

Key : Changed/Added: **Green** Removed: **Red**

Manual Tests

Test No.	Test Description	Related Requirements	Expected Result(s)	Pass /Fail	Comments
1	Click new game button to start the game on the main menu	2a	Click on the new game button on the main menu. The choose character screen appears.	Pass	
2	Load the Leaderboard from the main menu	2a	Click on the 'Leaderboard' button on the main menu. The leaderboard screen appears.	Pass	
3	Exit the game when in final build window mode	16b	Click the 'Exit' button on the main menu. The game closes.	Pass	
4	Reset high scores on Leaderboard screen	14b	Click the 'Reset Scores' button on the leaderboard screen. You are returned to the main menu and if you go onto the leaderboard again, the leaderboard is empty.	Pass	
5	Load main menu screen from the Leaderboard	2b	Click the 'Back' button on the leaderboard screen. The main menu appears.	Pass	
6	Cycle through the characters in the character selection screen	4a	Click on the right arrow button on the character selection screen and the next character appears. Do it again and the final character appears. Do it again and the first character appears. This continues.	Pass	

7	Start the game having selected your detective	5a, 5b, 5c	Click the 'Select Detective' button on the character selection screen. The game starts and the detective chosen will be visible.	Pass	
8	Load the log book by clicking on its icon	7a	Click the book icon while in game. The log book overlay appears.	Pass	
9	Load the map by clicking on its icon	5c	Click the map icon while in game. The map overlay appears.	Pass	
10	Load the 'Lakehouse' through the map				
11	Load the 'Island of interaction' through the map				
12	Load the 'lecture theatre' through the map				
13	Load the 'control room' through the map				
14	Load the 'Kitchen' through the map				
15	Load the 'roof' through the map				
16	Try to load the underground lab without having found the key				
17	Load the underground lab having found the key.				
18 10	Click on all NPC's in the game and load the interrogation scene for each one	8a, 8b, 8c	For each, the appropriate interrogation scene (the one with their character) appears	Pass	
19 11	When in the interrogation scene Load the previous scene by using the back button	9b	The scene returns to the room you are in	Pass	
20 12	When in the interrogation scene ignore the	9a, 9c, 9d, 11a	The interrogation scene returns to the room	Pass	

	NPC and then try to interact with them again. They should ignore you		and when you click on the same character again nothing happens		
24 13	When in the interrogation scene click question to load the questioning methods	9a, 9c	The questioning methods appear	Pass	
22 14	When in the interrogation scene pick the questioning method and get a response.	9a, 9b, 9c, 9d, 10a, 10b, 11a	The choices are replaced by a response from the character and an 'Accept' button	Pass	
23 15	When in the interrogation scene clicking accuse loads the notebook	12b	The notebook screen appears	Pass	
24	Select three clues to accuse with				
25 16	Click on a clue and it appears in the notebook	6c, 7a	The notebook will show an image of the clue	Pass	
26	When on the notebook clicking on load loads its description and image			Pass	
27 17	Correct accusation loads the win screen	10a, 10b, 12a, 12b	Clicking accuse when the correct 3 clues are selected in the accuse screen will cause the win screen to appear	Pass	
28	Incorrect accusation loads the lose screen				
29	Score is present whether you win or lose				
30 -18	On the win/ lose screen clicking main menu will take you back to the main menu	12a, 13d	Clicking the main menu button while on the win screen will cause the game to return to the main menu	Pass	
19	Load an unlocked room through the map	5a, 5b, 5c	Clicking on a room on the map that is supposed to be unlocked will cause the screen for that room to appear	Pass	

20	Game should run from executable	24	Double clicking on the game executable while all necessary files are present will cause the game to run	Pass	
21	Pause game by pressing esc key	15a	Pressing the esc key when in game will pause the game	Pass	
22	Unpause game by pressing esc key	16b	Pressing the esc key while the game is paused will unpause the game	Pass	
23	Clicking the toggle buttons for each clue in the notebook in the interrogation room	10a	Should add the clues to the selected clues, while deselecting them removes them from the list	Pass	
24	Submit Button intractability. To test, select varying amount of clues ranging from 0 to all the clues. At each change click on the submit button. No change should occur unless only 3 clues are selected.	10a, 12b	The submit button should only be intractable when three clues are selected.	Pass	
25	Characters and items should spawn randomly for each playthrough. To test, start a game, note which rooms characters and clues are spawning, start a new game and check if the characters are in the same place as the last playthrough. Repeat this several times.	1a	Characters and items spawn randomly for each playthrough	Pass	
26	Each playthrough should have a different scenario. To test, complete several playthroughs noting if the murder is different each time as well as the relevant clues. Each playthrough should have a different scenario. To test, complete several playthroughs noting if the murder	1a	Scenario parameters such as murderer, murder weapon and clues are different each time	Pass	

	is different each time as well as the relevant clues				
27	Clicking on the tutorial button on the main menu	2a, 3a	Goes to tutorial screen	Pass	
28	Clicking the back button when in the tutorial screen	2a	Goes to the main menu	Pass	
29	In a multiplayer game, performing an action uses an action point	19a, 18d	Click on a clue, exit an interrogation or move to another room and the 'Actions Remaining' counter goes down by one.	Pass	
30	In a multiplayer game, running out of action points ends your turn	18d	Click on a clue, exit an interrogation or move to another room when 'Actions Remaining' = 1 ends your turn and the next player's turn begins	Pass	
31	Score decreases gradually as you play	13a	Wait for a second while in game and the game isn't paused and the score decreases by one	Pass	
32	Your score decreases gradually as you play in a multiplayer game	19a	Wait for a second while in game and the game isn't paused and your player's score decreases by one	Pass	
33	In a multiplayer game, the player who scores the most points wins	19a	Successfully accuse and the win screen appears congratulating the player who had the highest score as the game ended is congratulated for winning	Pass	
34	In a multiplayer game, the different detectives have different questioning methods	8a, 9c, 9d	As one player go into the questioning menu and do it again as the other player, the options available are different	Pass	

35	In a multiplayer game choose a character for each player	4a	When starting a multiplayer game, choose a detective for player 1, then choose a detective for player 2. The option for player 2 won't include the one chosen by player 1 and in game, the detective chosen by the player whose turn it is will be visible.	Pass	
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Unit Tests

For this table the column for pass/fail has been removed as all the tests pass. The “test” suffix has also been removed from the test names to reduce space and condense the table for easier viewing.

Test No.	Test Script	Test Name	Related Requirements	Description	Comments
1	CharacterTests	GetCharacterName	8a	Checks that the Character's name is loaded correctly	
2		GetCharacterSprite	8a	Checks that the Character's sprite is loaded correctly	
3		GetCharacterNickname	8a	Checks that the Character's nickname is loaded correctly	
4	ClueTests	GetClueId		Checks that the Clue's ID is loaded correctly	
5		GetClueDescription		Checks that the clues description has been loaded correctly	
6	InventoryTests	AddItemToInventory	6c,7	Checks that an item can be added to the player's inventory	
7		ResetInventory	21	Checks that the players inventory can be completely emptied	
8		GetLengthOfInventory		Checks that the method to return the length of the inventory functions correctly	
9	ItemTests	GetItemSprite		Checks that the sprite for the item has been loaded correctly	

10		GetItemPrefab		Checks that there is an item prefab for the corresponding item	
11	LeaderBoardTests	LeaderboardResetpostion1	21,13c	Checks that after resetting scores, the score values are all set to 0	
12		LeaderboardResetpostion2			
13		LeaderboardResetpostion3			
14	LogbookTests	AddVerbalClueToLogbook	7	Checks that the verbal clues obtained from interrogation are added correctly to the logbook	
15		ResetLogbook	21	Checks that the logbook entries are cleared correctly and the logbook is emptied	
16		GetLengthOfLogbook		Checks that the length of the logbook is correctly calculated	
17	MurderWeaponTests	GetDescription		Checks that the murder weapons description is loaded correctly	
18	NonPlayerCharacterTests	GetMurderer	10,a	Checks that the getter works correctly	
19		SetMurderer	1,10a,23	Checks that an NPC can be set as the murderer	
20		SetVerbalClue	8c	Checks that the NPC can be assigned a verbal clue	
21		GetVerbalClue	8c	Checks the getting of the verbal clue from the NPC	

22		GetPrefab	8	Checks the NPC has a prefab assigned to it	
23		GetWeakness	8,9c	Checks the NPC has an interrogation style weakness	
24		GetResponse	8,9a	Checks the NPC's response for interrogation	
25	PlayerCharacterTests	GetQuestioningStyles	4	Checks the player has the correct questioning styles when loaded in	
26		GetOverallQuestioningStyle	4	Checks the player's Overall questioning style is correct	
27		GetDescription		Checks the player has a description loaded	
28	PuzzleTests	WrongAnswersTest	20	Checks that there are wrong answers loaded for the riddle	
29		RiddleTextTest	20	Checks that the riddle text is loaded correctly	
30		CorrectAnswerTest	20	Checks that a correct answer has been loaded for the riddle	
31	SceneTests	GetSceneName	5	Checks the returning of a scene's name works correctly	
32		AddNPCToArray	1	Checks that an NPC can be added to the array of characters for that scene	
33		AddItemToArray	1,6a	Checks that an item can be added to the array of items in that scene	

34		Reset	21	Checks that the scene can be reset for when the game resets	
35	ScoreTests	ConvertTime	13	Checks that an integer can be converted into a time value correctly	
36		Calculate	13a	Checks that calculating a player's score works correctly	
37	VerbalClueTests	SetOwner	1	Checks that setting an owner of a verbal clue functions correctly	
38		GetOwner	1	Checks that getting the owner of a verbal clue functions correctly	



Screenshot showing all the tests passing from the table above