**Test cases for Game**

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| **Test ID** | **Requirement to test** | **Test Data Input** | **Expected Outcomes** | **Actual Outcomes** |
| 1 | Functionality of the ‘start’ button | 1. Open the webpage  2. Click ‘start’ button to start the game | 1.The welcome screen shows up when the webpage is open  2. There is the start song, and the robot with net on the hand  3. Balls are generated on the bottom | As expected |
| 2 | Functionality of the ‘Pause/ Resume’ button | 1. Open the webpage  2. Click ‘start’ button to start the game  3. Click ‘Pause’ button to pause the game | 1. The game is paused when the ‘Pause’ button is clicked  2. The button text changed into ‘Resume’  3. The game continues when the ‘Resume’ button is clicked | As expected |
| 3 | Functionality of the time setting button | 1. Open the webpage  2. Click ‘start’ button to start the game  3. Click the ‘1m’ button | The game is over after 1 minute | As expected |
| 4 | Functionality of the default time setting button | 1. Open the webpage  2. Click ‘start’ button to start the game | The game is over after 4 minutes | As expected |
| 5 | The arrow keys to control robot movement | 1. Open the webpage  2. Click ‘start’ button to start the game  3. Use 4 arrow keys to control the direction of movement | 1. The robot moves with the arrow key accordingly  2. The net changes to left or right when the left or right arrow key has been pushed | As expected |
| 6 | The space key to control the net | 1. Open the webpage  2. Click ‘start’ button to start the game | 1. When space key down, the net is put down  2. when space key up, the net is back to the original location | As expected |
| 7 | Functionality of the score calculating | 1. Open the webpage  2. Click ‘start’ button to start the game  3. Use arrow keys and the space key to catch the balls and avoid being touched by the ball to the body | 1. Score increases by 1 when the net catches a ball  2. Score decreases by 1 when the ball touches the body of the robot | As expected |
| 8 | The functionality of the volume control | 1. Open the webpage  2. Click ‘start’ button to start the game  3. Use volume control bar to control the volume | The volume of sound changes when there is changing on the control bar | As expected |

**Test cases for boat booking**

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| **Test ID** | **Requirement to test** | **Test Data Input** | **Expected Outcomes** | **Actual Outcomes** |
| 1 | Functionality of the landing page | 1. Open the webpage | 1.Click the ‘Boat booking’ button to go to the boat booking page  2. Click the ‘Game’ button to go to the game page  3. Click the ‘Booking document’ button to check the xml and wireframe PDF  4. Click the ‘Game Document’ to check the wireframe and storyboard PDF | As expected |
| 2 | Functionality of the weather check | 1. Open the webpage  2. Click ‘Boat booking’ button to go to the boat booking page  3. Select date, time, boat and number of passengers to confirm | The confirm is working only under situation that no rain and the temperature is above 14 c | As expected |
| 3 | Functionality of the date selection | 1. Open the webpage  2. Click ‘Boat booking’ button to go to the boat booking page  3. Select date, time, boat and number of passengers to confirm | The confirm will be rejected if the time is late than the boat departure | As expected |
| 4 | Functionality of the seat selection | 1. Open the webpage  2. Click ‘Boat booking’ button to go to the boat booking page  3. Select date, time, boat and number of passengers to confirm  4. Select the seat | Only seat with green color can be selected  After selection, the seat ID and price will be shown on the right panel | As expected |
| 5 | Functionality of the menu selection | 1. Open the webpage  2. Click ‘Boat booking’ button to go to the boat booking page  3. Select date, time, boat and number of passengers to confirm  4. Select the seat  5. Select the food and click ‘Add to cart’ to add food | The selected food is shown on the right panel with food name, quantity and price | As expected |
| 6 | The final page | 1. Open the webpage  2. Click ‘Boat booking’ button to go to the boat booking page  3. Select date, time, boat and number of passengers to confirm  4. Select the seat  5. Select the food and click ‘Add to cart’ to add food  6. Confirm the selection | All booking information is shown on this page for user to confirm | As expected |