

Manual Tests

TC_GameScreen

ID	Description	Precondition	Steps	Related Requirement	Category	Author	Status
test_changeState	Checks whether the state of the same correctly changes between play and pause	None	1. Start Game 2.Press play and observe if screen changes to game screen 3.Press pause and see if control screen appears	FR_CONTROLS	Functional, Manual	Hari	Pass
test_isRoad	Checks whether the tile the user is adding to the path is in the road	None	1. Start Game 2. Press play and drag the path to a tile from the firetruck off the road and release 3. Observe if it doesn't let the firetruck enter off road	FR_MOBILITY	Functional, Manual	Hari	Pass
test_checkTrailClick	Checks if the truck moves to the last tile selected by the user	None	1. Start Game 2. Press play and drag the path to a tile from the firetruck 3. Observe if truck moves to that tile	FR_MOBILITY	Functional, Manual	Hari	Pass
test_checkClick	Checks if selected truck moves	None	1. Start Game 2. Press play and select a truck 3. Draw a path 4. Observe to see if only the selected truck moves along the path	FR_MOBILITY	Functional, Manual	Hari	Pass
test_render	Checks if map and all entities are in their correct position	None	1. Start Game 2. Observe map and entity layout	None	Functional, Manual	Hari	Pass

TC_SplashScreen

ID	Description	Precondition	Steps	Related Requirement	Category	Author	Status
test_render	Checks whether the screen containing the group logo is displayed correctly and changes to menu screen after 3 seconds	None	1. Start Game 2. Observe logo and screen changing to the main menu	None	Structural, Manual	Hari	Pass

TC_DifficultyControl

ID	Description	Precondition	Steps	Related Requirement	Category	Author	Status
test_getDifficulty Output	Checks if the current difficulty and the time to the next difficulty level is displayed	None	1. Start game 2. Observe if difficulty level is displayed and changes after given time period	None	Functional, Manual	Hari	Pass
test_getDifficulty Multiplier	Checks if the current difficulty level becomes a multiplier	None	1. Start game 2. Observe multiplier value	None	Structural, Manual	Hari	Pass

Minigame Manual Tests

TC_DanceManager

ID	Description	Precondition	Steps	Related Requirement	Category	Author	Status
test_update	Checks if the the player presses the correct move in time, the next move appears and correct sound appears.	test_DanceScreen	1. Start game 2. Collide firetruck with patrol 3. Enter correct key 4. Observe that next type of move appears and a sound effect happens	None	Manual, Functional	Hari	Pass
test_takeMove	Checks if a message is returned informing how accurate their speed of entering the key was. Example, prints 'EARLY' if the proximity is within a certain range. If player enters the wrong key then 'WRONG' should be displayed.	test_DanceScreen	1. Start game 2. Collide firetruck with patrol 3. Enter correct key early, late and a wrong key 4. Observe that appropriate message is displayed	None	Manual, Functional	Hari	Pass
test_wrongMove	checks if player misses a turn the accumulated combo points are emptied	test_DanceScreen	1. Start game 2. Collide firetruck with patrol 3. Miss turn 4. Observe decremented combo points to none	None	Manual, Functional	Hari	Pass
test_goodMove	checks if a player has pressed the correct key in time then combo points are incremented	test_DanceScreen	1. Start game 2. Collide firetruck with patrol 3. Enter correct key 4. Observe that combo points are incremented	None	Manual, Functional	Hari	Pass
test_killCombo	Checks if the combo points are set to 0	test_DanceScreen	Observe if combo points are set to 0 in case of a wrong key being pressed	None	Manual, Structural	Hari	Pass

TC_DanceChoreographer

ID	Description	Precondition	Steps	Related Require	Category	Author	Status
test_getMoveList	Check whether the symbol arrows of dance moves (UP,LEFT,RIGHT,DOWN, WAIT, NONE) appears on the screen	test_Dancer	1. Start game 2. Make firetruck collide with the patrol to launch minigame 3. Observe	None	Manual, structural	Hari	Pass
test_nextMove	Checks whether each type of move appears in random order one after the other	test_Dancer	1. Start game 2. Make firetruck collide with the patrol to launch minigame 3. Observe	None	Manual, structural	Hari	Pass
test_clearQueue	Checks whether no type of move appears on screen	test_Dancer	1. Start game 2. Make firetruck collide with the patrol to launch minigame 3. Observe	None	Manual, structural	Hari	Pass