

# 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	<ul style="list-style-type: none"><li>- Run game executable.</li><li>- Main menu is shown.</li></ul>	1.1.1	Low	Passed
2.02	<ul style="list-style-type: none"><li>- Run game executable</li><li>- Start game using main menu</li><li>- Player can move around using arrow keys and "WASD" keys</li></ul>	1.1.2	High	Passed
2.03	<ul style="list-style-type: none"><li>- Run game executable.</li><li>- Start game using main menu.</li><li>- Play game to completion.</li><li>- Repeat at least 3 times.</li><li>- Ensure the combination of selected killer, victim, murder location and murder weapon differ each time.</li></ul> <p><b>Note:</b> This failed as murder weapon clue is not implemented</p>	1.1.3	Medium	Failed
2.04	<ul style="list-style-type: none"><li>- Run game executable.</li><li>- Start game using main menu.</li><li>- Click the 'pause' button</li><li>- Pause menu is shown</li></ul>	1.2.1	Low	Passed

2.05	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Player should move around using the gamepad</li> <li>- Player can interact with Items and NPCs using the gamepad</li> </ul>	1.3.1	Low	Failed
2.06	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Ensuring speakers are turned on, the game plays music.</li> </ul> <p><b>Note:</b> the music is not currently implemented</p>	1.3.2	Low	Failed
2.07	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Click on 'options' button.</li> <li>- Uncheck the 'music' checkbox.</li> <li>- Music stops playing.</li> </ul> <p><b>Note:</b> the music is not currently implemented</p>	1.3.3	Low	Failed
2.08	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Interact with an NPC.</li> <li>- The 'accuse' button is not visible.</li> <li>- Collect 4 clues.</li> <li>- Interact with an NPC.</li> <li>- The 'accuse' button is now visible.</li> </ul>	2.1.2	Medium	Passed
2.09	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Player starts in a location.</li> <li>- Close game.</li> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Player starts in same location</li> </ul>	2.1.3	Low	Passed
2.10	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Navigate the player to a doorway (marked by a carpet).</li> <li>- Move through the doorway.</li> <li>- Player is be in a different room.</li> </ul>	2.1.4	High	Passed
2.11	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Personality meter displays the current personality level.</li> </ul> <p><b>Note:</b> the personality meter is not currently implemented</p>	2.2.1	Medium	Failed

2.12	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Navigate through all rooms of the map.</li> <li>- There are 10 NPCs around the map.</li> </ul> <p><b>Note:</b> this failed as for Assessment 2 only 6 NPCs have been implemented</p>	3.1.2	High	Failed
2.13	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Navigate through all rooms of the map.</li> <li>- There are 10 distinct rooms that the player has traveled through.</li> </ul>	4.1.1	High	Passed
2.14	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Navigate through all rooms of the map.</li> <li>- The player can find at least one clue in each room.</li> </ul> <p><b>Note:</b> this failed as for Assessment 2 at most one clue is in each room</p>	5.1.1	High	Failed
2.15	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Find a clue.</li> <li>- The player can interact with the clue.</li> </ul>	5.1.2	High	Passed
2.16	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Click the 'inventory' button.</li> <li>- Inventory screen is shown.</li> </ul> <p><b>Note:</b> the inventory is not currently implemented</p>	5.2.1	Medium	Failed
2.17	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Score is displayed in the status bar.</li> </ul> <p><b>Note:</b> the score is not currently implemented</p>	6.1.1	Low	Failed
2.18	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Navigate the player to an NPC.</li> <li>- The player should be able to talk to the NPC.</li> </ul>	7.1.1	High	Passed
2.19	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Interact with an NPC.</li> <li>- Select 'Question' button.</li> <li>- The player can question the NPC.</li> </ul>	7.1.2	High	Passed

2.20	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Interact with an NPC.</li> <li>- Select 'Ignore' button.</li> <li>- The player can ignore the NPC.</li> </ul>	7.1.3	Medium	Failed
2.21	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Pick up at least 4 clues</li> <li>- Interact with an NPC.</li> <li>- Select 'Accuse' button.</li> <li>- The player can accuse the NPC.</li> </ul>	7.1.4	High	Passed
2.22	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Find a clue</li> <li>- Interact with an NPC.</li> <li>- Select 'Question' button.</li> <li>- The player should be able to ask the NPC various questions.</li> </ul>	7.1.5	High	Passed
2.23	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Game runs at over 30 frames per second.</li> </ul>	1.1.4	Medium	Passed
2.24	<ul style="list-style-type: none"> <li>- In Windows 10</li> <li>- Game executable runs.</li> </ul>	1.1.5	High	Passed
2.25	<ul style="list-style-type: none"> <li>- In macOS</li> <li>- Game executable runs.</li> </ul>	1.2.2	High	Passed
2.26	<ul style="list-style-type: none"> <li>- In Mobile</li> <li>- Game executable runs.</li> </ul> <p><b>Note:</b> a mobile version is not currently implemented</p>	1.3.4	Low	Failed
2.27	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Interact with an NPC</li> <li>- Ask the NPC a nice question</li> <li>- Ask the NPC an aggressive question</li> <li>- Ensure that the two responses from the NPC include one helpful response, and one unhelpful response</li> </ul>	3.1.5	Low	Passed

2.28	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Interact with an NPC.</li> <li>- 'Accuse' button is not visible.</li> <li>- Find and interact with the murder weapon.</li> <li>- Interact with an NPC.</li> <li>- 'Accuse' button is now visible.</li> </ul> <p><b>Note:</b> the murder weapon clue is not currently implemented</p>	5.1.3	Medium	Failed
2.29	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Find a clue.</li> <li>- Interact with clue.</li> <li>- Click 'Inventory'.</li> <li>- The clue appears in the Inventory.</li> </ul> <p><b>Note:</b> the inventory is not currently implemented</p>	5.2.2	High	Failed
2.30	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Confirm the score decreases as time passes.</li> </ul> <p><b>Note:</b> the score is not currently implemented</p>	6.1.2	Medium	Failed
2.31	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Make note of current score.</li> <li>- Interact with an NPC.</li> <li>- Accuse the NPC.</li> <li>- Confirm the score has reduced.</li> </ul> <p><b>Note:</b> the score is not currently implemented</p>	6.1.3	Medium	Failed
2.32	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Make note of current score.</li> <li>- Interact with an NPC.</li> <li>- Question the NPC.</li> <li>- Confirm the score has reduced.</li> </ul> <p><b>Note:</b> the score is not currently implemented</p>	6.1.4	Medium	Failed

2.33	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Ensuring personality score is not an extreme value, note down personality meter reading.</li> <li>- Interact with an NPC.</li> <li>- Question the NPC in a non-neutral way.</li> <li>- If the question was positive, the personality meter is now higher.</li> <li>- If the question was negative, the personality meter is now lower.</li> </ul> <p><b>Note:</b> the personality meter is not currently implemented</p>	7.1.7	Medium	Failed
2.34	<ul style="list-style-type: none"> <li>- Run game executable.</li> <li>- Start game using main menu.</li> <li>- Interact with an NPC.</li> <li>- Accuse the NPC.</li> <li>- Interact with the NPC again.</li> <li>- The NPC 'refuses' to interact.</li> </ul> <p><b>Note:</b> this is not currently implemented</p>	7.1.8	Low	Failed