

# Acceptance Documentation - Kids Color

## 1. SUT – System Under Test

System Name: Kids Color Book

Platform: Godot Engine (GDScript)

Target Devices: Desktop (Windows, Linux, Mac), Tablets (touch support)

Description:

An educational 2D game where children aged 5–10 learn color theory through mixing base colors to discover new ones. Features include touch-friendly UI, voice prompts, animation feedback, progressive levels, and language support (German/English).

## 2. BZA – Provision for Acceptance

Provision	Details
Functional Validation	All use cases (e.g., starting game, selecting correct colors, restarting) work as expected without critical bugs.
Target User Usability	Children can navigate and play independently, with visual/voice feedback and intuitive controls.
Educational Value	Color mixing concepts are clearly demonstrated and reinforced through game feedback and level progression.
Cross-Platform Performance	Game runs smoothly on both desktop and tablet environments with mouse and touch input.
Language Support	German and English language interfaces are available and working.
Game Flow	Game correctly tracks progress, displays appropriate feedback (win/game over), and allows restart.
Stability	No crashes or freezes across all tested devices and game paths.

## 3. Submission of Acceptance Report (incl. Agreed Use Cases)

✔ Use Case-Based Test Outcomes

Use Case ID	Name	Result	Comments
Use Case-01	Start a Game	✔ Pass	Game loads and level starts correctly with two base

			colors.
Use Case -02	Select Correct Mixed Color	✓ Pass	Correct selection triggers animations and sounds; incorrect triggers Game Over.
Use Case -03	Play Again After Game Over	✓ Pass	Game restarts from level 1 on click of 'Play Again'.
Use Case -04	Score Tracking	✓ Pass	Score is calculated based on answer + time remaining.
Use Case -05	Multi-Level Progression	✓ Pass	Game progresses up to 5–10 levels with increasing difficulty.
Use Case -06	Multilingual Interface	✓ Pass	User can play in German or English.
Use Case -07	Touch Input (Tablet Support)	✓ Pass	Game playable via touch with responsive UI.

All major use cases have been tested and passed. The game meets its educational, functional, and usability goals and is accepted for submission.