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Gameplay Test Cases for Trash Dash

Uken Games QA Engineer Challenge

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- All Tests are run by Aswad Mirza
- Tests are done on a Lenovo G5-70 laptop
- Specs can be found on <https://www.lenovo.com/ca/en/laptops/lenovo/g-series/g50-70/>
- All test cases are based on the Gameplay loop for the game Trash Dash.
- Prerequisites for all steps is that the game is running, and the player hit “Run!” on the main menu

Test ID	Component	Description	Pre-Requisites	Test Steps	Test Data	Expected Result	Actual Result	Status
1	Gameplay	Checking if the player can collide with enemies	Player has some life remaining, and enemies are present	1.Using the left or right arrow keys. Put the player in front of an enemy or object. 2. Let the player collide with object.	Inputting left or right arrow keys	The player will collide with enemy, and health will be reduced	Player collided with enemies and health was reduced.	Pass
2	Gameplay	Verify that the players count of fishbones increase when grabbed.	Player is alive and has sufficient health	1.Using the left or right arrow keys, put the player in front of fishbones. 2. Let the player collide with fish bones	Inputting left or right arrow keys.	The player will collide with fishbones and count increases	Player collided with fishbone, and count of fishbones increased.	Pass
3	Gameplay	Ensure that the player cannot move out of bounds.	Player is alive and has sufficient health	1.Using the left or right arrow keys put the player against the wall on either the left or right side. 2. Using the appropriate arrow key try and move the player into a wall	Mashing the left or right arrow keys	The player will not pass through the wall.	Player was not able to pass through the walls	Pass
4	Gameplay	Ensure that the player's post-hit invincibility prevents damage.	Player has taken damage, and is still alive	1.Get the player hit by an enemy. 2. Using the left or right arrow keys move the player in front of another enemy or object	The left or right arrow keys	The player will pass through the object or enemy unscathed.	Player did not collide with any additional hazards during post hit invincibility	Pass

				during “invincibility”				
5	Gameplay	Ensure the player can jump over small objects or enemies	Player is alive	1. Find a traffic cone, or low gate object or rat and place the player in front of them using the left or right arrow key. 2. Have the player jump at the appropriate time to avoid damage.	Left or right arrow keys for changing lanes and Up arrow key for jumping.	The player will jump over enemies unscathed	The player was able to jump over the rat, the gate, and the traffic cones.	Pass
6	Gameplay	Ensure the player cannot jump over large objects or enemies	Player is alive	1. Find a large hazard such as the dog, garbage cans, compost bins, medium blockades, and large blockades 2. Using the left or right arrow keys have the player move in front of the hazard and attempt to jump using the up-arrow key.	Left or Right arrow key for changing lanes and Up arrow key for jumping	The player will not be able to jump over the enemies and take damage	The player was not able to jump over the dog, garbage cans, compost bins, medium blockades, and large blockades and took damage.	Pass
7	Gameplay	Ensure the player can duck under tall gates	Player is alive	1. Find a tall gate. 2. Hit the down arrow key just before colliding to duck under it	Down arrow key for ducking	The player will duck under the gate and not take damage	The player was able to duck under the high gate and not take any damage.	Pass
8	Gameplay	Ensure the player cannot avoid damage	Player is alive	1. Move in front of every hazard that is NOT the tall	Left or right arrow key	The player will take damage from	The player collided and took damage from ducking into all	Pass

		by ducking into inappropriate objects		gate using the left or right arrow keys. 2. Use the down arrow key to duck just before colliding	for changing lanes and down arrow key for ducking	trying to duck into inappropriate objects	hazards that were not the tall gate hazard	
9	Performance	Verify that the game does not slow down frames upon hit	Player is alive	1.Move in front of an enemy or object using the left or right arrow keys. 2.Allow the player to collide with hazard. 3. Observe the environment around the player	Left or Right arrow keys for changing lanes	The game should not slow down frame rate upon hit	Collectables still rotated appropriately, and enemies did their animations and movement with no visual slowdown of frames.	Pass
10	Audio	Verify that audio effects play appropriately and with no distortion or delay.	Player is alive	1.Move in front of an enemy or object or collectables using the left or right arrow keys. 2.Jump to trigger the sound effect using the up-arrow key and duck using the down arrow key 3. Allow collision or actions and observe sound effect for distortion, delay or any other unwanted result.	Left or Right arrow key for changing lanes. Up arrow key for jumping, and down arrow key for ducking.	There should not be any distortion or delay with the audio playing.	There is noticeable distorting of sound effects and the background music when multiple effects are occurring at once.	Fail.

11	Gameplay	Ensure score and meter increment as the player continues moving	Player is alive	1. Allow the player to move through the game using the left, right arrow keys, and the up and down arrow keys. 2. Observe player score and meters	Left or Right arrow key for changing lanes. Up arrow key for jumping and down arrow key for ducking	Score and meters traveled should increment as the player moves	Score and meters travelled do increase in appropriate values as the player continues moving through the level	Pass
12	Gameplay	Ensure the player can lose by not having any health after 5 hits.	Player is alive	1. Allow the player to collide with objects as they appear in the game using the left or right arrow keys to change lanes. 2. Observe the player's health and ensure it decreases and the player loses with no health	Left or Right arrow key for changing lanes	The player should get a game over/lose after taking 5 hits of damage	The player lost by not having any health after taking 5 hits. Health decreased visually with each hit.	Pass
13	Gameplay	Ensure the player cannot buy a continue if there is not enough currency	Player is dead And has less than 3 currency	1. Click the currency button during a game over (the square button that asks for 3 currency)	Mouse clicks	The player should not be able to revive or continue	The player was unable to purchase a continue with no currency.	Pass
14	Gameplay	Verify the player can buy a continue if there is enough	Player is dead and has 3 or more currency	1. Click the currency button during a game over (the square button	Mouse clicks	The player should be able to purchase a	Player was able to buy a continue with enough currency. And currency	Pass

		currency and currency decrements		that asks for 3 currency)		revive or continue and have currency decrement.	decremented appropriately	
15	UI	Player can pause the game by hitting pause button and can resume playing or quit from pause menu.	Player is alive	1. Click the pause button during game session. 2. Click Resume and observe results 3. Pause game again 4. Click the Main Menu button	Mouse clicks	The player should be able to use the pause the game and be able to either resume or quit from the pause menu.	The player was able to pause the game, resume playing, and quit to the main menu successfully.	Pass
16	Gameplay	Player's score multiplier decreases on hit	Player is alive Player has accumulated at least a 2x score multiplier	1.Allow the player to collide with objects as they appear in the game using the left or right arrow keys to change lanes. 2. Observe the players score multiplier in the top left	Left or right arrow keys to change lanes	The player should be able to lose their accumulated score multiplier and it reverts back to 1x.	The player had a 2x score multiplier and upon taking a hit, had their score multiplier revert to 1x	Pass
17	Gameplay	Active missions update properly, can be claimed once completed, and new missions replace completed ones to reach 4 total missions	Player is alive Player has active missions.	1. Using the left or right arrow keys to change lanes. The up-arrow key for jumping, and the down arrow key for ducking. Try to complete any active missions.	Left or Right arrow key for changing lanes. Up arrow key for jumping and down arrow key	The player should be able to notice that missions are updated as tasks are done and is able to redeem completed	Missions updated as tasks were done, completed missions were redeemed for currency and were replaced with new missions to have 4 active missions at once. Currency updated appropriately.	Pass

				<p>2. Collide into hazards once tasks on missions are achieved. And click game over</p> <p>3. Observe progress of missions.</p> <p>4. Redeem completed missions and observe currency change, and new mission popup</p>	for ducking. Mouse clicks	missions for currency. Watch their currency increment and get a new mission to have a max count of 4 missions.		
18	UI	Player can quit game on game over and score is updated on leaderboard	Player is dead	<p>1. Click on the game over button.</p> <p>2. Observe leaderboard change.</p> <p>3. Click main menu</p> <p>4. Click leaderboard on main menu</p>	Mouse clicks for clicking buttons.	Player can go the main menu and observe their score on the leaderboard	Player was able to quit to the main menu and observed their score on both the leaderboard on the game over screen and on the leader board on the main menu	Pass
19	Gameplay	Ensure player can change lanes while jumping or ducking	Player is alive	<p>1. Jump using the up-arrow key</p> <p>2. Change lanes mid animation using the left or right arrow keys.</p> <p>3. Duck using the down arrow key</p> <p>4. Change lanes using the left or right arrow keys</p>	Left or Right arrow key for changing lanes. Up arrow key for jumping and down arrow key for ducking.	The player should be allowed to change lanes while in a particular animation to allow for fluent gameplay	Player can successfully change lanes when jumping or ducking.	Pass

20	Gameplay	Ensure powerups work as intended.	Player is alive	1. Press the left or right arrow keys to change lanes. The up-arrow key to jump, and the down arrow key to duck. And collect the magnet, 2x, and the star. 2. Observe the effects of the power up	1. Press the left or right arrow keys to change lanes. The up-arrow key to jump, and the down arrow key to duck.	The magnet should be able to collect fishbones from other lanes, the star should let the player not take any damage from hazards, and the 2x powerup should increase the multiplier of the players score	The magnet can collect fishbones from other lanes as intended. The star makes the player invincible. The 2x powerup increases the multiplier of the score. All powerups work as intended	Pass
21	Performance	Ensure there is no input delay When pressing controls.	Player is alive	1. Press the left or right arrow keys to change lanes. The up-arrow key to jump, and the down arrow key to duck. 2. Observe for any delay	Left or Right arrow key for changing lanes. Up arrow key for jumping and down arrow key for ducking.	There should not be any delay when inputting controls.	There is no delay when pressing controls	Pass