UI Tests -

User experience is an essential component to any game. This is why we paid closed attention to making this game as user friendly and accessible as possible. To test this, we made sure that the menu was working and the rules were laid out clearly.

- Rules test

In this test ,we made sure that the menu appeared without any errors or warnings and worked when any of the options were selected.

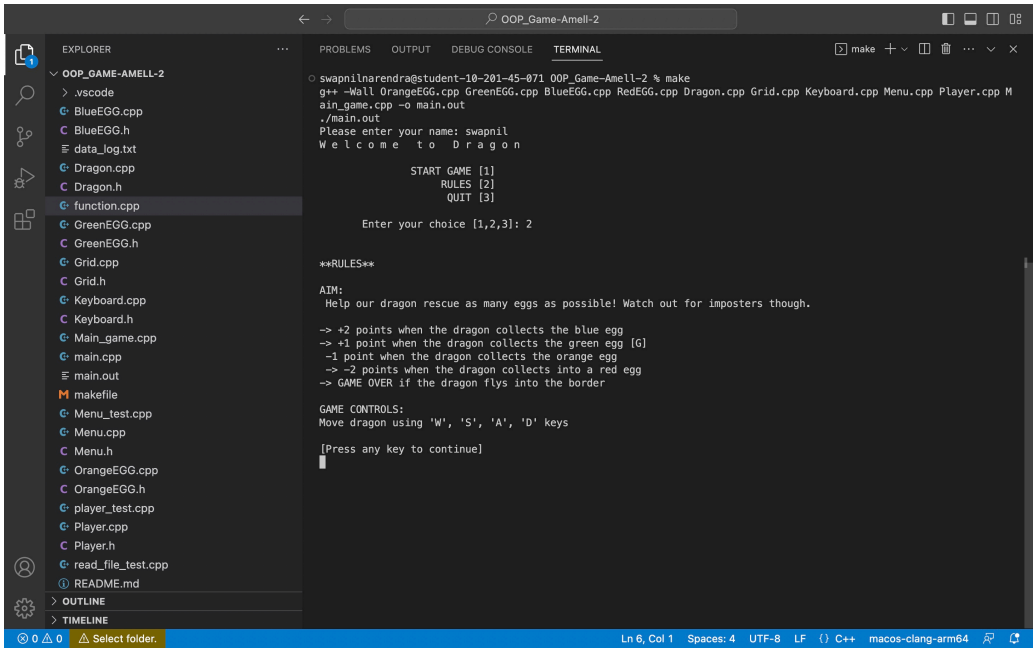
The code for the test was -

```
// implementation of display_rules()
void Menu::display_rules(){
    std::string aim = "AIM:\n Help our dragon rescue as many eggs as possible! Watch out for im
    std::string points = "-> +2 points when the dragon collects the blue egg \n-> +1 point when
    std::string control = "GAME CONTROLS:\nMove dragon using 'W', 'S', 'A', 'D' keys\n";

    //cout << "\033[31;42m";
    std::cout << std::endl << "**RULES**\n" << std::endl << aim << std::endl;
    usleep(50000);
    std::cout << points << std::endl;
    usleep(50000);
    std::cout << control << std::endl;

    std::cout << "[Press any key to continue]" << std::endl;
    std::string key;
    std::cin >> key;
}
```

The expected results -

- The menu should be displayed without any errors.

The result was -



- Main test

In this test ,we made sure that the menu appeared without any errors or warnings and worked when any of the options were selected.

Main Menu test -

The main menu of the game should be displayed with the appropriate options when prompted. The code for this feature is -

```
// Home page displaying options to choose from by the player
 std::cout << "               START GAME [1]\n";
 std::cout << "                     RULES [2]\n";
 std::cout << "                      QUIT [3]\n";

 std::string choice;
 std::cout << std::endl << "       Enter your choice [1,2,3]: ";
 std::cin >> choice;
 const char* str = choice.c_str();

 int c;
 if (choice.length() > 1){
     c = 0;
 }
 else if(str[0] > '3' || str[0] < '1'){
     c = 0;
 }
 else{
     c = stoi(choice);
 }

 set_choice(c);
```

Expected output -

- The menu should be displayed without any errors.

The output was -