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Test Report

BAR ARCADE
VERSION 1.0

BAR ARCADE

Version Control

| Version | Date | Change log | Editor |
|---------|------------|---------------------|------------|
| 1.0 | 22-06-2023 | Result from testing | Ruikē Yuan |

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Chapter 1: Introduction

Purpose

The purpose of this test report is to provide a comprehensive overview of the testing process and results conducted throughout the entirety of the Bar-arcade game Project. This report aims to present the findings, observations, and recommendations derived from the testing activities, enabling stakeholders to make informed decisions and take necessary actions for further improvement.

Audience

This document is intended for the teachers – members bar arcade development team from NHL Stenden Hogeschool – Rob loves or other teachers that will participate in the assessment.

Terms and Abbreviations

- **Passed:** The result of the test came out without any errors and the result confirmed the expected.
- **Failed:** The test failed the expected outcome. This could be due to wrong output expectations, false input, or insufficient functionality.
- **Use-Case testing:** A type of black box testing that helps in identifying test cases that cover the entire system transaction-by-transaction from start to finish. It is a description of how a specific user uses the system.

Chapter 2: Management Summary

Project Assignment

The project aims to simulate the real-life scenario where people come to bar having arcade machines.

To buy drinks in the bar they have to play mini games to earn coins.

Test Cases

The recommendations provided in this chapter are based on a comprehensive understanding of the project's objectives, insights gained from user requirements, and the expertise of the IT2D team. By following these recommendations, developers can contribute to the continuous improvement of the robot's navigation abilities, fostering its integration into human-centric environments effectively.

Minigames

- Whack-a-mole
 - Verify that the moles appear randomly.
 - Verify that the moles disappear when they are whacked.
 - Verify that the player loses the game if they do not whack enough moles in the allotted time.
- Quiz game
 - Verify that the questions are pulled from the API correctly.
 - Verify that the player receives points for correct answers.
 - Verify that the player loses the game if they run out of lives.

Bar Scene

- Drinks
 - Verify that the list of drinks is pulled from the API correctly.
 - Verify that the player can order drinks with the arcade coin tokens they have earned.
 - Verify that the player can consume drinks.
- NPC Characters
 - Verify that the NPC characters interact with the player correctly.
 - Verify that the NPC characters can answer questions from the player correctly.
- Overall Experience
 - Verify that the game is fun and engaging.
 - Verify that the game is free of bugs.
 - Verify that the game is easy to use.
- Background Music
 - Verify that the background music plays correctly.
 - Verify that the volume of the background music can be adjusted.

Chapter 3: Evaluation of test objectives

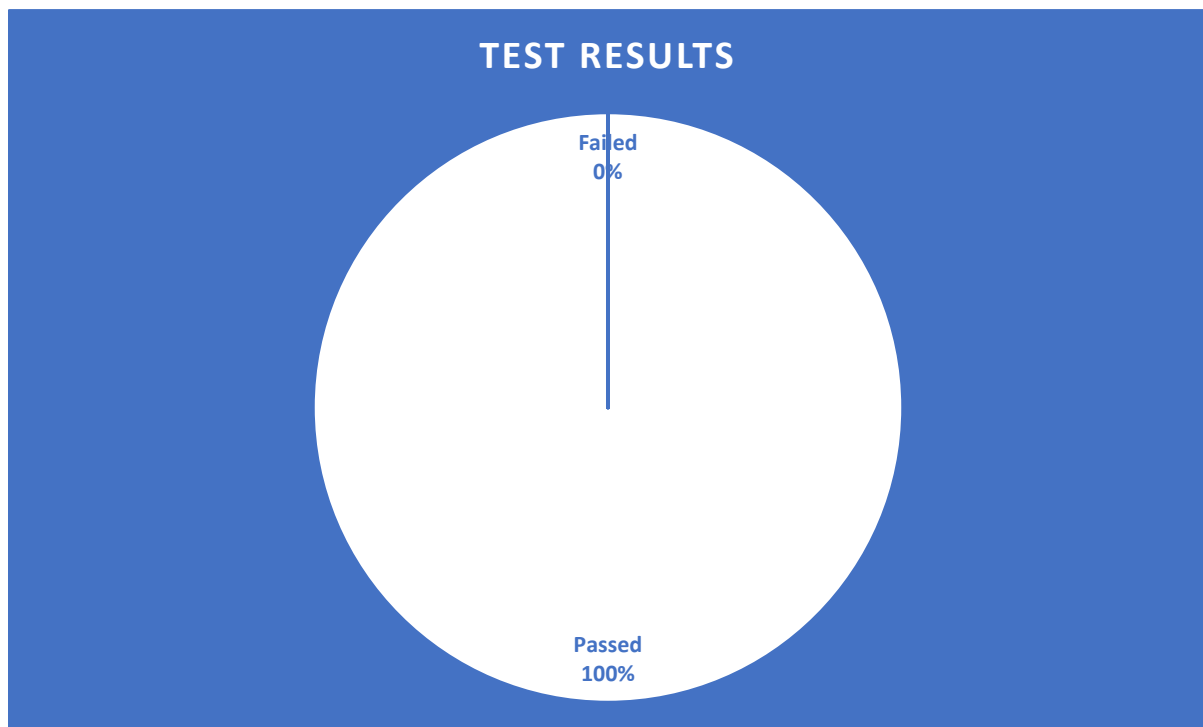
This chapter will describe the evaluation of all tests, including the defects, the severity of each test and the status of each test.

Status Of Test Goals

The goals and the test cases that were assessed here, can be referred to from the [Test Cases Document](#). The following diagram and the table below state the outcome of the tests that have been conducted at the end of the project.

Test results

| Result | Number of Tests | Percentage |
|--------|-----------------|------------|
| Passed | 12 | 100% |
| Failed | 0 | 0% |
| Total | 12 | 100% |



Use-Case Tests

| Test | Status |
|--|--------|
| Test 1: Verify that the moles appear randomly. | Passed |
| Test 2: Verify that the moles disappear when they are whacked. | Passed |
| Test 3: Verify that the player loses the game if they life bar is empty (running out of life) | Passed |
| Test 4: Verify that the player receives points for correct answers in Quiz. | Passed |
| Test 5: Verify that the quiz questions are pulled from the API correctly. | Passed |
| Test 6: Verify that the loses the game if they answer one question wrong in the quiz game | Passed |
| Test 7: Verify that the list of drinks is pulled from the API correctly. | Passed |
| Test 8: Verify that the player can order drinks or food with the arcade coin tokens they have earned. | Passed |
| Test 9: Verify that the player can consume drinks or food. | Passed |
| Test 10: Verify that the NPC characters are able to interact with the player | Passed |
| Test 11: Verify that the NPC characters can answer questions from the player correctly. | Passed |
| Test 12: Verify that the game is fun and engaging. | Passed |
| Test 9: Verify that the game is free of bugs. | Passed |
| Test 10: Verify that the game is easy to use. | Passed |

| | |
|---|--------|
| | |
| Test 11: Verify that the background music plays correctly. | Passed |
| Test 12: Verify that the volume of the background music can be muted | Passed |

Chapter 4: Conclusion

The evaluation of the test objectives reveals a mixed outcome in terms of the overall test results. Out of the 12 tests conducted, 12 tests passed, accounting for 100% of the total tests. However, 0 tests failed, representing a 0% failure rate.

In the use-case tests, both tests passed without any issues, validating the system's capability to perform well in real-world scenarios.

Overall, all the tests passed.