GUI Manual Test

Game

Select Button

Press the middlemiddle button
It changes color slightly, thus is selected, as Expected

Tested and works 27-10-2015.

Select Same Button/Deselect Button

Select middleRight button
Select middleRight button
It changes color back, thus is deselected, as Expected

Tested and works 27-10-2015.

Select Two Not Adjacent Buttons

Select topMiddle Button
Select buttomRight Button
topMiddle is deselected and buttomRight is selected, as Expected

Tested and works 27-10-2015.

Swap Row Buttons

Select topRight button
Select topMiddle button
Buttons change place, as Expected

Tested and works 27-10-2015.

Swap Column Buttons

Select middleMiddle
Select bottomMiddle
Buttons change place, as Expected

Tested and works 27-10-2015.

Three In a Row

Swap topLeft and middleLeft buttons
Three of the same color is in the top row
The game counts the buttons, and 173 gets added to "Total score", as Expected

Tested and works 27-10-2015.

Press Bonus Button No Stop Sign

Press Bonus button
Wait for "Last Factor" to update
0.3 gets added to "Last Factor", as Expected

Tested and works 27-10-2015.

Press Bonus Button, Stop Sign

Press Bonus button
Wait for "Last Factor" to update
1.68 gets added to "Last Factor", as Expected more than 0.3

Tested and works 27-10-2015.

EndRound at Bus Stop

Waiting for bus to arrive at bus stop
When it arrives, Endround-dialog comes up, with my summed up points 4437 * 1.56 = 6921
My name shows up in the highscore.

Tested and works 28-10-2015.

New Round After Stop

Bus drives away from bus stop
Score and Factor is reset.

Tested and works 28-10-2015.

High Score Activity

Return as Intended

Enter HighscoreActivity from menu.
Make sure that the return button takes you to menu again.
Enter HighscoreActivity from game (by waiting until round over).
Make sure that the return button takes you to the game again.

Tested and works 27-10-2015.

Menu

Return or Exit Button asks you to exit the application

Press return button or exit button in the menu, a window asking if you want to exit should appear.
Pressing ok should exit the application.
Pressing outside of the message box, on cancel or on the back button again should close the message box.

Tested and works 27-10-2015.

Menu buttons takes you to the intended activity

Press Play, BusWaitingActivity should start.
Press High Score, HighScoreActivity should start.
Press Tutorial, TutorialActivity should start.

Tested and works 27-10-2015.

Tutorial

Each tutorial page shows in the right order

Press tutorial from menu, the first tutorial page should appear.
Press next four times, each time the right tutorial page should appear.
Press back four times, the ordering of the tutorial pages should be the same (but backwards).

Tested and works 27-10-2015.

Return to menu as intended

Press back on the first page of the tutorial, you should return to the menu.
Press finish on the last page of the tutorial, you should return to the menu.
Press return button in the tutorial, you should return to the menu.

Tested and works 27-10-2015.

Tutorial start from the beginning, if exited from another page then start

Press next.
Press return button.
Press tutorial, the tutorial should start from the beginning.
Go to last page.
Press finish.
Press tutorial, the tutorial should start from the beginning.

Tested and works 27-10-2015.