Prerequisites

Browser: Google Chrome Version 80.0.3987.163 (Official Build) (64-bit)

Necessary programs:
- npm 6.14.2
- yarn 1.22.4

Installed Libraries:
- Described in the repository project.json:
    - Babel
    - Parcel-bundler
    - Typescript
    - etc.

Environment Setup

OS: Ubuntu 18.04 LTS
Environment Variables: None

<u>Tests</u>

Before Testing

Make sure that the webserver is running for any test to successful. To start the server, run:

> `yarn start`

From the project's root directory. This will start a local web-server at
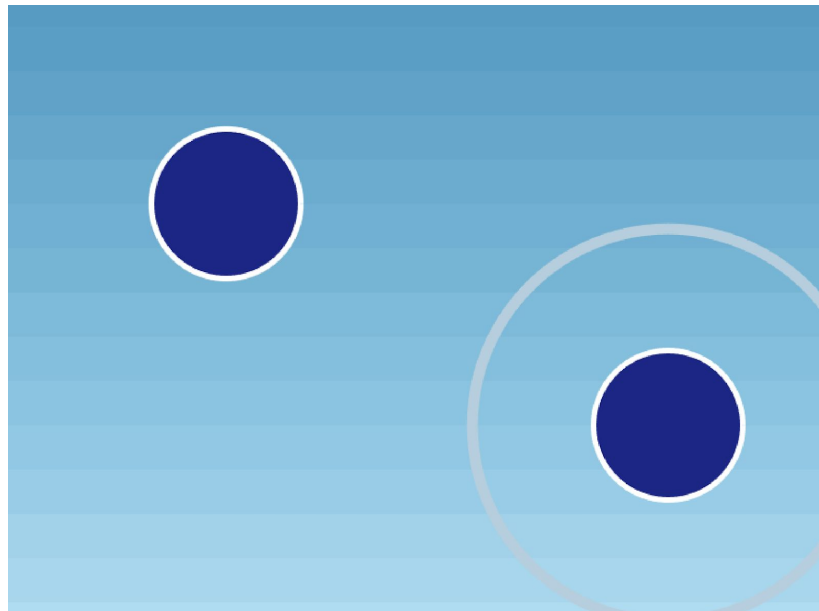
`localhost:1234`

if the port is available. If not, the correct port will be printed out on the console. Then, go to the following links and you should see the posted images.

Website Testing

1. **Visit** http://localhost:1234/:

2. **Clicking on the screen starts the 'game':**

3. **The larger gray circles should approach the circumference of the smaller blue circle. And clicking the darker blue circles should play an audio cue with little to no latency.**