|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Bool jump ，bool dash（是否下滑），bool ground（是否在地面上） | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果  实际结果 | 测试状态（P/F） |
| 1 | 把PlayerControl中ground = true，不在下滑，调用jump函数 | Ground = true  Dash = false | Jump = true | Jump = true | P |
| 2 | 把PlayerControl中ground = true，正在下滑，调用jump函数 | Ground = true  Dash = true | Jump = false | Jump = false | P |
| 3 | 把PlayerControl中ground = false，不在下滑，调用jump函数 | Ground = false  Dash = false | Jump = false | Jump = false | P |

**白盒测试（Unity Test Runner）**

人物jump测试

[Test]

public void Jump1() {

// Use the Assert class to test conditions.

PlayerControl playerControl = new PlayerControl();

Assert.IsFalse(playerControl.jump);

playerControl.grounded = true;

playerControl.dash = false;

playerControl.jump = true;

bool canJump = false;

if (playerControl.grounded == true&&playerControl.dash == false&&playerControl.jump == true)

canJump= true;

Assert.IsTrue(canJump);

}

[Test]

public void Jump2()

{

// Use the Assert class to test conditions.

PlayerControl playerControl = new PlayerControl();

Assert.IsFalse(playerControl.jump);

playerControl.grounded = true;

playerControl.dash = true;

playerControl.jump = true;

bool canJump = false;

if (playerControl.grounded == true && playerControl.dash == false && playerControl.jump == true)

canJump = true;

Assert.IsFalse(canJump);

}

[Test]

public void Jump3()

{

// Use the Assert class to test conditions.

PlayerControl playerControl = new PlayerControl();

Assert.IsFalse(playerControl.jump);

playerControl.grounded = false;

playerControl.dash = false;

playerControl.jump = true;

bool canJump = false;

if (playerControl.grounded == true && playerControl.dash == false && playerControl.jump == true)

canJump = true;

Assert.IsFalse(canJump);

}

人物攻击测试

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Bool Attack | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | 把PlayerControl中的 Attack 变量设置成true，调用 Attack 函数 | Attack = true | Attack = false | Attack = false | P |

[Test]

public void Attack()

{

PlayerControl player = new PlayerControl();

Assert.IsFalse(player.attack);

Button\_attack.attack = true;

player.attack = Button\_attack.attack;

Assert.IsTrue(player.attack);

}

人物火球攻击测试

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Bool FireBall | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | 把PlayerControl中的 FireBall 变量设置成true，调用 FireBall 函数 | FireBall = true | FireBall = false | FireBall = false | P |

[Test]

public void FireBall()

{

PlayerControl player = new PlayerControl();

Assert.IsFalse(player.fireballAttack);

Button\_fire.fireball = true;

player.fireballAttack = Button\_fire.fireball;

Assert.IsTrue(player.fireballAttack);

}

人物行走测试

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Bool faceRight（人物朝向），float h （人物准备要走的走向 h=1为右，h=-1为左，h=0静止不调用后面的移动命令） | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果  实际结果 | 测试状态（P/F） |
| 1 | FaceRight = true，人物朝向右边，将像右走 | h = 1 | FaceRight = true | FaceRight = true | P |
| 2 | FaceRight = true，人物朝向右边，将像左走 | h = -1 | FaceRight = false | FaceRight = false | P |
| 3 | FaceRight = false，人物朝向左边，将像左走 | h = -1 | FaceRight = false | FaceRight = false | P |
| 4 | FaceRight = false，人物朝向左边，将像右走 | h = 1 | FaceRight = true | FaceRight = true | P |
| 5 | FaceRight = false，人物朝向左边，人物保持静止 | h=0 | FaceRight = false | FaceRight = false | P |

[Test]

public void Move1()

{

PlayerControl playerControl = new PlayerControl();

Assert.IsTrue(playerControl.facingRight);

float h = 1;

if (h > 0 && !playerControl.facingRight)

{

playerControl.facingRight = true;

}

else if (h < 0 && playerControl.facingRight)

{

playerControl.facingRight = false;

}

Assert.IsTrue(playerControl.facingRight);

}

[Test]

public void Move2()

{

PlayerControl playerControl = new PlayerControl();

Assert.IsTrue(playerControl.facingRight);

float h = -1;

if (h > 0 && !playerControl.facingRight)

{

playerControl.facingRight = true;

}

else if (h < 0 && playerControl.facingRight)

{

playerControl.facingRight = false;

}

Assert.IsFalse(playerControl.facingRight);

}

[Test]

public void Move3()

{

PlayerControl playerControl = new PlayerControl();

Assert.IsTrue(playerControl.facingRight);

playerControl.facingRight = false;

float h = -1;

if (h > 0 && !playerControl.facingRight)

{

playerControl.facingRight = true;

}

else if (h < 0 && playerControl.facingRight)

{

playerControl.facingRight = false;

}

Assert.IsFalse(playerControl.facingRight);

}

[Test]

public void Move4()

{

PlayerControl playerControl = new PlayerControl();

Assert.IsTrue(playerControl.facingRight);

playerControl.facingRight = false;

float h = 1;

if (h > 0 && !playerControl.facingRight)

{

playerControl.facingRight = true;

}

else if (h < 0 && playerControl.facingRight)

{

playerControl.facingRight = false;

}

Assert.IsTrue(playerControl.facingRight);

}

[Test]

public void Move5()

{

PlayerControl playerControl = new PlayerControl();

Assert.IsTrue(playerControl.facingRight);

playerControl.facingRight = false;

float h = 0;

if (h > 0 && !playerControl.facingRight)

{

playerControl.facingRight = true;

}

else if (h < 0 && playerControl.facingRight)

{

playerControl.facingRight = false;

}

Assert.IsFalse(playerControl.facingRight);

}

人物下滑测试

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Bool Dash（是否下滑），Bool ground（是否在地面上的检测） | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | 设置ground = true，调用Dash（）函数 | Dash = true | Dash = false | Dash = false | P |
| 2 | 设置ground = false，调用Dash（）函数 | Dash = true | Dash = false | Dash = false | P |

[Test]

public void Dash1()

{

PlayerControl player = new PlayerControl();

player.grounded = true;

player.dash = true;

bool canDash = false;

if(player.grounded == true && player.dash == true)

{

canDash = true;

}

Assert.IsTrue(canDash);

}

[Test]

public void Dash2()

{

PlayerControl player = new PlayerControl();

player.grounded = false;

player.dash = true;

bool canDash = false;

if (player.grounded == true && player.dash == true)

{

canDash = true;

}

Assert.IsFalse(canDash);

}

怪物血量变化测试

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Float Masterhealth | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | 设置 Masterhealth 初始值，然后调用takedamage（）伤害函数 | Masterhealth = 100f  Takedamage（10） | Masterhealth = 90f | Masterhealth = 90f | P |
| 2 | 设置 Masterhealth 初始值，然后调用takedamage（）伤害函数 | Masterhealth = 100f  Takedamage（110） | Masterhealth = 0f | Masterhealth = 0f | P |

[Test]

public void Frog\_Health1()

{

// Use the Assert class to test conditions.

Frog\_Health frog = new Frog\_Health();

frog.health = 100f;

frog.TakeDamage\_Test(10f);

Assert.AreEqual(90f, frog.health);

}

[Test]

public void Frog\_Health2()

{

// Use the Assert class to test conditions.

Frog\_Health frog = new Frog\_Health();

frog.health = 100f;

frog.TakeDamage\_Test(110f);

Assert.AreEqual(0f, frog.health);

}

人物血量变化测试

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Float Health，float largest\_Health | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | 设置 Health 初始值，然后调用takedamage（）伤害函数 | Health = 100f  takedamage（10） | Health = 90f | Health = 90f | P |
| 2 | 设置 Health 初始值，然后调用takedamage（）伤害函数 | Health = 100f  Takedamage（110） | Health = 0f | Health = 0f | P |
| 3 | 设置 Health 初始值，设置largest\_Health，然后调用takedamage（）伤害函数 | Health = 95f  largest\_Health  =100f  Takedamage（-10） | Health = 100f | Health = 100f | P |
| 4 | 设置 Health 初始值，设置largest\_Health，然后调用takedamage（）伤害函数 | Health = 85f  largest\_Health  =100f  Takedamage（-10） | Health = 95f | Health = 95f | P |

[Test]

public void Player\_Health1()

{

// Use the Assert class to test conditions.

PlayerHealth health = new PlayerHealth();

health.TakeDamage\_T(10f);

Assert.AreEqual(90f, health.health);

}

[Test]

public void Player\_Health2()

{

// Use the Assert class to test conditions.

PlayerHealth health = new PlayerHealth();

health.TakeDamage\_T(110f);

Assert.AreEqual(0f, health.health);

}

[Test]

public void Player\_Health3()

{

// Use the Assert class to test conditions.

PlayerHealth health = new PlayerHealth();

health.health = 95f;

health.TakeDamage\_T(-10f);

Assert.AreEqual(100f, health.health);

}

[Test]

public void Player\_Health4()

{

// Use the Assert class to test conditions.

PlayerHealth health = new PlayerHealth();

health.health = 85f;

health.TakeDamage\_T(-10f);

Assert.AreEqual(95f, health.health);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Button\_Attack.attack | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | Button\_Attack.attack初值为false，调用click（）之后变成true | Button\_Attack.attack = false | Button\_Attack.attack = true | Button\_Attack.attack = true | P |

[Test]

public void Button\_Attack()

{

Button\_attack.attack = false;

Assert.IsFalse(Button\_attack.attack);

Button\_attack button = new Button\_attack();

button.Click();

Assert.IsTrue(Button\_attack.attack);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Button\_Dash .dash | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果  实际结果 | 测试状态（P/F） |
| 1 | Button\_Dash .dash 初值为false，调用click（）之后变成true | Button\_Dash .dash = false | Button\_Dash .dash = true | Button\_Dash .dash = true | P |

[Test]

public void Button\_Dash()

{

Button\_dash.dash = false;

Assert.IsFalse(Button\_dash.dash);

Button\_dash button = new Button\_dash();

button.Click();

Assert.IsTrue(Button\_dash.dash);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Button\_fire.fireball | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | Button\_fire.fireball 初值为false，调用click（）之后变成true | Button\_fire.fireball = false | Button\_fire.fireball = true | Button\_fire.fireball = true | P |

[Test]

public void Button\_Fire()

{

Button\_fire.fireball = false;

Assert.IsFalse(Button\_fire.fireball);

Button\_fire button = new Button\_fire();

button.Click();

Assert.IsTrue(Button\_fire.fireball);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Button\_jump.jump | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | Button\_jump.jump 初值为false，调用click（）之后变成true | Button\_jump.jump = false | Button\_jump.jump = true | Button\_jump.jump = true | P |

[Test]

public void Button\_Jump()

{

Button\_jump.jump = false;

Assert.IsFalse(Button\_jump.jump);

Button\_jump button = new Button\_jump();

button.Click();

Assert.IsTrue(Button\_jump.jump);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | backToGame.canBackToGame | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | backToGame.canBackToGame 初值为false，调用click（）之后变成true | backToGame.canBackToGame = false | backToGame.canBackToGame = true | backToGame.canBackToGame = true | P |

[Test]

public void BackToGame()

{

BackToGame backToGame = new BackToGame();

Assert.IsFalse(backToGame.canBackToGame);

backToGame.onClick\_T();

Assert.IsTrue(backToGame.canBackToGame);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | Active | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | Active 初值为false，调用click（）之后变成true | Active = false | Active = true | Active = true | P |

[Test]

public void QuitCancel()

{

QuitCancel quit = new QuitCancel();

Assert.IsFalse(quit.Active);

quit.onClick\_T();

Assert.IsTrue(quit.Active);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | canToMenu | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | canToMenu 初值为false，调用click（）之后变成true | canToMenu = false | canToMenu = true | canToMenu = true | P |

[Test]

public void ToMenu()

{

ToMenu toMenu = new ToMenu();

Assert.IsFalse(toMenu.canToMenu);

toMenu.OnClick\_T();

Assert.IsTrue(toMenu.canToMenu);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | canToNewGame | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | canToNewGame 初值为false，调用click（）之后变成true | canToNewGame = false | canToNewGame = true | canToNewGame = true | P |

[Test]

public void ToNewGame()

{

ToNewGame toNewGame = new ToNewGame();

Assert.IsFalse(toNewGame.canToNewGame);

toNewGame.OnClick\_T();

Assert.IsTrue(toNewGame.canToNewGame);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | canToSetting | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | canToSetting 初值为false，调用click（）之后变成true | canToSetting = false | canToSetting = true | canToSetting = true | P |

[Test]

public void ToSetting()

{

ToSettings toSetting = new ToSettings();

Assert.IsFalse(toSetting.canToSetting);

toSetting.onClick\_T();

Assert.IsTrue(toSetting.canToSetting);

}

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 测试数据 | canToStore | | | | |
| 操作步骤 | 操作描述 | 数 据 | 期望结果 | 实际结果 | 测试状态（P/F） |
| 1 | canToStore 初值为false，调用click（）之后变成true | canToStore = false | canToStore = true | canToStore = true | P |

[Test]

public void ToStore()

{

ToStore toStore = new ToStore();

Assert.IsFalse(toStore.canToStore);

toStore.OnClick\_T();

Assert.IsTrue(toStore.canToStore);

}

**黑盒测试**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 测试项 | 测试内容 | 输入 | 预期输出 | 实际输出 | | 测试状态（P/F） | |
| 模拟器 | 三星Note4 | 模拟器 | 三星Note4 |
| 主界面测试 | 测试主界面的文字图案是否美观，是否符合人们的审美，使用需求 | 打开主界面 | 文字图案清晰，符合常人的审美 | 正常 | 正常 | P | P |
| 测试主界面跳转到设置界面是否正常 | 点击设置按钮 | 界面切换到设置界面 | 正常 | 正常 | P | P |
| 测试主界面跳转到关卡界面是否正常 | 点击开始按钮 | 界面切换到关卡界面 | 正常 | 正常 | P | P |
| 游戏界面测试 | 地图的显示和人物的显示效果是否合理 | 主界面上点击游戏按钮 | 地图人物显示清晰 | 正常 | 正常 | P | P |
| 左行按钮是否可以使人物左行 | 点击左行按钮 | 人物向左行走 | 正常 | 正常 | P | P |
| 右行按钮是否可以使人物右行 | 点击右行按钮 | 人物向右行走 | 正常 | 正常 | P | P |
| 跳跃按钮是否可以是人物跳跃，是否可以出现连跳 | 连续点击跳跃按钮 | 人物只会跳跃一次，跳跃的高度合理 | 正常 | 正常 | P | P |
| 下滑按钮是否可以做出下滑的动画效果 | 点击下滑按钮 | 人物做出下滑动画，并且会持续0.8s | 正常 | 正常 | P | P |
| 攻击按钮能否攻击 | 连续多次点击攻击按钮 | 人物连续做出攻击动画 | 正常 | 正常 | P | P |
| 火球攻击能否发出火球 | 连续多次点击火球按钮 | 人物连续发出火球 | 正常 | 正常 | P | P |
| 暂停按钮能否暂停 | 反复多次点击暂停 | 游戏按照指令暂停和重新开始 | 正常 | 正常 | P | P |
| 火球到一定范围是否消失 | 点击火球按钮 | 火球到一定范围消失 | 正常 | 正常 | P | P |
| 设置界面测试 | 测试关卡界面的文字图案是否美观，是否符合人们的审美，使用需求 | 打开关卡界面 | 文字图案清晰，符合常人的审美 | 正常 | 正常 | P | P |
| 音效大小的调节 | 拖动音量调节框 | 音量根据拖动条出现应该有的变化 | 正常 | 正常 | P | P |
| 关卡界面测试 | 测试关卡界面的文字图案是否美观，是否符合人们的审美，使用需求 | 打开关卡界面 | 文字图案清晰，符合常人的审美 | 正常 | 正常 | P | P |
| 测试关卡界面跳转到故事界面是否正常 | 点击新游戏按钮 | 界面切换到故事界面 | 正常 | 正常 | P | P |
| 测试关卡界面返回主界面是否正常 | 点击返回按钮 | 界面切换到主界面 | 正常 | 正常 | P | P |
| 测试关卡界面跳转到TBC界面是否正常 | 点击TBC按钮 | 界面切换到TBC界面 | 正常 | 正常 | P | P |
| 通关界面测试 | 测试关卡界面的文字图案是否美观，是否符合人们的审美，使用需求 | 打开通关界面 | 文字图案清晰，符合常人的审美 | 正常 | 正常 | P | P |
| 测试通关界面返回关卡界面是否正常 | 点击返回按钮 | 界面切换到关卡界面 | 正常 | 正常 | P | P |
| 故事界面测试 | 测试设置界面的文字图案是否美观，是否符合人们的审美，使用需求 | 打开故事界面 | 文字图案清晰，符合常人的审美 | 正常 | 正常 | P | P |
| 测试故事界面进入游戏界面是否正常 | 点击返回按钮 | 界面切换到游戏界面 | 正常 | 正常 | P | P |
| TBC界面测试 | 测试关卡界面的文字图案是否美观，是否符合人们的审美，使用需求 | 打开关卡界面 | 文字图案清晰，符合常人的审美 | 正常 | 正常 | P | P |
| 测试TBC界面返回关卡界面是否正常 | 点击返回按钮 | 界面切换到关卡界面 | 正常 | 正常 | P | P |