User Acceptance Testing

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| Game Title | Wheck-A-Mole |
| Game Genre | Arcade |
| GamePlay | Click on the mole to get more score and time, to get the high score |
| Number of level | 1 |
| Game Win condition | Getting a new highscore |
| Game Lose condition | When timer reach zero |

UAT test cases

Tester name: Adi Iman Test Date: 16/11/2023

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| Sno. | Test description | Yes/no | Severity of the defect | Summary of the defect |
| 1 | Timer Start when game start | Yes | Timer start as you start the game |  |
| 2 | UI Button loading to scene | Yes | Ui load correctly |  |
| 3 | If enemy is not clicked on the enemy will destroy itself | Yes | Enemy randomly spawn |  |
| 4 | Enemy spawning on correct position | Yes | Correct position |  |
| 5 | If timer reach zero go to game lose | No | Timer can keep on running |  |
| 6 | Clicking on the enemy the player will be given score and more time | No | Increase score |  |
| 7 | The winning condition for the game is to get the high score | No | No game winning condition |  |
| 8 | The sprite is shown when game is played | Yes | Sprite is shown |  |

Test Case done by Adi

Document Created by Henry