

S4685: Genie Certification

1. Loading Screen

C208053: The Loading screen is displayed as expected

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I have launched the game
Then the game title is displayed
And the loading bar is displayed
And the brand name is displayed

C208750: The Progress bar for the loading screen is displayed

Type	Priority	Estimate	Milestone
Manual	4 - Must Test	None	Genie 8/5/2018 to 22/5/2018
References	Automation Type		
None	None		

Steps

Given I am on the 'embed' Url for the game
When I click on the games canvas
Then the game begins to load
And the loading bar shows progression towards load completion

C208751: There are no buttons displayed on the loading screen

Type	Priority	Estimate	Milestone
Manual	4 - Must Test	None	Genie 8/5/2018 to 22/5/2018
References	Automation Type		
None	None		

Steps

Given I am loading the Genie game
Then there are no buttons displayed on the loading screen

2. Title Screen

C211882: All expected elements on the title screen are present

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Steps

Given I am on the title screen
Then the play button is displayed
And the settings button is displayed
And the audio icon button is displayed
And the exit button is displayed
And the how to play button is displayed

3. Settings Screen

C208005: All expected elements on the settings screen are present

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Given I am on the settings screen

Steps

- Then the audio toggle is present
- And the close button is present
- And the motion FX toggle is present (if applicable)
- And the game clear data is present (if applicable)
- And the subtitles toggle is present (if applicable)
- And any custom settings toggles are present (if applicable)

C208006: The audio setting can be toggled On & Off

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given i am on the settings screen
When i click on the audio toggle
Then the audio toggle changes state (on / off)
And the audio is muted or un-muted respectively

C208007: The 'motion fx' setting can be toggled On & Off

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given i am on the settings screen
When i toggle the 'motion fx'
Then the state of the motion fx toggle is changed (on / off)
And the motion fx are either turned on or off for other screens (More predominant changes can usually be seen on low spec devices)

C208010: When audio & motion fx are toggled Off, the icons for motion fx & audio are stacked

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the settings screen
When I toggle audio off
Then I toggle motion fx
And close the settings dialog box
Then an audio icon is displayed in the top right which cannot be clicked
And a motion fx icon is displayed to the left of the audio icon, which cannot be clicked

C208011: When a game is reloaded, the settings are persistent (Cookies Enabled)

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Cookies are enabled

Steps

Given I am on the settings screen
When I change the game settings
Then I reload the game
And navigate back to settings
The the settings i previously selected have been saved

4. How To Play Screen

C208054: The 'Back' button navigates to the previous screen

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I have accessed 'How To Play' from the 'Home' screen
When I click on the 'Back' button
Then the 'Home' screen is displayed

5. Selection Screens

C208758: Level Select - The level selection persists through to the game

Type	Priority	Estimate	Milestone
Manual	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the level select screen
When I select a level
And I begin to play the game-play component
Then the level chosen on the level select screen is loaded

C208764: Level Select - There are 2 or more options for the player to choose

Type	Priority	Estimate	Milestone
Manual	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the level select screen
And a level is being displayed
When I click on the 'Next' or 'Previous' buttons (may change game to game)
Then there is the option of a different level to select

C208757: Character Select - There are 2 or more options for the player to choose

Type	Priority	Estimate	Milestone
Manual	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the character select screen
And a character is being displayed
When I click on the 'Next' or 'Previous' buttons (may change game to game)
Then there is the option of a different character to select

C208765: Character Select - The character selection persists through to the game

Type	Priority	Estimate	Milestone
Manual	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the character select screen
When I select a character
And I begin to play the game-play component
Then the character chosen on the character select screen is loaded into the game-play

C208076: The previously selected character is not saved when the player accesses the character select screen (unless supported by a game save)

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

The game does not support Character specific game save data

Steps

Give I have already played the game once
When I am on the home page
And I click on the play button
Then the character select screen is displayed
And I can pick another character

C211816: Character data is saved when an already existing game-save is loaded

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

The game supports game-save data
A game-save slot has already been created

Steps

Give I launch the game
When I select my game-save (if present)
And I play the game
Then the character previously chosen / created is used for the game-play

6. Gameplay Component

C211815: Opening a new tab causes the game-play and any audio effects to be paused

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Give I am playing the game
When I open a new tab
Then the game-play is paused
And any audio is paused

C208070: Minimizing the browser / tab causes the game-play & any audio effects to pause

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am playing the game
When i minimize the browser
Then the game-play is paused
And any audio is paused

C208056: The skip button is displayed and transitions to the game play component

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the game
When I click to begin the game-play
Then the skip button is displayed
And I click on the skip button
Then I transition to the game play component

C208055: The pause button pauses the game play component & any audio effects

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Audio is toggled On

Steps

Given I am playing the game
When I tap / click the pause button
Then the pause screen is displayed.
And background music and animations stop

C208725: The gameplay controls work & the game is playable

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Give I am playing the game
When I input a game control e.g. Click, arrow key, swipe
Then the game responds by performing the correct action e.g. moves in the correct direction

C208727: Verify the isite forms for the theming. **

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

No additional details available.

7. Pause Screen

C208015: The Level button navigates to the level select screen

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I have accessed the pause menu via the gameplay component
When I click on the level select button
Then the level select screen is displayed

C208016: The Replay button starts the same level from the beginning

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am playing the game
When I press the pause button
And I press the Replay button
Then the game is restarted at the beginning of the level

C208017: The Resume button resumes all gameplay and audio

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Audio is toggled on

Steps

Given I am on the pause menu, accessed at the game-play component
When I click on resume
Then the game resumes
And any game audio is resumed

C208719: The Pause screen displays all expected elements

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am playing the game
When I click on the pause button
Then the Resume button is displayed
And the Restart button is displayed
And the Settings button is displayed
And the Home button is displayed
And the Audio Toggle is displayed
And the How-To-Play button is displayed

8. Results Screen

C208002: The Results screen is displayed upon game completion

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am playing the game
When I complete the game / level
Then the game / level results screen is displayed

C208003: The Results screen displays all expected elements

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the Results screen
Then the Restart button is displayed
And the Continue button is displayed
And the Pause button is displayed

C208724: The results of the game-play are output to the results screen correctly

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

The game component has some form of data which is displayed on the results screen

Steps

Given i am playing the game
When i complete the game
And there is data to pass to the results screen e.g. Collectibles, distance traveled, score
Then the data is passed to the results screen
And the data is correct

C208741: Verify that results title image is shown as per UX**

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

No additional details available.

C208744: The text displayed on the results screen makes use of the correct font styles

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the results screen
And there are text based elements
Then the Font size is *Find required size*
And the Font family is *Find defined family*
And the Font colour is *Find defied colour for theme*

C211817: The Continue button navigates to the appropriate screen

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am on the results screen
When I click on the continue button
Then the home screen is loaded

9. General Accessibility

C208068: The game does not flicker

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Give I launch the game
When the game is loaded
Then there are no graphical interruptions
And I click on the play button
Then select a character / level
And click to play the game
Then there are no graphical interruptions during gameplay

C211818: Gel buttons are compatible with native accessibility settings

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I enable accessibility settings on my device/browser
When I play through the game
Then all gel-buttons are accessible with tabbing
And the correct Voice-Over is used for each respective button

C211881: There is VO for each character / level on the select screens

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given VO is turned on Via Native Accessibility settings
And I am on the selection screen
When I click on the 'next' button
Then the name of the next character / level is read out by the VO

10. Performance

C208019: Audio Monitoring

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I am playing the game

Expected Result

Then there are no anomalies in the audio; glitching, breaking up, interrupted audio

C208020: Video Trigger

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

When I play the game

Expected Result

Then any videos / game segments are triggered at the right time & there is no replication

C208021: Video Monitoring

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

When I am playing the game

Expected Result

Then there are no video anomalies; Glitching, animation, loss of frame rate, tearing / blocking

C208022: Audio Triggers

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

When I am playing the game

Expected Result

Then audio events are triggered at the correct times; includes voice overs & sound effects

11. Mobile Browsers

C208047: Game launch holding device in Portarit mode

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Given I am holding the device in Portrait mode & the portrait mode is active

Steps

When I launch the game

Expected Result

Then the game does not load
And the 'rotate device' prompt screen is displayed

C208048: Game launch holding device in landscape mode

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Given I am holding the device landscape
And the landscape view is active

Steps

When I launch the game

Expected Result

Then the game is loaded successfully

C208049: Orientation change- portarit to landscape

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Given I am holding the device in portrait mode
And portrait mode is active

Steps

When I rotate the device to be in landscape mode

Expected Result

Then the rotate device screen is no longer displayed
And the game is displayed successfully

C208050: Orientation change-Landscape to portarit

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Given I am holding the device landscape
And the landscape view is active

Steps

When I rotate the device to be portrait

Expected Result

Then the game-play should stop
And the rotate device prompt screen should be displayed

C208051: The rotate device message appears in all game screens

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Given I am playing the game

Steps

When I rotate the device from landscape to portrait

Expected Result

Then the gameplay and audio stops
And the rotate device prompt screen is displayed

C208052: The rotate device message still appears when showing the keyboard (by invoking the URL bar)

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Give I am playing the game
And the device is in landscape mode

Steps

Step	Expected Result
1 When I rotate the device to be portrait	Then the rotate device prompt screen is displayed
2 And I invoke the browser UI	Then the rotate device prompt screen remains displayed And the keyboard is displayed on screen

C208027: Minimizing the browser causes the gameplay to pause

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

Given I am playing the game
if it doesnt use phasor need to test

Steps

Step	Expected Result
1 When I minimize the current browser	Then all gameplay is stopped
2 And I reopen the same browser	Then all gameplay is resumed
3 And I open a new tab in the current browser	Then all gameplay is stopped
4 And I navigate back to the tab with the game active	Then all gameplay is resumed

C208031: Device / OS specific input gestures are ignored during gameplay, unless explicitly supported

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

No additional details available.

C208032: Device / OS specific input gestures are ignored on the rotate screens, unless explicitly supported

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

No additional details available.

C208037: Keep the device idle for some time with game play in progress

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Expected Result

Screen renders properly and Game play continues.

12. Assets

C208046: All the images and buttons should be displayed as expected

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given I load the game
When I progress through the game
Then all assets e.g. buttons, should have themed skins
And there should be no visual issues

C211726: Assets are configurable and have not been hard coded in the game component

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Given i am playing them game with Theme 1
Then the assets being displayed are in-line with the documentation provided by the agency
And i launch the game with Theme 2
Then the assets being displayed are different to the assets displayed in Theme 1 (unless documented otherwise)
And the assets are in-line with the documentation provided by the agency

C208736: The main background music for each theme is different

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Give I have played the game with theme 1
When I play the game using theme 2
Then the audio being played is noticeably different

C211820: The Voice Over for each accessible element is different for each theme (if applicable)

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

The game has customized Voice-Over

Steps

Give I play though the game with theme 1
When I tab through the gel-buttons
Then the Voice-Over being used

13. Vision Pillar

C211822: All game play elements are represented in the HTML with labelling that screenreaders can read

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

- Voiceover (or similar) enabled on a device (pc/android/ios)

Steps

Step	Expected Result
1	Given I have the native voice over accessibility feature enabled
2	When I select a button/element
3	Then the audio should describe what the button or element does

C211823: All of the game is accessible to players with vision impairments and can be completed with audio only.

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Step	Expected Result
1	Given I have the native voice over accessibility feature enabled
2	When I attempt to play the game/experience/app And the screen brightness is turned down so I cannot see
3	Then I am able to complete the game/experience/app with audio cues only

14. Motor Pillar

C211830: Users are able to play the game and navigate all menus via touch only

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

- C203456 has been completed
- A device with a touchscreen

Steps

Step	Expected Result
1	Given I am on a device
2	When I play the game with my devices touch screen
3	Then I am able to complete the game/experience/app with my touch screen device

C211831: Users are able to play the game and navigate all menus via mouse only

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

- C203457 has been completed
- A device with a mouse

Steps

Step	Expected Result
1	Given I am on a PC
2	When I play the game/experience/app with a mouse
3	Then I am able to complete the game/experience/app with my mouse

C211832: Users are able to play the game and navigate all menus via keyboard only

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

- C203458 has been completed
- A device with a keyboard

Steps

Step	Expected Result
1	Given I am on a PC
2	When I play the game/experience/app with a mouse
3	Then I am able to complete the game/experience/app with my keyboard

C211833: An auto scan feature means one-switch external control can be used to play the game and navigate the menus.

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

- A device with a keyboard
- Auto-scan enabled

This is for users using a single button, the software scans all tags, and when it says the tag the user requires, they can select it with the single button they are using.

Steps

Step	Expected Result
1	Given I am on a device with auto-scan enabled
2	When I hear the correct button I want to click in the game/experience/app
3	Then I am able to hear and select it

15. Cognitive Pillar

C211826: Difficulty settings progress automatically

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

This is hard to test, but you should find the first level easiest and you should need more skill to complete subsequent levels.

Steps

Step	Expected Result
1	Given that I am playing the game/experience/app
2	When I progress onto a new level
3	Then the game/experience/app get's harder in a linear fashion

C211827: Difficulty can be controlled within the game

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

This can be a setting, or can be to do with the level select screen.

Steps

Step	Expected Result
1	Given I navigate to the game/experience/app
2	When I look for a difficulty setting
3	Then I am able to change this setting And it follows through to the game/experience/app

C211828: All games that rely on learned behaviours to progress include a 'no-fail' mode. This mode could be a tutorial level, encouragement to try again or non-ending play.

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Step	Expected Result
1	Given I am learning on the game/experience/app tutorial level
2	When I start to play
3	Then I should not be able to fail this level

C211829: User is not able to die throughout the entire game/experience/app

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Step	Expected Result
1	Given I have completed the tutorial level
2	When I am not able to complete the game/experience/app successfully
3	Then I should not be able to die/fail

16. Hearing Pillar

C211824: Visual support is displayed for all game information

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Steps

Step	Expected Result
1	Given I am hard of hearing
2	When I hear audio prompts
3	Then there is relevant subtitles for that audio

C211825: Haptic feedback is used on mobile devices as additional feedback

Type	Priority	Estimate	Milestone
Other	4 - Must Test	None	None
References	Automation Type		
None	None		

Preconditions

- A mobile device
- Not all browsers support this, currently not a requirement by UX.

Steps

Step	Expected Result
1	Given I am playing the game/experience/app on a mobile device
2	When I perform an action in the game/experience/app
3	Then I am provided with haptic feedback for that action