

User acceptance test report by 2 classmates

1 st UAT Test Case ID	Description	Input	Expected Result	Actual Result	Pass/Fail	Remarks
1	User is able to understand the game play based on the instruction provided on the game instruction scene.	Nil	User is able to understand the game without anyone's help	<p>Player is able to understand the game rules by reading off the instruction.</p> <p>Can understand how to play</p>	Pass	Tested by: Sufi Kelly
2	User is able to adopt to the game UI based on his intuitive.	Nil	User is able to play the game comfortably	<p>UI is clear and easy to use</p> <p>UI buttons such as pause(escape), resume(button) and quit are workable</p>	Pass	Tested by: Sufi Kelly
3	Check on Gameplay mechanisms on GameScene whether it is easy to use.	Nil	Game mechanisms are easy to use.	<p>Player can understand the gameplay</p> <p>Objective is clear: collect gems in each level</p>	Pass	Tested by: Sufi Kelly
4	Check on content for UI colour, font and character displays and movement	Nil	No changes in colour, Font or character are required.	<p>UI is consistent</p> <p>Able to see clearly and understandable</p>	Pass	Tested by: Sufi Kelly
5	Check for any graphical glitches or freezing, hanging or crashing errors have been identified.	Nil	No errors identified.	<p>No freeze</p> <p>Smooth gameplay</p>	Pass	Tested by: Sufi Kelly

6	Input keys executed correctly	WASD keys Mouse Rotation Escape keys UI buttons	Input keys work as intended no errors found	Input keys work as intended no errors found Inputs are correct	Pass	Tested by: Sufi Kelly
7	Levels/Scene can transition in sequence or in order	Nil	E.g. Level 1 go to level 2	E.g. Level 1 go to level 2 After Menu Scene go to cutscene	Pass	Tested by: Sufi Kelly
8	Smooth gameplay	Nil	Player able to enjoy the game	Player able to replay the game if died Fun game	Pass	Tested by: Sufi Kelly