Apple Adventure Game Testing

- Inflatable Strawberries -

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# Game Testing

## Test Plan

This game will be play tested, and also tested for its integrity in completing its available functions. It will not, however, be play tested for the "fun" factor, as the game has very simple goals, very simple controls, and very repetitive game-play.

## Testing Data

### Structure

A table will be used to collect the data from the features to be tested. Features/functions will be highlighted if it seems to be a bug, or is an unintended effect of the game.

### Testing Results

|  |  |  |
| --- | --- | --- |
| Feature | Expectation | Results |
| Move forward | Run forward. | Character Runs forward. |
| Move backward | Run backward. | Character Runs backward. |
| Move left | Run to the left. | Character Runs to the left of where you are looking at. |
| Move right | Run to the right. | Character Runs to the right of where you are looking at. |
| View around the character | Be able to look around the character's environment. | Camera can orbit around the character to look at its surroundings. |
| Pick up an apple | Adds an apple to the inventory's apple counter.  Spawns another apple.  Adds health to the character. | No bugs, all performs as normal, except health. at certain times, it will add a bit more, and sometimes a bit less. |
| Checkpoints | Saves the state of the game. | Saves all the important states in the game. |
| Scene transitions | Be able to transition among different screens (title, game, other levels). | Pressing "Esc" in the middle of the game in the first level will disable mouse interactivity. Resulting in only being able to close the game when "Esc" is pressed again or "Alt"+"F4" is pressed to close the window. |
| Wolf chase | Wolves will chase the character upon spotting you. | The wolves will chase you until you lose them. |
| Wolf attack | Wolves will attack you upon coming into close enough contact. | The wolves attack when close enough, causing the player to lose health. |
| Wolves and apples spawning | Wolves and apples spawn in the game. | Wolves and apples spawn somewhat dynamically in the game depending on quests. |
| Boss | Able to fight a boss level. | The game is able to transition into the boss level. It is also the second level. |
| Easter egg | Small wolves that glow can be found within the game. They offer a big health boost upon contact. | Small wolves glow and offer, somewhat, a challenge to gain a big boost to health. |