays are the same

Below, Index.newestimage.html loaded

Field

## Field



## Game Summary

6:28:57 AM: Game begins, hoops (including pegs): 16

6:28:57 AM: ● Mike is up, shooting for [1]

7:00:08 AM: ● Mike clears [1]

7:00:13 AM: ● Mike hits Jon ●

7:00:17 AM: ● Jon is up, shooting for [1]

7:00:20 AM: ● Jon hits Mike ●

7:00:21 AM: ● Jon hits Lucy ●

### Shooting menu

- For each player in turn, note current shooter screen
- Walk through scenarios
- Cycle through players after each
- Note current shooter screen
- Next player

index.html does not timestamp hoop rescinded

Shooter out of bounds

Shooter puts red through hoop

Shooter puts black through hoop

Shooter puts yellow through hoop

Shooter puts green through hoop

Shooter puts orange through hoop

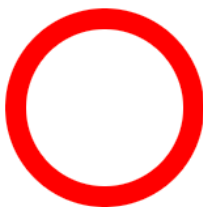
Shooter's last cleared hoop rescinded

Mike loses next turn. Proceed to next player.

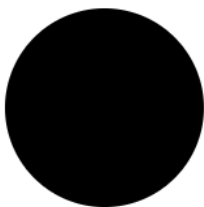
Close



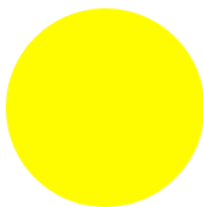
**Mike shooting**



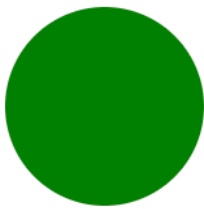
**Jon**



**Lucy**



**Julie**



**Emma**



**Jack**





**Jack shooting**



Mike lost turn. Place ball back in play.

[Close](#)



Julie



Emma





**Jack shooting**



Mike lost turn. Place ball back in play.

[Close](#)



**Julie**



**Emma**



Shooter out of bounds

Shooter puts red through hoop

Shooter puts black through hoop

Shooter puts yellow through hoop

Shooter puts green through hoop

Shooter puts orange through hoop

Shooter's last cleared hoop rescinded

Mike pushed player through; Jon will be shooting for 2

Close

7:18:44 AM: ● Jack is up, shooting for 1  
7:19:17 AM: ● Mike forfeits turn. Ball is put back in play  
7:19:17 AM: ● Jon is up, shooting for 2  
7:19:28 AM: ● Jon pushed Mike through 3  
7:19:33 AM: ● Lucy is up, shooting for 1  
7:19:33 AM: ● Julie is up, shooting for 1  
7:19:34 AM: ● Emma is up, shooting for 1  
7:19:34 AM: ● Jack is up, shooting for 1  
7:19:35 AM: ● Mike is up, shooting for 4  
7:19:36 AM: ● Jon is up, shooting for 2  
7:19:37 AM: ● Lucy is up, shooting for 1  
7:19:39 AM: ● Julie is up, shooting for 1  
7:19:39 AM: ● Emma is up, shooting for 1  
7:19:40 AM: ● Jack is up, shooting for 1  
7:19:41 AM: ● Mike is up, shooting for 4  
● Mike put back to 3

#### Conclusion

- Cycle hoops until concluded

Mike still in player order on index and index2.  
resolved on [index.newestimage.html](#)





Mike shooting



Mike has finished!

Close



Emma



Jack



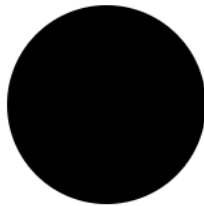


Mike shooting

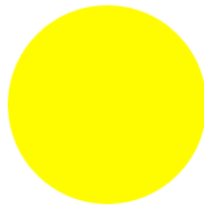
Next turn, Jon



Jon



Lucy



Julie
















Emma



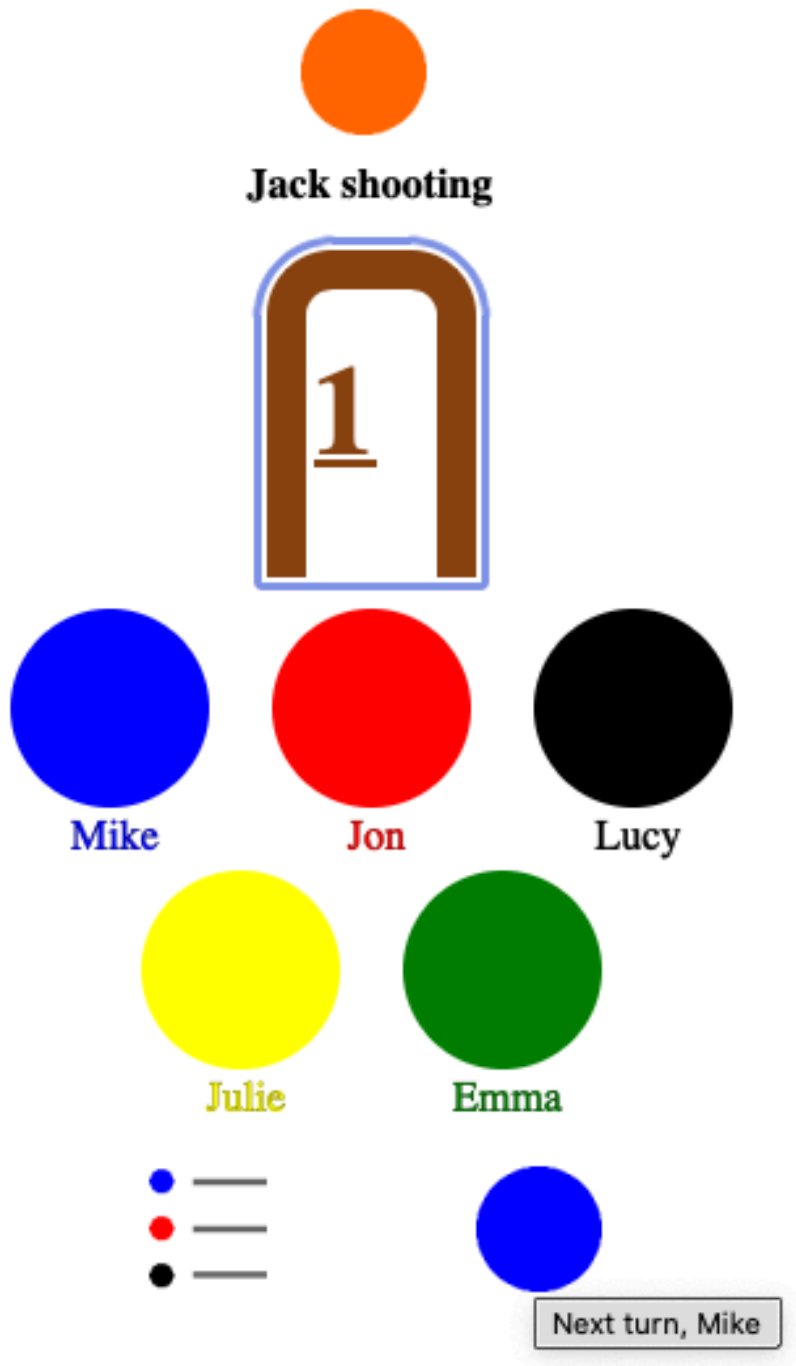
Jack





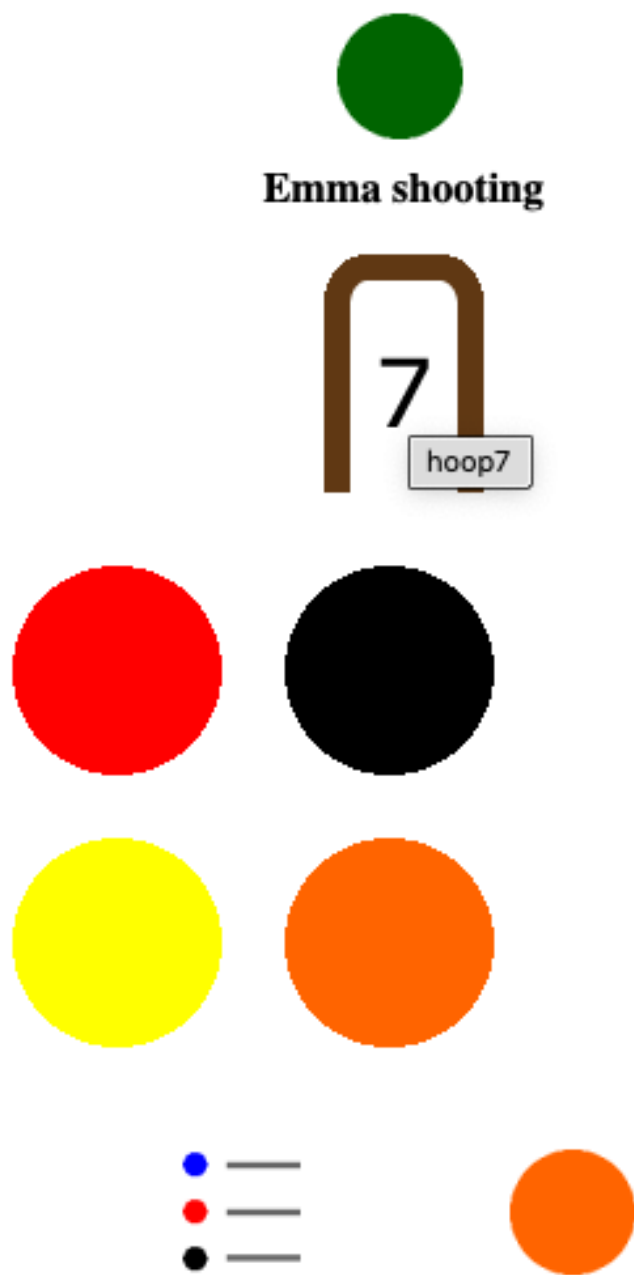
7:22:48 AM: ● Mike clears   
7:22:49 AM: ● Mike clears   
7:22:49 AM: ● Mike clears   
7:22:50 AM: ● Mike clears   
7:22:51 AM: ● Mike pegs out  
7:23:15 AM: ● Jon is up, shooting for   
7:23:16 AM: ● Lucy is up, shooting for   
7:23:17 AM: ● Julie is up, shooting for   
7:23:17 AM: ● Emma is up, shooting for   
7:23:18 AM: ● Jack is up, shooting for   
7:23:18 AM: ● Mike is up, shooting for   
7:23:19 AM: ● Jon is up, shooting for   
7:23:19 AM: ● Lucy is up, shooting for   
7:23:20 AM: ● Julie is up, shooting for 

Note positioning of "1" after displaying 2-digit hoop for other player  
This is resolved in <index.newestimage.html>



## Game Summary

Odd positioning of balls after Mike finishes leaving only 5 players. Same thing happens if another player finishes.



Field view after player is finished on [index.newestimage.html](#) (same on all versions)

# Field

