

UI

Note: Some UI tests such as “Settings” will fall under other categories, such as “Sound” settings will be tested in “Audio”.

Test Main Menu Loading

Setup Steps

- N/A

Tests

Test Step	Expected Outcome
Open the game	Main menu screen should load with the game title, the “Start” button, the “Settings” button, and the “Quit” button.

Test Main Menu Buttons

Setup Steps

- Open the game

Tests

Test Step	Expected Outcome
Click “Start”	Game should load into the game tutorial
Click “Back”	Main menu screen should load in
Click “Settings”	Game should load into the “Settings” page
Click “Back”	Main menu screen should load in
Click “Quit”	Game should quit without throwing an error
Click “Back”	Main menu screen should load in

Test Inventory UI

All items in the inventory maintain one of two structures, stackable and single hold items. This test shall be repeated twice with one of each, ensuring both types function as they are meant to. The outcome will not change, only the “item”.

Setup Steps

- Open the game
- Click the “Play” button

Tests

Test Step	Expected Outcome
Hit number keys 1-9	Hot bar selected square should line up with the key pressed from left to right
Hit the “E” key	Inventory should load in and the game should pause
Drag an item out of the inventory	Item should go back to its original spot
Drag an item to a different slot	Item should update to be in the said slot on release
Drag an item from the main inventory to the Hotbar	Item should update to be in the said slot on release
Hit the “E” key	Game should return to play and the inventory should be gone

Test Mini Map

Setup Steps

- Open the game
- Click the “Play” button

Tests

Test Step	Expected Outcome
Hit the “M” key	Mini Map should open
Hit “M” with the map open	Mini Map should close

Test Interaction Prompts

These tests should be repeated multiple times replacing ITEM with a new item each time. Tests should cover: NPC, Fast Travel, Seed Pick, and Farming.

Setup Steps

- Open the game
- Click the “Play” button

Tests

Test Step	Expected Outcome
Walk up to ITEM	Press “E” prompt should appear on the screen
Walk away from ITEM	Press “E” prompt should disappear

Farming System

All different types of seeds and plants use the same script with bundled sprites, as such only one type needs to be tested.

Test Plant

Setup Steps

- Begin on game in play with a seed in the inventory

Tests

Test Step	Expected Outcome
Press “E” key near soil with seed in hand	Seed should disappear from the inventory and the soil sprite should now have a sprite

Test Harvest

Setup Steps

- Begin the game and plant a seed

Tests

Test Step	Expected Outcome
When a player presses E next to a plant that is NOT fully grown and has a harvesting tool in hand	Play inventory should stay the same, and the plant should continue growing
When a player presses E next to a plant that is fully grown and harvesting tool in hand	Plant should disappear from the soil and be added to the player’s inventory
When a player presses E next to a plant that is NOT fully grown and has a harvesting tool in hand	Play inventory should stay the same, and the plant should continue growing
When a player presses E next to a plant that is fully grown and does not have a harvesting tool in hand	Play inventory should stay the same, and the plant should continue growing

NPC Interaction and Quest Progression

Test Dialogue

Repeat all steps

Setup Steps

- Open the game
- Click the “Play” button
- Move player towards and NPC

Tests

Test Step	Expected Outcome
Get next to interaction distance of a NPC character with dialogue	Exclamation prompt should appear over Eve to signify that you can interact with NPC
Pressing E next to NPC with dialogue while exclamation prompt is available	Should start dialogue with the character Eve was next to
While in Dialogue Press E	The dialogue bubble should refresh with new dialogue until done
Pressing E on the last dialogue	The dialogue screen should disappear, and the player goes back to movement-based gameplay.

Test Accept Quest

Setup Steps

- Open the game
- Click the “Play” button

Tests

Test Step	Expected Outcome
Get next to the interaction distance of a NPC character with dialogue	Exclamation prompt should appear over Eve to signify that you can interact with NPC
Pressing E next to NPC with dialogue while exclamation prompt is available	Should start dialogue with the character Eve was next to

While in Dialogue Press E	The dialogue bubble should refresh with new dialogue until done
When an option is given in dialogue to accept a quest and the player agrees	Play will have notification and record of quest being accepted
When an option is given in dialogue to accept a quest and the player does not accept the quest	The dialogue continues until the end. The player may talk to NPC later to accept the quest

Game Mechanics

Test Movement and Nav

Setup Steps

- Open the game
- Click the “Play” button

Tests

Test Step	Expected Outcome
Player presses any of the following keys: W, A, S, D	Player should move (W-forward, A-Left, S-back, D- Right)
The player presses Z or C	The camera should rotate 90 degrees (90 degrees left for Z and right for C)
When the player tries to move to an island not accessible to player	Movement should be blocked

Test Combat

Setup Steps

- Begin the game and move to the “combat” area

Test Step	Expected Outcome
Player interacts with a NPC tagged with “combat”	Combat triggers
Player enters combat	Player UI is displayed
Player presses “attack” button	Animation plays, and enemy loses a fixed int amount of health
Player presses the “skill” button	Animation plays, and
Player presses “defend” button	Animation plays, and damage taken during next enemy turn is reduced by a fixed int amount
Player presses “item” button	UI for inventory is overlaid on combat UI, and players are able to click on specific items
Player clicks on a specific item while in inventory UI	Item is “used”, which modifies either the Attack, Skill, or Defend fixed variable values
Enemy “turn” starts	Player UI is unable to be interacted with + Random attack is chosen from a list of attacks given to the enemy instance
Player “turn” starts	Player UI is able to be interacted with
Player health ≥ 0	“Lose” UI displayed, along with a restart button
Enemy health ≥ 0	“Win” UI displayed, with a continue button
Continue button clicked	Player character is given control in the Overworld Scene
Restart button clicked	Player gains control of character, with all information relevant to the beginning of “combat”