

Idenitifer/Description	Category	Steps followed	Expected Outcome	Actual Outcome	Pass/Fail
Manual Test 1 Customer class - render the top half of their body and the bottom half of the body together	Drawing of the graphics in the correct place for customers	1) Start the game 2) Click on "New Game" 3) Select any game mode	It is expected that you will see at least one customer entering the restaurant facing the correct direction, starting in the correct place and ending in the correct location. These graphics should be smooth and accurate.	After following the steps the customer moved into the game in the right location as expected. It followed the correct path and looked very smooth	Pass
Manual Test 2 Cook class - render the top half of the cook body with the bottom half of the cook body using the correct textures	Drawing of the graphics in the correct place for cooks	1) Start the game 2) Click on "New Game" 3) Select any game mode	It is expected that you will see all three chefs matched with their correct top and bottom halves standing in the kitchen in their location and moving a pair of graphics it should be smooth and you should not be able to tell that they have been drawn separately.	The chefs move as a collective and run smoothly. Each body match with the correct legs the graphics are clear as to what they are. They are each drawn in their correct starting locations for the start of the game.	Pass
Manual Test 3 CustomerController class - look at updating the customer so that they are travelling in the correct direction.	Ensuring that the movement of the customers is correct as they moving in and out of the restaurant.	1) Start the game 2) Click on "New Game" 3) Select any game mode 4) Watch the customer arrive 5) Serve the customer 6) Watch the customer leave	It is expected that the customer will walk in on the left side of the walkway. Once it reaches in line with the counter it will face the counter. Finally, once it has been served it will leave via the other side of the walkway and will disappear once it reaches the end of the restaurant.	The customer moves in on the left hand side of the walkway and progressively moves towards the till until it gets there and places its order. Once it has received the order it requested it moves in the other direction towards the door before disappearing when it reaches it	Pass

Manual Test 4 Recipe class - displaying the recipe of the order that the customer has made once they have arrived at the till	Ensure that the graphics of the game are displayed as expected	1) Start the game 2) Click on "New Game" 3) Select any game mode 4) Watch as the customer arrives 5) Ensure order is displayed correctly.	Once the customer has arrived at the till, it is expected that the user will be able to see the order that the customer has demanded and it will be in the form of steps to make it	As the customer reached the till a visual step by step instruction could be seen in the bottom left corner. There were both pictures along with words in order to ensure there is clarity	Pass
Manual Test 5 LeaderBoardSelect class - displays a selection of options to take you to leaderboards	Ensure multipul LeaderBoards for diffrent difficulties	1) Click Leaderboards 2) Click a difficulty 3) Click esc 4) select another difficulty	It is expected that the button takes you to a menu page with every gamemode on once a gamemode is clicked displays information from that game once exited it takes you back to the main page when another gamemode is selected displays a different leaderboard	There are differnet buttons for diffrent game modes they lead to the correct leaderboards	Pass
Manual Test 6 LeaderBoard class - displays and saves player data	ensure all player data is saved and shown	1) start new easy game 2) serve all customers	On complition off the game it should take you to a leader board showing you the time you got when performed and when ever going back onto the easy leader board should show that player data	Everything went as expected	Pass
Manual Test 7 Framerate Test - Check the framerate of the game	Ensure that the game is smooth and the framerate is accurate	1) Open the GitHub repository 2) Open up the Desktop Launcher 3) Check the framerate set	We expect the framerate for the game to be at least 30fps in order to ensure that all of the graphics are smooth	The framerate is set to 60fps which is double the minimum therefore is better that expected	Pass

Manual Test 8 Platform availability test - Check that the game runs on all platforms as expected	The game can run on both Linux and Windows	1) Open the GitHub repository 2) Choose most recent release 3) Download each file for the corresponding OS and try the game on both platforms	Expect the game to run smoothly with no errors on either platform. It should not crash under any input and run exactly the same on both platforms.	The game has ran in exactly the same way on both platforms without any errors or crashing. We have tested this consisten- tly to ensure there are no anomalies	Pass
Manual Test 9 Documentation test - Check it is easy to download and play the game	The user can easily download and play the game	1) Open GitHub 2) Read the "README.md document 3) Check you can downloa d and play the game using this	Expect the game to be successfully downloaded and completely in a playable state from the first download.	The game was down- loaded successfully and ran as expected.	Pass
Manual Test 10 Tooltip Test - Check that tips appear on the screen when you play to remind you of the controls	The game is playable by a new user with minimal stress	1) Start the game 2) Click on "New Game" 3) Select any game mode 4) Go near any station and ensure that the tooltip pops up to help with the correct instruction	Expect that whenever you take a chef near anything that is possible to interact with a tip comes up on the screen to help the user understand how to interact with it	The tooltip came up in the ciorrect location and gave the correct instruction to help instruct the user how to interact.	Pass
Manual test 11 - displays the timer and the reputation points	timer and reputaion points user requirements	1) start new game on easy mode 2)wait until 3 customers leave	Expect for customers to leave at the same intervals and for the timer to go up at the same interval. when ever a customer leaves the reputation point should go down and when there are non left the game should end	As expected	Pass

Manual Test 12 - Displays the tutorial text and shows different elements in the game	Drawing the graphics for tutorial texts	1) Start the game 2) Click on "New Game" 3) Select any Tutorial	It is expected to have the tutorial text show on the screen with the camera position shifting to show what the tutorial is explaining	The tutorials run smoothly with cameras adjusting to the chefs or the customers when explaining. Using the tab button the user can skip to the next instruction	Pass
Manual Test 13 - Displays the LoadScreen with all the saved game files	Displaying the correct elements in the screen	1) Start the game 2) Click on "Load Game" 3) Select any Saved games (If there is any)	If there are games that are saved successfully it is expected to have the saved games as textbuttons where the user can click and continue to play the game they saved	The game successfully displays the saved games and clicking them successfully enters the saved game	Pass
Manual Test 14 - Displays the MainScreen with different options	Displays textbuttons buttons in accordance to different Screens	1) Start the game	If the MainScreen is loaded up correctly then it will show the different screens, Main, audio, leaderboard, newgame, loadgame	The screen successfully displays the different buttons and clicking them successfully leads them to the option that the user chose	Pass
Manual Test 15 - Spawning the correct number of chefs	Ensures that three chefs are spawned for each game mode	1) Start the game 2) Click "New Game" 3) Chose any game mode	If the game mode is loaded up correctly it should have three chefs spawned in the kitchen	The game mode we chose successfully loaded up and it displayed three chefs in the kitchen	Pass
Manual Test 26 - Display of the screen resolution with accordance to the screen size	The relationship between screen resolution and the screen size	1) Choose a bigger monitor size 2) Start the game 3) Check for any problems with the screen resolution 4) Restart the game but on a smaller screen	If the game is loaded correctly then it will have no issues with the screen resolution	The game was loaded successfully and the screen resolution were displayed clearly in different screen sizes	Pass

Manual Test 16 - Displays a new Game Screen for the saved game	Ensures that the Game Screen is loaded up with the right saved values	1) Start the game 2) click on "Load game" 3) select one of the saved files	If the game is loaded correctly if the game screen will start up with the saved values and proceed from the point it was saved	The saved game was loaded successfully with all the saved values such as the money, power ups, start time, current wave of the customer, etc	Pass
Manual Test 17 - seeing serving station works	ensure the stations work as intend and that serving customers work as intended	1) start new easy game 2) Interact with the customer 3) make the chosen menu item 4)give the customer the wrong item 5)give the customer the menu item	It is expected that the menu item asked is completely random. You can place the wrong menu item on but nothing will happen you can pick it back up after. once the correct item is placed the customer shall leave and the item will be deleted	As expected	pass
Manual Test 18 - seeing preperation station works	ensure the stations work as intend	1) start new easy game 2) try make every menu item using passed ingerdients 3) try make menu items with failed ingerdients	Its expected that using only passed items and right items that a menu item will be crafted	As expected	pass
Manual Test 19 - seeing frying station works	ensure the stations work as intend	1) start new game 2) make a patty and play the minigame correctly 3)make a patty and let the timer run out	It is expected that a passed minigame (flipped and under timer) gives a cooked burger and that a timer run out failed minigame and gives a burned burger.	As expected	pass

Manual Test 20 - seeing cutting station works	ensure the stations work as intended	1) start new game 2) cut every cuttable ingredient twice 3) try cut non cuttable ingredients	It is expected that on the first cut minigame is passed and on the second cut minigame is failed. Non cuttable items won't be able to be placed. It's also expected failed cut and raw ingredients have different images	as expected	pass
Manual Test 21 - seeing baking station works	ensure the stations work as intended	1) start new game 2) bake every bakeable item and take off before failure 3) bake every bakeable item and leave on till burn 4) try and place un-bakeable items	It's expected that the station only lets bakeable items to be placed on it and that once on it has two states cooked or burned depending on amount of time left it's expected raw cooked and burned Textures are all different	as expected	pass
Manual Test 22 - seeing Ingredient station works	ensure the stations work as intended	1) start new game 2) take a item from every ingredient station	It's expected that the station lets you take as many items as wanted and that only the item it displays can be taken	As expected	pass
Manual Test 23 - buying back stations	ensure the stations work as intended	1) start new game 2) earn enough money to buy back a station 3) buy back a station 4) repeat 2 and 3 till complete	once a station has been bought back should change texture and money should be taken off the user	As expected	pass
Manual Test 24 - Displaying all the elements for the game screen	Ensures that the game screen displays all the variables to play the game	1) Start the game 2) Click "New Game" 3) Chose any game mode	The expected outcome was all the stations, chefs, customers, ingredients and the texts such as time, reputation, money, served texts are displayed in their correct positions	The game successfully displayed all the variables to play the game	Pass

Manual Test 25 - render in game screen	Rendering the game every frame to get the necessary updates	1) Start the game 2) Click "New Game" 3) Chose any game mode	The game will render every frame to show the cook and the items his holding. Also it will show the camera movement and the time updating	As expected	Pass
Manual Test 27 - Checking if the cooks can change	Ensure that the user can switch cooks	1) Start the game 2) Click "New Game" 3) Chose any game mode 4) Press tab to switch between cooks	If the game is loaded correctly then it will allow the user to switch between cooks using the tab key	As expected	Pass
Manual Test 28 - Checking if the customer is arriving and leaving correctly	Ensure that customers leave correctly and arrive correctly	1) Start the game 2) Click "New Game" 3) Chose any game mode	If the game is loaded correctly then the customers will arrive in groups of one, two or three depending on the what game difficulty the user selected. The customers will also leave as soon as their wait time goes over the limit.	The customers came arrived in correct number of groups, one for easy mode, two for medium and three for hard.	Pass
Manual Test 29 - Checking if the user can exit the game while playing	Ensure that there is a function for the user to leave the game	1) Start the game 2) Click "New Game" 3) Chose any game mode 4) Click settings button 5) Click exit to main menu	The game will pause when the user click the settings button and there will be a button "exit to menu"	During the game we clicked on settings buttons and then clicked on exit to menu which led us to the main menu	Pass
Manual Test 30 - Settings menu	Ensure that the game allows user to change the attributes in settings during the game	1) Start the game 2) Click "New Game" 3) Chose any game mode 4) Click settings button	The game will pause when the user click the settings button and there will be a button "audio" so that the user can adjust the volume during the game	During the game we clicked on settings buttons and then clicked on audio button which allowed us to change the volume	Pass
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