Appendix D: Acceptance Tests

Below is a table of the acceptance tests included within this project.

These tests need to be manually run using a copy of the game executable. They involve following a series of steps, verifying each of the assertions in the steps is true, and that the relevant GUI exists to allow the steps to be carried out. If all of the steps can be carried out, and their assertions are true, the test passes. If not, the test fails.

The acceptance tests are associated with an appropriate requirement to allow for traceability, and the tests aim to check that the code works for any associated requirements. Not all requirements have associated tests, and vice versa - this is because some requirements cannot be explicitly unit tested, and some tests do not link up directly to a requirement, but are still needed to ensure the code functions as intended.

There is a criticality measure against each test, for both acceptance and unit tests - this is to represent how important the test is to the overall function of the code. Criticality is on a scale - high criticality means that if that test fails, the project will not function at all; low criticality means that if the test fails, the project will still mostly function as intended.

Test Listing

ID	Test Steps	Req ID	Criticality	Result
2.01	To test the Main Menu: - Run game executable. - Check that the Main menu is shown. - Click on the New Game button. - Ensure the screen changes to the Narrator Screen. - Restart the game and click on the Quit button - Ensure that the game closes.	1.1.1	Low	Passed
2.02	To test the player movement using key presses: - Run game executable - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Once the game has loaded, press "W" on the keyboard. - Ensure that the player has moved upwards. - Press "S" on the keyboards - Ensure that the player has moved downwards. - Press "A" on the keyboard. - Ensure that the player has moved to the left. - Press "D" on the keyboard.	1.1.2	High	Passed

	- Ensure that the player has moved to the right. If any of these movements do not occur as they should or the player remains stationary at any point despite the pressing of the WASD buttons or the player moving despite the buttons not being pressed, then the test has failed.			
2.03	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Play game to completion. - Keep a note of the selected killer, victim, murder location and murder weapon. - Repeat at least 3 times. - Ensure the combination of selected killer, victim, murder location and murder weapon differ each time.	1.1.3	Medium	Passed
2.04	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Take note of the location the Player starts in. - Close the game. - Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Ensure that the Player starts in the same location	2.1.3	Low	Passed
2.05	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Use "WASD" keys to Navigate the player to a doorway (marked by a carpet). - Move through the doorway. - Check that the Player is now in a different room.	2.1.4	High	Passed
2.06	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Personality meter displays the current personality level.	2.2.1	Low	Passed
2.07	- Run game executable. - On the Main Menu click on "New Game".	3.1.2	High	Passed

	- On the Narrator Screen click on "Start Game". - Use "WASD" keys to Navigate through the initial room. - Note if an NPC is found. - Navigate through a doorway (marked by a carpet) to a different room. - Note if an NPC is found. - Continue this until you have navigated through all 10 different rooms - Count the number of NPCs found and ensure that there are exactly 9 NPCs around the map.			
2.08	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Use "WASD" keys to Navigate through the map. - Navigate through a doorway (marked by a carpet) to a different room. - Note when you've entered a new room (one that hasn't been entered before during this test). - Repeat this until you have navigated through all rooms of the map. - Check that there are 10 distinct rooms that the player has traveled through.	4.1.1	High	Passed
2.09	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Use "WASD" keys to Navigate through the map. - Navigate through a doorway (marked by a carpet) to a different room. - Check that the room has a clue. - In this manner, navigate through all 10 rooms in the map. - Check that the Player can find at least one clue in each room.	5.1.1	High	Passed
2.10	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Use "WASD" keys to Navigate through the initial room.	5.1.2	High	Passed

	- Find a clue (can be recognised as an obvious glowing glint at some location in the room) - Check that the player can interact with the clue by clicking on it.				
2.11	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Use "WASD" keys to Navigate through the map. - Collect clues until a motive clue part is found. - Continue finding clues until all 3 motive clue parts are found (these appear as a glint in a room, just like with a normal clue). - Check that the whole motive clue is provided once all 3 are found.	5.1.3			Passed
2.12	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Use "WASD" keys to Navigate through the map. - Find all the clues - Question characters until the murder can be deduced. - Ensure that only one whole motive clue and 3 motive clue parts are obtained throughout the entire game, check using the Journal - Accuse the murderer and complete the game	5.1.3			Passed
2.13	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Use "WASD" keys to Navigate through the initial room. - Find the NPC assigned to that room. - Click on the NPC. - The screen should change and the "Question" and "Ignore" buttons should appear	7.1.1	High		Passed
2.14	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Use "WASD" keys to Navigate through the initial room. - Find the NPC assigned to that room.	7.1.2	High		Passed

	- Click on that NPC. - Select 'Question' button. - The player can question the NPC.				
2.15	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Use "WASD" keys to Navigate through the initial room. - Find the NPC assigned to that room. - Click on that NPC. - Select the 'Ignore' button. - Ensure that the player can ignore the NPC (cannot question, accuse or ignore the NPC again until another clue is found, the Player moves to a different room or the Player talks with a different character).	7.1.3	Medium	Passed
2.16	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game". - Use the "WASD" keys to move the player until an NPC is found (appears on the screen). - Use the mouse to click on the NPC. - Ensure that the "accuse" button is not visible. - Move the player until a clue is found. - Click on the clue to collect the clue. - Repeat until the motive and means clues are collected. - Find an NPC and click on it. - Ensure that the '"accuse" button is now visible.	2.1.2 7.1.4	Medium	Passed
2.17	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Use "WASD" keys to Navigate through the initial room. - Find the clue assigned to that room. - Find the NPC assigned to that room. - Click on that NPC. - Select the 'Question' button. - The player should be able to select a clue to question the NPC about - The player should be able to select a style of question to ask the NPC	7.1.5	High	Passed

2.18	- Start a computer In Windows 10 - Ensure the game executable runs.	1.1.5	High	Passed
2.19	- In macOS - Game executable runs.	1.2.2	High	Passed
2.20	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Use "WASD" keys to Navigate through the initial room. - Find and interact with the clue. - Pick up the clue. - Find the NPC assigned to that room. - Click on that NPC. - Click on the "Question" button. - Ask the NPC a polite question - Ask the NPC an aggressive question - Ensure that the two responses from the NPC include one helpful response, and one unhelpful response	3.1.4	Low	Passed
2.21	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Use "WASD" keys to Navigate through the initial room. - Find the clue assigned to that room. - Click on the clue. - Click on the 'Journal' button on the status bar at the top of the screen. - Ensure that the clue appears in the Journal.	5.2.2	High	Passed
2.22	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Use "WASD" keys to Navigate through the initial room. - Find the NPC assigned to that room. - Click on the NPC. - Click on the "Question" button and pick a questioning style. - Return to Map - Click the 'Journal' button. - The journal displays the dialogue.	5.2.2	Medium	Passed

2.23	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Make note of current score. - Wait 5 seconds. - Confirm the score has reduced by 1 due to the passage of time.	6.1.2	Low	Passed
2.24	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Make note of current score. - Use "WASD" keys to Navigate through the initial room. - Find the NPC assigned to that room. - Click on the NPC. - Accuse the NPC wrongly. - Confirm the score has decreased.	6.1.3	Medium	Passed
2.25	- Run game executable. - On the Main Menu click on "New Game". - On the Narrator Screen click on "Start Game" - Make note of current score. - Use "WASD" keys to Navigate through the initial room. - Find the NPC assigned to that room. - Click on the NPC. - Question the NPC. - Confirm the score has decreased.	6.1.4	Medium	Passed