Manual testing

Purpose of this test:

While automated tests verify logic, they cannot verify "game feel" , audio balancing, or visual rendering issues. We incorporated a structured manual testing phase where team members followed a script (e.g., pausing the game and verifying the timer stops) to catch UI and experience bugs that code tests might miss.

Manual Test Cases

- **player sprite renders**

  Manually verified that the player sprite renders correctly when turning left/right or up/down based on the movement direction.

  Test steps:

  1. Start the game.

  2. Move the player in all directions: up, down, left, right, and verify the sprite faces the correct direction.

  2. Observe the Player behavior.

Expected result: The player faces the direction of movement

Result: PASSED

- **The Dean passes all obstacles**

Verify that once the Dean is triggered, it can move freely while chasing the player and does not collide with any obstacles, except the player.

Test steps:

1-start the game

2- Play until the Dean is triggered

3- Run away from the Dean and observe its movement around the map.

Expected result: the Dean is not blocked by walls, objects, or event tiles.

Result: PASSED

Audio system

Verify that all events, positive or negative events, trigger their associated sound effects, as Audio clarity and balance cannot be evaluated programmatically.

Test steps:

1. Trigger the sound effects by interacting with:

    -Coffee

    -Decaf

    -Doors

    -Check-in code

    -Duck

    -Puddle

    -yeti coins

2. Listen for distortion or clipping.
3. Repeat under different gameplay conditions

Expected result: Audio plays clearly at appropriate volume.

Result: PASSED