# Testing

This short document covers some simple tests that our game needs to be able to perform.

## Basic Tests

|  |  |  |
| --- | --- | --- |
| Test/Result | Expected | Actual |
| Launch game | Game displays splash page |  |
| Player joins game | New player token generated |  |
| Player picks up star | Score increases |  |
| Player Exits game | Player token is removed |  |
| Player opens game in multiple tabs | No new token generated |  |
| Player selects nickname for chat | Players message display next to that nickname |  |
|  |  |  |

## Test Plans

Test 1: User can join a game

The user must be able to join the game via its URL. They will see the splash page displayed, followed by entering the game. In game, other players will be displayed with a different sprite so that they can easily identify themselves.

Test 2: User can collect stars

The user must be able to move, using WASD. Any stars they touch should then be collected, adding to the teams overall score.

Test 3: User can chat

The User should be able to create a nickname, and any messages they send should be added to the live chat.

## Test Runs:

Test 1:

Test 2:

Test 3: