**Project: Exit Maze**

**Date: 27/03/2025**

**Tester: Rob Hickling**

**Testing type: Black Box Testing**

1. **Objective**

The focus of this testing regime is only the lobby. It is to verify the functionality of the Python code. The testing will be game-play based, and will be designed to test the overall functionality of the game, and find any possible bugs/issues.

1. **Test Environment**

Operating System : Linux

Python Version : 3.12.2

IDE : Visual Studio Code

1. **Test Scenarios**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test case ID** | **Scenarios description** | **Input / Action** | **Expected Output** | **Result** | **Status** |
| T\_01 | Game Load | Leave lobby via Exit | Loading screen displayed, maze loads with correct player account. | As Expected | Pass |
| T\_02 | Input | Input keys work | Input keys work in the correct direction. | As Expected | Pass |
| T\_03 | Animations | Walk | Player animations occur, in the correct direction. | As Expected | Pass |
| T\_04 | Timer begins counting down | None | Timer counts, and players cash balance goes down | As expected | Pass |
| T\_05 | Collision | Bump into things | Player collides with the scenery. | As expected | Pass |
| T\_06 | Boundary | Try walk off screen | Player is unable to leave the game window | As expected | Pass |
| T\_07 | Exit | Finish the maze | Counter stops, game ends, final loading screen shows, players data updated in the database | As Expected | Pass |
| T\_08 | Run out of money | Wait for cash to drop to zero | Game is interrupted by the loser screen, players data is removed from the database. | As Expected | Pass |

1. **Defect Tracking**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Defect ID | Test case | Description of issue | Severity | Status |
| D\_01 | Collision | Player character can get snagged on some of the collide-able scenery. | Low | Fail  Not rectified |
|  |  |  |  |  |
|  |  |  |  |  |

1. **Conclusion**

Normal Flow Test

* 1. The game play is smooth and easily understood by the player. The game flows well.

Boundary Testing

* 1. The player is held in the game boundaries. The player collides with the scenery and the scenery is a fully enclosed space, the player is unable to leave.

GUI and Usability Testing

* 1. All of the UI prints correctly. The timers all count properly and the player cash balance reduces at the correct speed.

Performance Testing

* 1. The game appears to run well. Ending the game in either way, has no effect on performance.

The game is stable and visually engaging with no critical bugs detected.

**Recommendations**

* **Visual Feedback:** The game looks amazing.
* **Bug Handling:**
* **Potential Improvement: T**he player can get snagged on people playing slots. This could be fixed with some more work on the images.