

#### ***DEVELOPER CONTACTS***

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#### ***DEVELOPER NOTES FOR SI\_PRC\_093004\_B***

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- 2nd delivery
- MENU button given a “dead” visual for all instances where it is unavailable

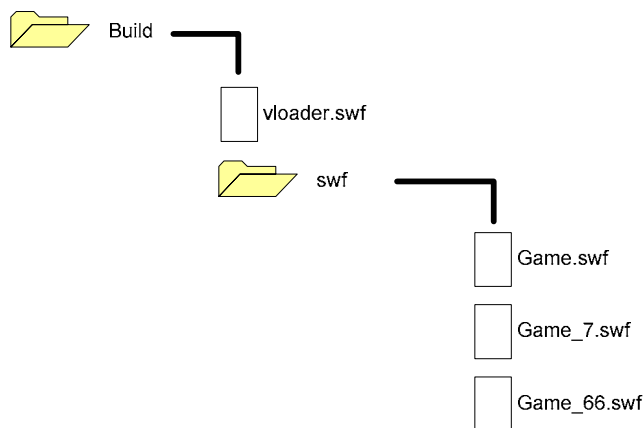
#### ***DEVELOPER NOTES FOR SI\_PRC\_092904\_A***

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- 1<sup>st</sup> complete delivery
- Game structure consists of 3 separate game movies optimized for specific Flash plug-ins: 6, 6.6, and 7. File `vloader.swf` determines which plug-in is present and launches appropriate game file.

#### ***GAME BUILD FILE LIST***

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**QA CHECKLIST****1) Loader/Title Screen**

<b>PASS</b>	<b>FAIL</b>		
_____	_____	Verify	Successful load of game Loader/Title screen
_____	_____	Verify	Loader animates
_____	_____	Verify	HOW TO PLAY button becomes available at 100% (loader bar full)
_____	_____	Verify	HOW TO PLAY button changes state on rollover
_____	_____	Action	Click HOW TO PLAY button
_____	_____	Verify	HOW TO PLAY button redirects to first Help screen
_____	_____	Verify	START button becomes available at 100% (loader bar full)
_____	_____	Verify	START button changes state on rollover
_____	_____	Action	Click START button
_____	_____	Verify	START button redirects to game play screen

**2) Help Screens**

<b>PASS</b>	<b>FAIL</b>		
_____	_____	Verify	Successful load of Help screen 1
_____	_____	Verify	Correct spelling on Help screen 1
_____	_____	Verify	PLAY button changes state on rollover
_____	_____	Action	Click PLAY button
_____	_____	Verify	PLAY button redirects to gameplay screen (begins game or resumes game in progress)
_____	_____	Verify	NEXT button changes state on rollover
_____	_____	Action	Click NEXT button
_____	_____	Verify	NEXT button redirects to Help screen 2
_____	_____	Verify	Successful load of Help screen 2
_____	_____	Verify	Correct spelling on Help screen 2
_____	_____	Verify	Game objects shown match those in actual game
_____	_____	Verify	BACK button changes state on rollover
_____	_____	Action	Click BACK button
_____	_____	Verify	BACK button redirects to Help screen 1
_____	_____	Verify	PLAY button changes state on rollover
_____	_____	Action	Click PLAY button
_____	_____	Verify	PLAY button redirects to gameplay screen (begins game or resumes game in progress)
_____	_____	Verify	NEXT button changes state on rollover
_____	_____	Action	Click NEXT button
_____	_____	Verify	NEXT button redirects to Help screen 3
_____	_____	Verify	Successful load of Help screen 3
_____	_____	Verify	Correct spelling on Help screen 3
_____	_____	Verify	Game objects shown match those in actual game
_____	_____	Verify	BACK button changes state on rollover
_____	_____	Action	Click BACK button
_____	_____	Verify	BACK button redirects to Help screen 2
_____	_____	Verify	PLAY button changes state on rollover

_____	_____	Action	Click PLAY button
_____	_____	Verify	PLAY button redirects to gameplay screen (begins game or resumes game in progress)
_____	_____	Verify	NEXT button redirects to Help screen 4
_____	_____	Verify	Successful load of Help screen 4
_____	_____	Verify	Correct spelling on Help screen 4
_____	_____	Verify	Game objects shown match those in actual game
_____	_____	Verify	BACK button changes state on rollover
_____	_____	Action	Click BACK button
_____	_____	Verify	BACK button redirects to Help screen 3
_____	_____	Verify	PLAY button changes state on rollover
_____	_____	Action	Click PLAY button
_____	_____	Verify	PLAY button redirects to gameplay screen (begins game or resumes game in progress)
_____	_____	Verify	NEXT button redirects to Help screen 5
_____	_____	Verify	Successful load of Help screen 5
_____	_____	Verify	Correct spelling on Help screen 5
_____	_____	Verify	Game objects shown match those in actual game
_____	_____	Verify	BACK button changes state on rollover
_____	_____	Action	Click BACK button
_____	_____	Verify	BACK button redirects to Help screen 4
_____	_____	Verify	PLAY button changes state on rollover
_____	_____	Action	Click PLAY button
_____	_____	Verify	PLAY button redirects to gameplay screen (begins game or resumes game in progress)
_____	_____	Verify	meters displays correct amount (empty if at game start)
_____	_____	Verify	SCORE display is correct (0 at game start)

### 3) Game play

#### PASS FAIL

_____	_____	Verify	BLACK selector button is active (hot)
_____	_____	Verify	BLACK displays BLACK METER on click (Black is now active color)
_____	_____	Verify	BLACK button is in the down position after click ("ON" is displayed)
_____	_____	Verify	ACTIVE COLOR display (bottom of screen) is black (grey) on BLACK button click
_____	_____	Verify	RED selector button is hot
_____	_____	Verify	RED displays RED METER on click (red is now current color)
_____	_____	Verify	RED button is in the down position after click ("ON" is displayed)
_____	_____	Verify	ACTIVE COLOR display (bottom of screen) is red on RED button click
_____	_____	Verify	YELLOW selector button is hot
_____	_____	Verify	YELLOW displays YELLOW METER on click (yellow is now current color)
_____	_____	Verify	YELLOW button is in the down position after click ("ON" is displayed)
_____	_____	Verify	ACTIVE COLOR display (bottom of screen) is yellow on YELLOW button click

_____	_____	Verify	BLUE selector button is hot
_____	_____	Verify	BLUE displays BLUE METER on click (blue is now current color)
_____	_____	Verify	BLUE button is in the down position after click ("ON" is displayed)
_____	_____	Verify	ACTIVE COLOR display (bottom of screen) is blue on BLUE button click
_____	_____	Verify	TIMER starts at 1:30 and begins to count down
_____	_____	Verify	concealed cards (iris closed) begin to fall from top of screen
_____	_____	Verify	cards open on mouse rollover
_____	_____	Verify	cards close on rollout
_____	_____	Verify	if card matches active color, card disappears (animation with positive SFX) and 10 points are added to SCORE display when clicked
_____	_____	Verify	if clicked card matches active color, active METER "fills" (approx. 1/5th)
_____	_____	Verify	if card does not match active color, card frame flashes red (negative SFX plays) and 10 points are *removed* from SCORE display
_____	_____	Verify	if clicked card is monster, card disappears (negative SFX) and current METER *empties* by 1 bar
_____	_____	Verify	if clicked card is "MORE TIME," card disappears and 5 seconds are added to current time remaining (TIMER display)
_____	_____	Verify	if current color METER is full, "COLOR is full" prompt appears briefly in game window
_____	_____	Verify	if current color METER is full, "FULL" is seen in the display window beneath the color's selector button
_____	_____	Verify	when all color METERS are full, "All meters are full" prompt appears briefly in game window
_____	_____	Verify	if all meters are full when TIMER display is 0:00, game redirects to <u>Level Won Screen</u>
_____	_____	Verify	if all meters are *not* full when TIMER display is 0:00, game redirects to <u>Gave Over Screen</u>
_____	_____	Verify	MENU button is hot
_____	_____	Verify	MENU button pauses game and redirects to <u>Menu Screen</u> on click

**4) Menu Screen**

PASS	FAIL		
_____	_____	Verify	Game is paused behind screen
_____	_____	Verify	Color Selection buttons are inactive
_____	_____	Verify	RESUME GAME button changes state on rollover
_____	_____	Action	Click RESUME GAME button
_____	_____	Verify	RESUME GAME button redirects to <u>Game screen</u> (play un-pauses)
_____	_____	Verify	HELP button changes state on rollover
_____	_____	Action	Click HELP button
_____	_____	Verify	HOW TO PLAY button redirects to <u>Help screen</u> 1 on click
_____	_____	Verify	QUIT button changes state on rollover
_____	_____	Action	Click QUIT button
_____	_____	Verify	QUIT button redirects to <u>Quit dialogue screen</u> on click

**5) Quit Dialogue Screen**

PASS	FAIL		
_____	_____	Verify	SUBMIT SCORE button changes state on rollover
_____	_____	Action	Click SUBMIT SCORE button
_____	_____	Verify	SUBMIT SCORE button redirects to DOGE high score engine
_____	_____	Verify	RESUME GAME button changes state on rollover
_____	_____	Action	Click RESUME GAME button
_____	_____	Verify	RESUME GAME button redirects to <u>Game screen</u> (play un-pauses)
_____	_____	Verify	PLAY AGAIN button changes state on rollover
_____	_____	Action	Click PLAY AGAIN button
_____	_____	Verify	PLAY AGAIN button redirects to <u>Game play</u> on click (current game canceled, new game begun)

**6) Level Won Screen**

PASS	FAIL		
_____	_____	Verify	TOTAL SCORE display show current score
_____	_____	Verify	copy is complete and correct
_____	_____	Verify	Level number displayed is correct (level just completed)
_____	_____	Verify	game redirects to next level intro after X seconds

**7) Game Over Screen**

PASS	FAIL		
_____	_____	Verify	SUBMIT SCORE button changes state on rollover
_____	_____	Action	Click SUBMIT SCORE button
_____	_____	Verify	SUBMIT SCORE button redirects to DOGE high score engine
_____	_____	Verify	PLAY AGAIN button changes state on rollover
_____	_____	Action	Click PLAY AGAIN button
_____	_____	Verify	PLAY AGAIN button redirects to <u>game screen</u> (game starts again at level 1 Intro)
_____	_____	Verify	SCORE display show correct score
_____	_____	Verify	copy is complete and correct