
Testing Document

05/03/18-11/03/18

This document covers all the tests that were carried out every week in order to check the progress of the game.

Menu State Tests

1. When game main is run does the menu state show up on the screen

Test passed. Game menu state appears when game is started.

2. Do the create game and join game buttons respond?

Test passed. Both button now respond.

3. Is the player able to enter their user name when they choose to create/join a game?

Test passed. Menu state allows the user to do when both creating and joining a game

4. Do the text fields respond backspaces?

Test passed. 'Create Game' fields respond to backspaces.

6. Is the player's name accepted when the player? presses submit

Test passed. Player name is accepted.

6. After the player submits their user name are the prompted to enter the game key?

Test passed. When user has submitted their user name they are asked to give a game key when creating a game or joining a game

7. Does the join game button respond when clicked?

Test passed. Button does respond.

8. If user clicks create/join game, can they return from this option and pick another one?

Test passed. Users are able to leave the selected option and pick another one.

9. Are incorrect game key handled when trying to join a game?

Test fails. Game key checking not in place yet. It is assumed that the key being entered is correct.

10. Are duplicate user names/game keys handled correctly? (i.e can any two players have the same name or can any two games have the same game key?)

Test fails. Checking for duplicates for either name or game key are not in place yet.

11. When in the Menu State is it possible to view the game rules?

Test passed. Basic rules page created. Can be viewed by pressing 'R' on the keyboard. Pressing 'M' from the Rules page returns user to the Menu.

Lobby State Tests

1. After create/join game has been completed is the state changed to the Lobby State?

Test passed. After enter user name and game key user is taken to the Lobby state.

2. When in the Lobby State, is the list of connected players shown and updated as more players connect?

Test passed. User is able to see which players are connected and as more players join this is updated on all players' screens.

3. Can the host of the game start the game whenever they want from within the Lobby State?

Test passed. User can start game at any time by pressing '0'.

4. Is it possible to view the game rules page from within the Lobby State?

Test fails. Rule states not accessible from the Lobby.

AI Tests

1. Are there AI players on screen when the game is started?

Test passed. AI players are played randomly in the game.

2. Are the AI players able to carry out path finding successfully?

Test fails. AI players are behaving in a random way.

3. Are the AI players acting like 'really players'?

Test fails. AI players are behaving in a random way.

Game Loop Tests

1. Is the player visible on the screen when the game is started?

Test passed. Player is visible on screen.

2. Does the player's sprite respond to WASD commands?

Test passed. Sprite can be controlled with the WASD keys and character on screen does respond.

3. Are walls/tiles that players can't move through being detected?

Test passed. Collision detection is in place.

4. Is the player able to move around things blocking it's path?

Test passed. Player can now move around walls and other things blocking its path

5. Are weapons visible on the screen?

Test passed. Weapons randomly spawn in game and are rendered to look like the weapon they represent.

6. Can the player pick up weapons?

Test passed. Player can pick up a weapon.

7. Can the player shoot people?

Test passed. Player can shoot by clicking on the player they wish to shoot.

8. Does the player have any control over the aim of the weapon?

Test passed. Player can decide where to shoot by clicking in that direction.

9. Is the game displaying the users health/weapons on their screen?

Test passed. User's health and the weapon they are using are both rendered on the screen.

10. Is the player able to pick up/change weapons?

Test failed. User can pick up a weapon by 'going to it' but can not drop weapons yet.

11. Are other players and their health also being displayed?

Test passed. Other players and their health are shown on the screen.

12. Can the player differentiate them-self from the other players?

Test passed. Player's names are rendered on screen so it is easy to tell who is who.

13. Is the player's team displayed on their screen?

Test passed. Team assignment works correct and the team of the user is displayed on the screen

14. Is a player able to leave a game?

Test failed. Game has to be manually 'closed'.

15. Are the players told when the game has ended and who has won?

Test fails. Weapon firing being monitored but not being acted upon yet.

16. Does the game announce the death of a player to all players?

Test failed. Players death not announced yet.

17. Once the game has ended are the players taken back to the Lobby State?

Test failed. Game does not end currently.

18. Is the player's health updated when they loose health?

Test fails. Health in updated but not rendered for players to see.

19. Does a player know when they are dead?

Test failed. Players are not informed of their death yet.

20. Are the team members announced at the end of the game?

Test failed. Game does not end currently.

Networking Tests

1. Can a game be joined by multiple players?

Test passed. A game can now to joined by two players. Visible in the server but not on the client side.

2. When a player moves, is that movement reciprocated on all other players' screens?

Test passed. Players' moves are synchronized across all users.

3. Can multiple games be run on the same server

Yes. Test passed

4. Can players connect to the same game from different computers?

No. Test failed

Other Tests

1. Does the game still work properly once the window has been re-sized?

No. Test failed

2. Images should not look pixelated on the players screen?

Test passed. Menu state re-designed.

3. Does game audio work?

Test passed. Audio does not restart every time a button is pressed in the menu

state. Audio track in the game itself plays correctly too.

4. Can the user mute/change the volume?

Test failed. User can not control the volume of the audio in the game

5. Can maps be read in from files

Test passed. Map can be read in from an excel file, which is then rendered correctly in the game.

6. Can maps be chosen by the host of the game

Test failed. Multiple maps do not exists yet and host can not decide which map to play.

Summary:

Total Tests: 48

Tests Passes: 31

Review of last weeks goals: All of the goals set from the previous week have been achieved, with many other features also now being completed.

Goals for the following week: Finish the game rules page so that it has enough detail, sync weapon activity across all players and allow weapons to be dropped. Furthermore, 'health' and 'death' updates need to be made visible to the players, as currently the details are visible in the console only.