**Project: Teesside Casino – Lobby**

**Date: 26/03/2025**

**Tester: Rob Hickling (E4491341)**

**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**

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| --- | --- | --- | --- | --- | --- |
| **Test case ID** | **Scenarios description** | **Input / Action** | **Expected Output** | **Result** | **Status** |
| T\_01 | Game Launch | Run the game | Loading screen displays, and launches into main menu | As expected | Pass |
| T\_02 | Create new player | Create new player | Name accepted, Player launches into game, and account info displayed in top left | As Expected | Pass |
| T\_03 | Load player | Load a saved player account | From the load menu, select player, and load into the game with the loaded players account info verified in the top left | As expected | Pass |
| T\_04 | Animations | Player walking animations play | Player should rotate through the different images to animate walking in all directions | As expected | Pass |
| T\_05 | Player cannot go out of bounds | Player character cannot leave the game window | Player character stay inside the game window | As expected | Pass |
| T\_06 | Start and return from all games | Load into each mini-game and return to the lobby | Game opens correctly and returns to the lobby, all with the correct account info. | As Expected | Pass |
| T\_07 | Exit button runs the Maze | Activate the Exit | Exit button loads the maze. | As expected | Pass |
| T\_08 | Fire exit Skips straight to Exit page | Activate the Fire Exit | Fire Exit goes straight to the Exit Page, and exits the game. | As Expected | Pass |
| T\_09 | Mini-game integration | Mini-games update account info correctly | Balance is updated in lobby when returning from mini-game | As Expected | Pass |
| T\_10 | Temp file removal | Are all temp files removed when closing the game | Temp files are removed | As Expected | Pass |
| T\_11 | Cross Platform Compatibility | Run game on Windows and Linux | Game should run identically on Windows and Linux | As Expected | Pass |
| T\_12 | High sccores | High scores page displays | The high scores page should display the list of players in the database, sorted by their score, and highlight the top player | As Expected | Pass |

1. **Defect Tracking**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Defect ID** | **Test case** | **Description of issue** | **Severity** | **Status** |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

1. **Conclusion**

Edge Case Handling

* 1. The handling of the temp file in the save/load system includes checks for file age. If an edge case allows for the temp file to still exist, it must be no more than 1 minute old. Otherwise it is removed on game boot.

Boundary Testing

* 1. The player does not leave the boundaries of the game, but he is held in place by the centre of the image. This means there is some strange overlap that can be fixed with offsets.

GUI and Usability Testing

* 1. The Menu system appears to run correctly, the selection highlighting does not go off the screen

Performance Testing

* 1. Performance seems to differ from Linux to Windows, but too mah variables to take into account. The code is the same.

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

**Recommendations**

* **Visual Feedback:**
  + Using full sprite sheets instead of a rotating image would be nicer
* **Bug Handling:**
* **Potential Improvement:** 
  + Improving the locations of the targets for the games. Sometimes its possible to walk into the wrong target, and activate the wrong game