**Functionality Testing**

# Purpose / Scope:

The functionality testing will validate the installation and execution of the project build. It intends to validate compatibility with the operating systems listed in the project scope, as well as various models of computers. The Functionality Test will also validate the program operates as a useable software package from start to finish.

# Configuration tested:

|  |  |
| --- | --- |
| Date test run: |  |
| Tester: |  |
| Operating System: |  |
| Game Build Version |  |

## Test Cases:

|  |  |  |
| --- | --- | --- |
| **Test Case** | **Expected Result** | **Pass/Fail** |
| Install Game | Windows folder available with executable File |  |
| Double Click Executable File | Boots Unity Splash Screen & Main Title Opens |  |
| Exit Game Function | Game Closes to Windows when clicking ‘Exit Game’ |  |
| Play Game function | Game opens main screen |  |
| Audio Functions | Pressing Tab, E, and I will generate an audio component |  |
| Player Movement | Pressing, W,A,S,D will move the player |  |
| Selecting Stage | Pressing Tab will cycle available tools |  |
| Moving product to next stage | Pressing E will perform the next stage |  |
| Business Function | Completing the final stage will increase business revenue |  |
| Store Screen | Pressing I opens and closes the webstore and business screen |  |
| Inventory Check | Completing the Business function decreases inventory |  |
| Secondhand Market | Pressing B will:   * purchase the second store item * decrease business revenue * increase stock |  |
| Pause Screen | Pressing the ESC key will pause the game |  |
| Main Menu | Pressing Main Menu on the pause screen will bring open the main menu |  |

# Issues Found:

List all issues found during this test in this section…

# Report:

Written report summarizing the test case and recommendations…