

Manual Testing Results

| Test case ID | Related requirements | Scenario | Steps | Description/Expected results | Actual results |
|--------------|----------------------|---|--|--|---|
| 1 | NFR_SATISFACTION | Make sure that the game graphics don't affect the gameplay in a negative way. | 1. Launch the game 2. Press 'New Game' button 3. Choose a boat 4. Play the game paying attention to graphics and visual style of the game | The game's design is satisfying to look at and use. Game provides clear interface; all objects are clearly visible and recognizable. | <u>Pass.</u> Game provides a clear user interface - it is easy to understand what to do. Design is simple but appealing, all objects are clearly visible and recognizable. |
| 2 | FR_TUTORIAL | Make sure that tutorial screen appears before the race starts. | 1. Launch the game 2. Press 'New Game' button 3. Choose a boat 4. Read the tutorial | There is a tutorial at the start of each race. | <u>Pass.</u> Tutorial is shown. |
| 3 | UR_INFO_DISPLAY | See if information is displayed on the screen during the race | 1. Launch the game 2. Press 'New Game' button 3. Choose a boat 4. Play the game and pay attention to the information displayed | Screen displays user's position in race, distance remaining, stamina, speed, acceleration, and damage. | <u>Pass.</u> Information is displayed. |
| 4 | UR_SAVE | Try to save the game and resume later, see if there is a button to do so | 1. Launch the game 2. Press 'New Game' 3. Press 'Load Save' | Game provides facilities to save the state of the game and resume later. | <u>Pass.</u> Save functionality works is present |
| 5 | UR_BOAT_SPECS | Try to customize boat specifications | 1. Launch the game 2. Press 'New Game' 3. Choose a boat | The game allows to choose boat specification in terms of speed, acceleration, stamina, maneuverability, and robustness | <u>Pass.</u> Different boat specifications can be chosen before the race. |

Evidence of testing & screenshots:

Test case 1:

The game has a simple and attractive design. All elements are big enough, clearly visible, and recognizable.



Figure 1: Main Menu Screen

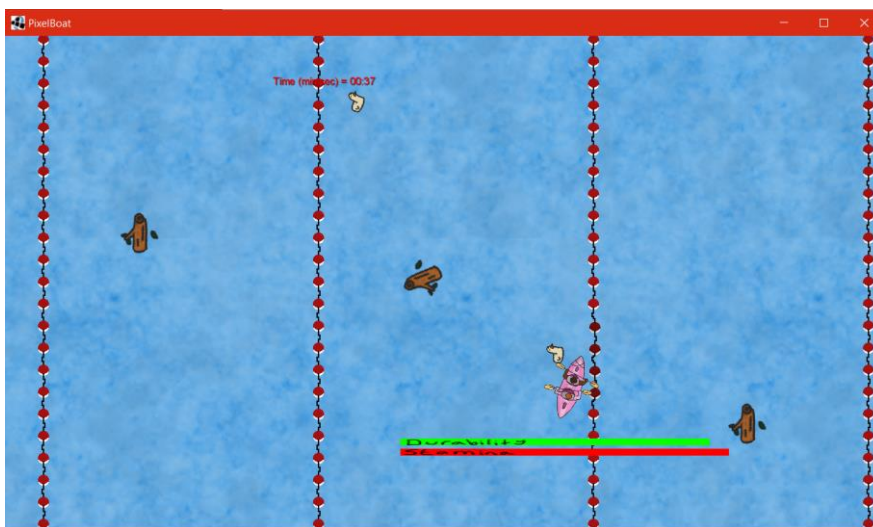


Figure 2: Obstacles are clearly visible.



Figure 3: Powerup packs are clearly distinguishable from obstacles

Test case 2:

Tutorial is shown at the beginning of each race. Instructions are written in a clear and simple language.

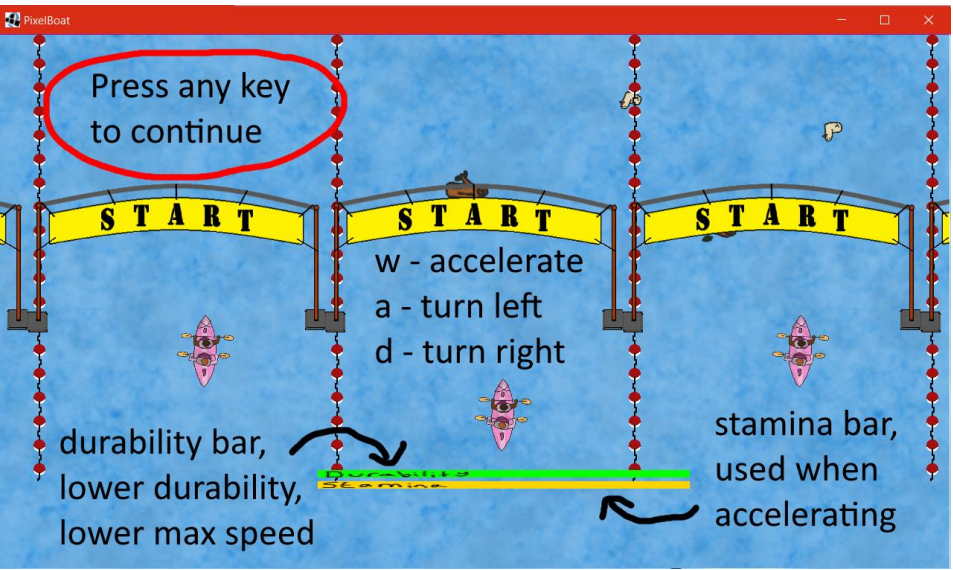


Figure 4: Tutorial shown before the race

Test case 3:

Information is displayed on the screen during the race.

Test case 4:

Game allows to save the current state and load it later.

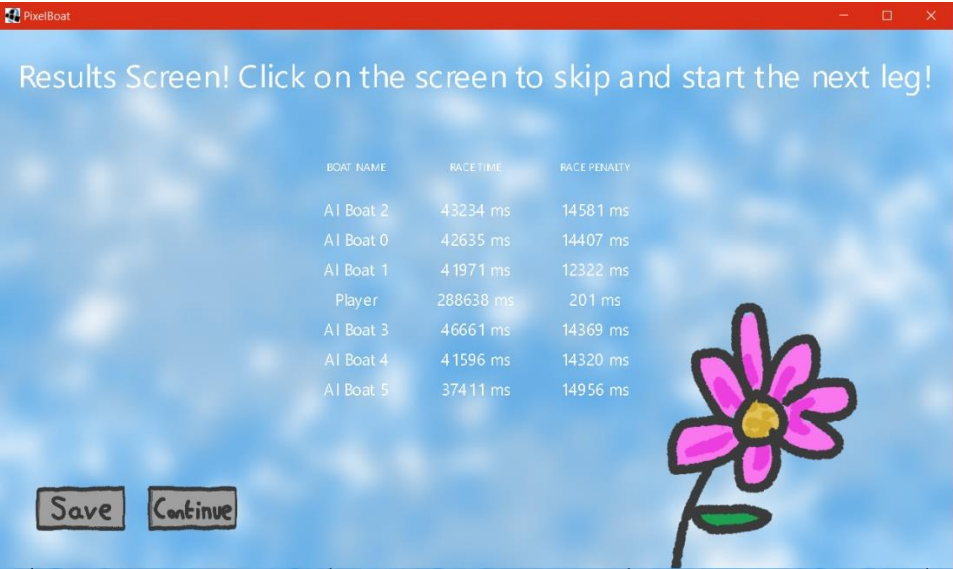


Figure 6: Result screen provides an option to save the state of the game

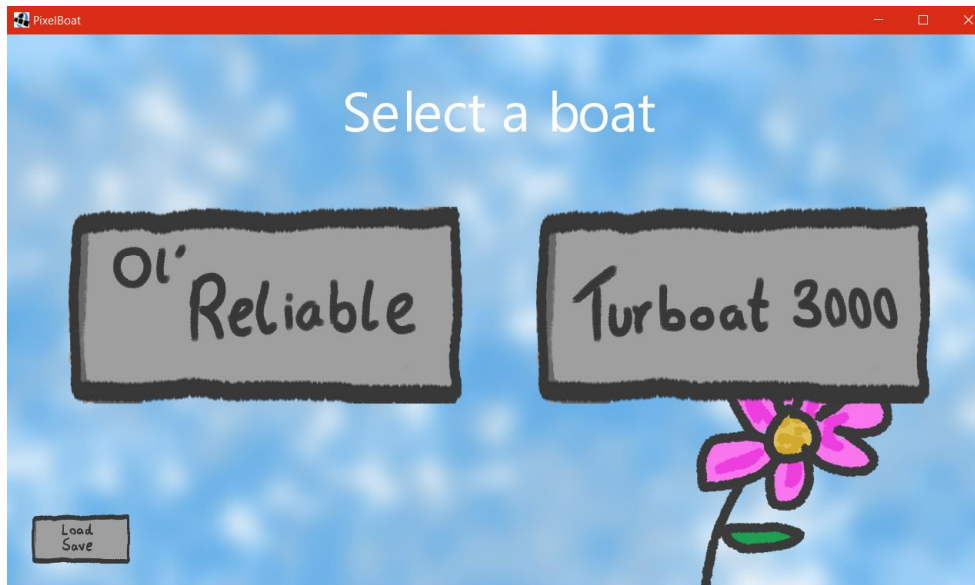


Figure 7: Boat Selection or Load Screen

Test case 5:

Game allows to choose between different boat specifications.