

## Inhalt

Test Specification .....	2
Test Protocol .....	4
Run 1 .....	4
Run 2 .....	5
Run 3 .....	5
Run 4 .....	6
Run 5 .....	6
Test Report.....	7

## Test Specification

### BAS01: Starting

#	Step	Expected Result
1	Start Mainwindow	Opens the mainwindow with out any troubles

### BAS02: Singleplayer

#	Step	Expected Result
1	Press button	A new window should open
2	Select Map	Maps should be in Dropdown menu
3	Display Map a image	A reference Pic should be displayed
4	Start Game	Game starts with selected map
5	Correct Timemeasure	Time gets displayed on the map
	Quits after correct amount of	
6	rounds	After the declared amount of rounds it will quit
7	Add to list	While quitting checks if it is a new best Time
8	Open Mainwindow	Mainwindow will be opened again

### BAS03: Mulitplayer

#	Step	Expected Result
1	Press button	A new window should open
2	Select Map	Maps should be in Dropdown menu
3	Display Map a image	A reference Pic should be displayed
4	declare amount of player	Window with a selection of players
5	add and remove player	not lower than 2 player and not higher than 4
6	Start Game	Game starts with selected map and amount of player
7	Ranking	Shows the place of the player in the race
	Quiting after the last finished	
8	amount of rounds	Shows the winner of the race
9	Open Mainwindow	Mainwindow will be opened again

### BAS04: Quit Game

#	Step	Expected Result
1	Escape pressed	Game closes and if a new time record is made i will be entered in to the list of best rounds

### BAS05: Hall Of Fame

#	Step	Expected Result
1	Press Button	A new window should open
2	Maps	Be able to select a map
3	See times to map	The top 10 of any map should be shown
	Less then 10 Times on this	If there are not 10 Times for this map
4	map	only the amount of times is shown

#### BAS06: Reset Top 10

#	Step	Expected Result
1	Reset Button Pressed	The Top 10 List from the selected Map gets reseted

#### BAS07: DataBase

#	Step	Expected Result
1	List is empty	Player starts on place 1
2	Slowest time, amount lower 10	Time is added in the end
3	Slowest time, amount higher 10	Time is not in the list
4	Not the fastest/slowest	Time is in this pos of the list, where the times before and after are lower and higher

#### BAS08: Driving

#	Step	Expected Result
1	Move forward	Car should Accelerate to the max speed
2	Turn Left	When this key is pressed it should turn to the left
3	Turn Right	When this key is pressed it should turn to the right
4	Brake	if you press the brake the car brakes until it stops
5	Release key	Car rolls while delay it's speed until it stops

#### BAS09: Colision

#	Step	Expected Result
1	Bordercolision	Car can't go of the map
2	Carcolision	Car can hit another car and move the position of the other car

#### BAS10: Money collection

#	Step	Expected Result
1	Collect while playing	Player gets every 30seconds 5coins.

#### BAS11: Buying

#	Step	Expected Result
1	Shop button is pressed	The shop window opens
2	Item select	Item will be displayed on the shop
3	Buy Item	Item will be able to play, the amount of coins will get removed
4	Item double buying	The item is not longer in the shop available

#### BAS12: Quitting Mainwindow

#	Step	Expected Result
1	Quit button is pressed	Everthing is closed.

BAS13: Levelfolder does not exist		
#	Step	Expected Result
1	Starting game, but folder with levels doesn't exist	Game shouldn't not crash, but throws an error that there are no lev

## Test Protocol

### Run 1

Test run on  
12.06.2018

TC-ID	RESULT	IF FAILED COMMENT
BAS01	Passed	
BAS02	Failed	Pic doesnt show up, Doesn't start the Mainwindow again
BAS03	Blocked	Not Implemented
BAS04	Blocked	Not Implemented
BAS05	Blocked	Not Implemented
BAS06	Blocked	Not Implemented
BAS07	Passed	
BAS08	Passed	
BAS09	Passed	
BAS10	Blocked	Not Implemented
BAS11	Blocked	Not Implemented
BAS12	Passed	
BAS13	Failed	Would show every folder instat

## Run 2

Test run on 15.06.2018

TC-ID	RESULT	IF FAILED COMMENT
BAS01	Passed	
BAS02	Passed	
BAS03	Blocked	Not Implemented
BAS04	Passed	
BAS05	Blocked	Not Implemented
BAS06	Blocked	Not Implemented
BAS07	Passed	
BAS08	Passed	
BAS09	Passed	
BAS10	Blocked	Not Implemented
BAS11	Blocked	Not Implemented
BAS12	Passed	
BAS13	Passed	

## Run 3

Test run on  
16.06.2018

TC-ID	RESULT	IF FAILED COMMENT
BAS01	Passed	
BAS02	Passed	
BAS03	Blocked	Not Implemented
BAS04	Passed	
BAS05	Passed	
BAS06	Passed	
BAS07	Passed	
BAS08	Passed	
BAS09	Passed	
BAS10	Passed	
BAS11	Passed	
BAS12	Passed	
BAS13	Passed	

#### Run 4

Test run on  
18.06.2018

TC-ID	RESULT	IF FAILED COMMENT
BAS01	Passed	
BAS02	Passed	
BAS03	Failed	Game does not start at all.
BAS04	Passed	
BAS05	Passed	
BAS06	Passed	
BAS07	Passed	
BAS08	Passed	
BAS09	Passed	
BAS10	Passed	
BAS11	Passed	
BAS12	Passed	
BAS13	Passed	

#### Run 5

Test run on  
19.06.2018

TC-ID	RESULT	IF FAILED COMMENT
BAS01	Passed	
BAS02	Passed	
BAS03	Passed	
BAS04	Passed	
BAS05	Passed	
BAS06	Passed	
BAS07	Passed	
BAS08	Passed	
BAS09	Passed	
BAS10	Passed	
BAS11	Passed	
BAS12	Passed	
BAS13	Passed	

## Test Report

Test Report RetroRacersReloaded

Date	passed	failed	blocked	Total
Jun 12, 2018	5	2	6	13
Jun 15, 2018	8	0	5	13
Jun 16, 2018	12	0	1	13
Jun 18,2018	12	1	0	13
Jun 19,2018	13	0	0	13

