

**Table A - Manual Tests**

Test No.	Test Description	Expected Outcome	Actual Outcome	Success?	Testing Type	Comments	Associated Requirement(s)
1	Click on "New Murder"	Game begins, launches title sequence	Game begins, launches title sequences	Yes	Blackbox, Acceptance		2, 2a
2	Click on "Quit"	Game Quits	Game Quits	Yes	Blackbox		
3	Click on "Tutorial"	Tutorial panel displays over the main menu	Tutorial panel displays over the main menu	Yes	Blackbox, Acceptance		2, 2a, 3, 3a
4	Click back whilst in the Tutorial Screen	Tutorial panel closes, game returns to main menu	Tutorial panel closes, game returns to main menu	Yes	Blackbox		
5	Player chooses a detective	Game loads the game with the player as the chosen detective	Game loads the game with the player as the chosen detective	Yes	Blackbox, Acceptance		4, 4a
6	Press left arrow key	Detective moves left on the screen	Detective moves left on the screen	Yes	Blackbox		
7	Press right arrow key	Detective moves right on the screen	Detective moves right on the screen	Yes	Blackbox		
8	Player clicks on chalk outline clue - check that it is added to the Inventory. Check that the Victim is added to encountered characters.	A description and image of the clue appears on the screen. Clue is added to the Inventory. Victim is added to encountered characters.	A description and image of the clue appears on the screen. Clue is added to the Inventory. Victim is added to encountered characters.	Yes	Blackbox, Whitebox, Acceptance		6
9	Player tries to leave first screen boundary without collecting the "Chalk outline"	The player is obstructed and cannot leave the screen boundary.	The player is obstructed and cannot leave the screen boundary. The user is prompted to click the chalk outline	Yes	Blackbox, Acceptance		6a
10	Player tries to leave first screen after collecting	The screen changes to the lobby.	The screen changes to the lobby.	Yes	Blackbox, Acceptance		5, 5c, 6a

	"Chalk outline"						
11	Player clicks on a character for first time - check that interactions happen and Character is added to the Encountered Characters list.	The speech options open, with the character giving a brief description of themselves. Character is added to the encountered Characters list in the Inventory.	The speech options open, with the character giving a brief description of themselves. Character is added to the Encountered Character list in Inventory.	Yes	Blackbox, Acceptance		8a, 8b, 9a, 9c
12	Player opens notebook before collecting a clue	The notebook shows an undiscovered clue.	The notebook shows an undiscovered clue.	Yes	Blackbox, Acceptance		6, 6c, 7, 7a, 17
13	Player opens notebook after collecting a clue. Check notebook buttons now contains the discovered clue.	The notebook shows the collected clue in a space which previously had an undiscovered clue.	The notebook shows the collected clue in a space which previously had an undiscovered clue.	Yes	Blackbox, Acceptance WhiteBox		6, 6c, 7, 7a
14	Player clicks on a discovered clue in the notebook	A description of the clue appears in the notebook along with an image of the clue and its name.	A description of the clue appears in the notebook along with an image of the clue and its name.	Yes	Blackbox, Acceptance		6c, 7, 7a
15	Player opens notebook before talking to a character for the first time	The character is not in the notebook	The character is not in the notebook	Yes	Blackbox, Acceptance		7, 7a
16	Player opens notebook after talking to a character for the first time	The character is in the notebook	The character is in the notebook	Yes	Blackbox, Acceptance		7, 7a
17	Player clicks on a discovered character in the notebook	A description of the character appears in the notebook along with an image of the clue and its name.	A description of the character appears in the notebook along with an image of the clue and its name.	Yes	Blackbox, Acceptance		7, 7a
18	Player presses "Next	The clue cycles to the next	The clue cycles to the next	Yes	Blackbox,		8, 8b, 9, 9a

	Clue" whilst interacting with character	one, displayed between "Next Clue" and "Prev Clue"	one, displayed between "Next Clue" and "Prev Clue"		Acceptance		
19	Player presses "Prev Clue" whilst interacting with character	The clue cycles to the previous one, displayed between "Next Clue" and "Prev Clue"	The clue cycles to the previous one, displayed between "Next Clue" and "Prev Clue"	Yes	Blackbox, Acceptance		8, 8b, 9, 9a
20	Player questions using one of their detective's personality traits - Check correct responses from text files	The question relating to the trait is asked and an appropriate response is given	The question relating to the trait is asked and an appropriate response is given	Yes	Blackbox, Acceptance, Whitebox		8, 8b, 9, 9a, 9c, 9d
21	Player leaves a screen boundary other than the first screen, kitchen or recording studio	The screen changes to that of the correct room according to the map	The screen changes to that of the correct room according to the map	Yes	Blackbox, Acceptance		5, 5c
22	Player clicks on the door to the recording studio whilst in the bar.	The screen changes to the recording studio	The screen changes to the recording studio	Yes	Blackbox, Acceptance		5, 5c
23	Player clicks on the exit door whilst in the recording studio	The screen changes to the bar.	The screen changes to the bar	Yes	Blackbox, Acceptance		5, 5c
24	Player attempts to walk out of the screen boundary whilst in the recording studio	The player is obstructed and can't leave the room	The player is obstructed and can't leave the room	Yes	Blackbox, Acceptance		5, 5c
25	Player clicks on the door to the kitchen whilst in the cafe.	The screen changes to the kitchen	The screen changes to the kitchen	Yes	Blackbox, Acceptance		5, 5c
26	Player tries to walk out of the left hand side of the screen whilst in the kitchen	The player is obstructed by a wet floor sign and can't leave the room	The player is obstructed by a wet floor sign and can't leave the room	Yes	Blackbox, Acceptance		5, 5c

27	Player tries to walk out of the right hand side of the screen whilst in the kitchen	The screen changes to the cafe	The screen changes to the cafe	Yes	Blackbox, Acceptance		5, 5c
28	Player clicks on the pause icon	The game pauses and the pause overlay appears. Also the background is dimmed.	The game pauses and the pause overlay appears. Also the background is dimmed.	Yes	Blackbox, Acceptance		15, 15a, 16, 16a, 16b
29	The player clicks the "Resume" button whilst the game is paused	The game is unpaused and the pause overlay is removed. The background brightness reverts to its original state.	The game is unpaused and the pause overlay is removed. The background brightness reverts to its original state.	Yes	Blackbox, Acceptance		15, 15a, 16, 16a, 16b
30	The player clicks on an undiscovered character in the notebook	Nothing happens. Button cannot be pressed.	Nothing happens, button cannot be pressed.	Yes	Blackbox, Acceptance		7, 7a
31	The player clicks on a discovered character in the notebook	The character's name description and picture appears in the notebook	The character's name description and picture appears in the notebook	Yes	Blackbox, Acceptance		7, 7a
32	The player clicks on the map icon	The map overlay appears, the game is paused and the background is dimmed	The map overlay appears, the game is paused and the background is dimmed	Yes	Blackbox, Acceptance		5, 5a, 5c
33	The player clicks on a room button in the map overlay	The screen changes to the background of the room corresponding to the button	The screen changes to the background of the room corresponding to the button	Yes	Blackbox, Acceptance		5, 5a, 5c
34	Player questions using one of their clues	The question relating to the clue is asked and an appropriate response is given	The question relating to the clue is asked and an appropriate response is given	Yes	Blackbox, Acceptance		8, 8b, 9, 9a, 9c, 9d
35	Player accuses the murderer with the murder weapon and motive clue	The murderer responds by admitting to the murder and the end-game sequence begins	The murderer responds by admitting to the murder and the end-game sequence begins	Yes	Blackbox, Acceptance		10, 10a, 10b, 12a, 12b

36	Player accuses the murderer without the murder weapon and/or motive clue.	The murderer rejects the claim and the speech overlay is closed.	The murderer rejects the claim and the speech overlay is closed.	Yes	Blackbox, Acceptance		10, 10a, 10b, 12, 12b
37	The player attempts to talk to a character straight after accusing them unsuccessfully	Nothing happens	Nothing happens	Yes	Blackbox, Acceptance		10b, 11, 11a, 12, 12b
38	The player attempts to talk to a character after accusing them and then finding another clue	The speech options open	The speech options open	Yes	Blackbox, Acceptance		9, 10b, 11, 11a, 12, 12b
39	The player clicks on a clue - check it is added to the inventory.	An overlay opens with the clue's description, picture and name and the clue is removed from the environment, The clue is added to the CollectedClueNames in Inventory.	An overlay opens with the clue's description, picture and name and the clue is removed from the environment. The clue is added to the CollectedClueNames in Inventory.	Yes	Blackbox, Acceptance		6, 6a, 6c
40	The player finishes a game and begins a new game which they also finish	The player's inventory is cleared, clues are randomly selected and distributed and the murderer and victim are randomly chosen at the start of the new game and are different in some way during the second playthrough	The player's inventory is cleared, clues are randomly selected and distributed and the murderer and victim are randomly chosen at the start of the new game and are different in some way during the second playthrough	Yes	Blackbox, Acceptance		1, 1a, 17, 18, 19

**Table B - Unit Testing**

Many of the Unit test Scripts contain a setup method which is run before each of the individual tests is run itself. This has been omitted from the following table as it is not a test itself but aids the simplicity of the other tests.

<u>Script</u>	<u>Test</u>	<u>Description</u>	<u>Requirement</u>	<u>Pass/Fail</u>	<u>Comments</u>
StoryTest	CharacterInfoErrorTest	Tests that the characterInfo cannot be obtained for a null character name		Pass	
	TestStoryCreation	Tests that the story object is not null after the setup has taken place		Pass	
	WeatherInitTest	Tests that the weather has been initialised correctly		Pass	
	GetTraitStringTest	Tests that traits can be loaded for all possible values without throwing an error but does throw an error for an invalid index	4	Pass	
	GetDetectiveTest	Tests that the detective is not null		Pass	
	CharactersLoadedTest	Tests that all the characters in the game have been loaded into the story component		Pass	Parameters would need to be extended if more characters were allowed into the game
	VictimLoadedTest	Make sure a victim has been assigned for this instance of the game		Pass	
	MurdererLoadedTest	Make sure a murderer has been assigned for this instance of the game		Pass	
	GetRandomAliveCharacter	Test that this method does not return a null object		Pass	
	IntroLoadingTest	Tests that the intros are loaded correctly without throwing an error		Pass	Parameters would need to be changed if more intro's are added
	Intro1LoadingTest	Tests if the very first intro can be loaded		Pass	

	CharacterInRoomTest	Tests that there can't be a character in a bad room index		Pass	
BarTest	SoundTest	Checks the sounds play for all buttons in the bar		Pass	
CharacterTests	InitTest	Makes sure the characters parameters are initialised correctly		Pass	
	NotVictimAndMurderer	Tests that the selected character cannot be both the murderer and also the victim		Pass	
	SpriteTest	Tests that the sprite is not null for the character		Pass	
ClueTests	DisplaysClueInfoTest	Tests that the information of the clue is displayed correctly	6	Pass	
	InitTest	Tests the parameters of the clue have been instantiated correctly		Pass	
	NotWeaponAndMotive	Makes sure the clue cannot be both Motive and also the murder weapon		Pass	This could be subject to requirements change in the future
DetectiveTests	AddVisitedRoomTest	Tests the adding of a visited room to the players list of visited rooms		Pass	
	WalkInTest	Tests the various methods of the players "walk in" to a new scene for exceptions		Pass	
GameOverTests	GameOverTest	Tests if the GameOver function operates as should and doesn't throw an exception	12	Pass	
HUDControllerTests	DisplayTextTest	Tests if the text is displayed on the screen when called without throwing an exception		Pass	
	HidePanelTest	Tests that the HUD panel is hidden correctly		Pass	
	ShowPanelTest	Tests that the HUD panel is shown correctly		Pass	
ImportSpeechTests	ActualStartTest	Tests that the Start method calls without throwing		Pass	

		an exception			
	NextLineTest	Tests the function to get the next line of speech		Pass	
	SetBranchTest	Ensures an empty branch can't be set		Pass	
InventoryTests	CollectedClueTest	Tests that a clue can be added to the inventory without erroring and a clue cannot be added twice	6, 7	Pass	
	EncounterTest	Tests the adding of a character to the encountered characters after speaking with them (or picking up the chalk outline)	8, 9	Pass	
MapControllerTests	LoadSceneTest	Tests for each possible room that the method does not throw an error		Pass	
	UpdateMapButtonsTest	Tests that this method does not throw an error		Pass	
RoomControllerTests	RoomControllerTest	Tests that the player can progress past the edge of the screen to the next scene	5	Pass	
SceneTransitionsTests	OnMouseDownTest	Tests that the Scenetransition reacts correctly to the mouse down event		Pass	
	ReturnToMainMenuTest	Tests that the program returns to the main menu after this method is called		Pass	
	StartSceneTransitionTest	For each scene index in the game test the scene can switch to it		Pass	
SpeechHandler	AccuseTest	Tests that the accuse test does not throw an error	10	Pass	
	turnOffSpeechUITest	Tests that the speech UI can be turned off without throwing an exception		Pass	
	turnOnSpeechUITest	Tests that the speech UI can be turned on without throwing an error		Pass	