Testing Document

19/02/18-25/02/18

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 fails. Rule state does not exist yet.

Lobby State Tests
1. After create/join game has been completed is the state changed to the Lobby State?
Test fails. Lobby state does not exist yet.

2. When in the Lobby State, is the list of connected players shown and updated as more players connect?
Test fails. Lobby state does not exist yet.

3. Can the host of the game start the game whenever they want from within the Lobby State?
Test fails. Lobby state does not exist yet.

4. Is it possible to view the game rules page from within the Lobby State?
Test fails. Lobby and Rule states do not exist yet.

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 fails. When an 'object' is detected the player stops responding..

5. Are weapons visible on the screen?
Test passed. Weapons randomly spawn in game and are represented by a weapon tile.

6. Can the player pick up weapons?
Test failed. Player can not pick up weapons.

7. Can the player shoot people?
Test failed. Player can not shoot anyone currently.

8. Does the player have any control over the aim of the weapon?
Test failed. Player can not shoot anyone currently.

9. Is the game displaying the users health/weapons on their screen?
Test failed. These things are not being displayed.

10. Is the player able to pick up/change weapons?
Test failed. Player can not pick up or change weapons.

11. Are other players and their health also being displayed?
Test failed. Multiple players can not play the game yet.

12. Can the player differentiate them-self from the other players?
Test failed. Multiple players can not play the game yet.

13. Is the player's team displayed on their screen?
Test failed. Team assignment not taking place.

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. Game logic not implemented yet.

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

Test failed. Players can not die currently.

17. Once the game has ended are the players taken back to the Lobby State?
Test failed. Lobby state does not exist yet

18. Is the player's health updated when they loose health?
Test fails. Game logic and shooting not implemented yet to player can not loose health.

19. Does a player know when they are dead?
Test failed. Player can not die yet

20. Are the team members announced at the end of the game?
Test failed. Multi-player game not possible yet.

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?
No. Test failed

3. Can multiple games be run on the same server
No. Test failed. But now all games join the same server when created and messages are sent between the games and the server.

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 failed. New images added in the Menu state look pixelated and stretched.

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

Summary:

Total Tests: 46

Tests Passes: 14

Review of last weeks goals: Networking set up (UDP) which allows two players to connect to the same game but movement is not yet synced on players' screen. Goals for the following week: Sync movement across the players, fix collision detection and create a game lobby(even a basic one).