

Testing

1. Starting the game: Open the app and press “Start game,” the game scene opens and you can press play to start the game.
2. Start the game after accessing other menus.
 - a. Start app
 - b. On the Main Menu screen, select either “Profile icon,” “Tutorial” or Options” page.
 - i. If going to Profile page, also go to “Create Account” and back out of that menu.
 - c. Go to that page and press the back button or return to menu button
 - d. Select “Start Game”
3. Start a new game.
 - a. From the game scene.
 - b. Press the pause button.
 - c. Press “New Game”
 - d. Timer will reset to 2 minutes and score will reset to 0.
4. Pausing game.
 - a. From the game scene
 - b. Press the pause button
 - c. A pause menu will show up
 - d. Timer will stop counting down and user can select to resume, start a new game or go to main menu.
5. Continue current game (already in paused state)

- a. From the pause menu
 - b. Click Resume
 - c. Timer will continue to count down from where is stopped
 - d. The object will be the same object as the object before pausing
6. Change the trash object randomly
- a. From the main menu, press the red “Play Test Mode”
 - b. Start the game.
 - c. Press the “Change” button and the sprite of the trash object will change.
7. Check the trash object goes into correct bin.
- a. Start the “Play Test Mode” from the main menu and start the game.
 - b. Score increasing indicated object went into correct bin. Score not changing indicates incorrect bin.
 - i. Apple core and Banana peel
 - 1. Goes into Compost and score is increased by 1.
 - 2. Goes into Recycle and Landfill, score is not changed.
 - ii. Chips and Juice box
 - 1. Goes into Landfill and score is increased by 1.
 - 2. Goes into Recycle and Compost, score is not changed.
 - iii. Plastic bottle, Box, Envelope, Glass bottle, Newspaper, Ketchup bottle, Milk jug and Soda can.
 - 1. Goes into Recycle and score is increased by 1.
 - 2. Goes into Landfill and Compost, score is not changed.

8. Back button on tutorial page takes you main menu.
 - a. Start app select Tutorial.
 - b. On the Tutorial page, press the back button.
 - c. App goes to the main menu.
9. Quit button on main menu closes the app.
 - a. On the main menu press the Quit button.
 - b. App will close to the background.
10. Game timer.
 - a. Go to the Game scene.
 - b. Press play button and swipe the first object.
 - c. Time starts to decrease.
 - d. Pressing Pause button will suspend the timer.
 - e. Starting a New Game from the Pause menu will reset the timer.
 - f. When the timer reaches zero the game ends.