

Test ID	Test Type	Relative Requirement	Method Tested	Expected Result	Pass/Fail	Comment
1	Unit Test	1	Character.getNickname()	Returns the current characters nickname	Pass	
2	Unit Test	1	Character.getCharacterID()	Returns the unique identifier for the character	Pass	
3	Unit Test	4	Character.getProfile()	Returns the profile associated with the character	Pass	
4	Unit Test	7	Clue.getDescription()	Returns the description of the clue	Pass	
5	Unit Test	7	Clue.getID()	Returns the ID of the clue	Pass	
6	Unit Test	6,7	Item.getProfile()	Returns the profile associated with the item	Pass	
7	Unit Test	6,7	Item.getProfile()	Returns the profile of the item	Pass	
8	Unit Test	5	UnitTest.setVerbalClue(Verifier)	Sets the verbalClue of the verifier	Pass	
9	Unit Test	1, Sc.18	Verifier.setOwner(NonPlayerCharacter)	Sets the owner of a verbalClue to a certain character	Pass	
10	Unit Test	7	MurderWeapon.getDescription()	Returns the description of the murder weapon used for this instance of the game	Pass	
11	Unit Test	6,8a,12b	Inventory.addItem(Clue)	Adds the clue to the players inventory	Pass	
12	Unit Test	1,17	Inventory.getLength()	Returns the length of the inventory (number of items in it)	Pass	
13	Unit Test	1,17	Inventory.isEmpty()	Returns the inventory so if it's empty	Pass	
14	Unit Test	8a,8c,12b	Logbook.addItem()	Adds the verbalClue to the Logbook	Pass	
15	Unit Test	1,17	Logbook.getLength()	Returns the number of verbalClues in the Logbook	Pass	
16	Unit Test	1,17	Logbook.isEmpty()	Returns the Logbook so if it's empty	Pass	
17	Unit Test	1,17	Scene.addNPC(NonPlayerCharacter)	Adds the NPC to the scene	Pass	
18	Unit Test	6,12b,18	Scene.addNPCLocation(Clue)	Adds an instance of NonPlayerCharacter to the scene	Pass	
19	Unit Test	1,17	Scene.reset()	Resets the room, clearing it if NPCs's and clues are present	Pass	
20	Unit Test	1,17	Scene.reset()	Resets the room, clearing it if NPCs's and clues are present	Pass	
21	Unit Test	4	PlayerCharacter.getQuestioningStyle()	Returns the questioning style of the character	Pass	
22	Unit Test	4	PlayerCharacter.getVerbality()	Returns the overall questioning style of the character	Pass	
23	Unit Test	4	PlayerCharacter.getVerbosity()	Returns the speech line when questioned in the style of the character player	Pass	
24	Unit Test	9	NonPlayerCharacter.getDescribed()	Returns the type of questioning style when asked a verbalClue from the NonPlayerCharacter if they have one	Pass	
25	Unit Test	9	NonPlayerCharacter.getProfile()	Returns the profile of the NonPlayerCharacter	Pass	
26	Unit Test	9	NonPlayerCharacter.getVerbality()	Returns the verbalClue that the NonPlayerCharacter has	Pass	
27	Unit Test	9	NonPlayerCharacter.setVerbality(Bool)	Returns a Boolean if the NonPlayerCharacter is the Murderer for this instance of the game	Pass	
28	Unit Test	10,11	NonPlayerCharacter.setMurderer()	Gives the NonPlayerCharacter a verbalClue to be attained by the PlayerCharacter	Pass	
29	Unit Test	9	NonPlayerCharacter.setVerbality(Bool)	Sets the NonPlayerCharacter to be the Murderer for this playthrough of the game	Pass	
30	Unit Test	1,10,19	NonPlayerCharacter.setAMurderer()	Sets the NonPlayerCharacter to be the Murderer for this playthrough of the game	Pass	
31	Manual Test	20	Game should run from executable	The speech lines after the intro screen are taken from the JSON file	Pass	
32	Manual Test	20	Pressing Exit in the main menu should close the game	Game loads correctly using executable	Pass	
33	Manual Test	4a,b	Clicking Options button in main menu should open up a new window allowing for configuration	Options menu opens correctly but selecting different options does not affect anything	Fail	Changing settings fails as we did not implement the code to actually change the settings
34	Manual Test	2a,4a	Clicking New Game in the main menu to open the character selector	Player is taken to the character selection screen	Pass	
35	Manual Test	4a	Clicking arrows in character selector should cycle between the three detectives as well as change the image, and state of the detected	The detective information displayed is updated correctly and can cycle to each character. Also loops around if keep pressing right or left button	Pass	
36	Manual Test	5a, 5b, 5c	Pressing the I key or the notebook icon in the interface or close if already open	Player will be taken to the notebook. Characters and rooms randomly and as intended	Pass	
37	Manual Test	7a	Pressing the I key or the notebook icon in the interface or close if already open	Notebook appears correctly over the room and togles are hidden or not depending if the player is in the interrogation room	Pass	
38	Manual Test	5c	Pressing the ESC key or the interface or close if already open	Brings up a map over the room and can be clicked on	Pass	
39	Manual Test	15, 16	Tests 37,38 and 39 should all pause the game and limit player interaction	Pauses the game time and opens a menu correctly	Pass	
40	Manual Test	5a, 5b, 5c	Click on different areas of the map	Clicking on different sections of the map should take the user to those respective rooms.	Pass	
41	Manual Test	6a, 6c, 7a, 8b	Clicking on an item that had appeared in the scene	Item disappears and is added to the Notebook menu, a pop up window also appears containing the clue sprite, its name and information about the clue. Score should also increase by 50 points	Pass	
42	Manual Test	7a, 8b	Clicking on an item that had appeared in the scene	Should bring up its name, description and image on the right side of the notebook	Pass	
43	Manual Test	8b, 8c, 9a, 9b, 9c, 9d	Clicking on a character in a scene	Should take the player to the interrogation room with the correct detective and character clicked on.	Pass	
44	Manual Test	8b	Player should be able to move the detective by clicking on a point to move to Points movable to are restricted to a set area defined in LevelManager script for each room	Clicking outside the designated area defined in LevelManager does not move the player. Clicking in the area, moves the player to the clicked point	Pass	
45	Manual Test	8b	Pressing back in the interrogation room	Should take the player back to the room they were previously in	Pass	
46	Manual Test	8a, 9a, 9b, 9c	Selecting question in the interrogation room. To test, check that for each detective, the correct questioning styles show up.	Should bring up the respective questioning styles for the chosen detective as buttons, while the back button should return to the overall interrogation menu	Pass	
47	Manual Test	7a, 8a, 8b, 8c, 9d	Selecting a questioning style in the interrogation room	Should show the characters specific response for that questioning style. If they have a clue it will stat Clue Added and show the score. The score will increase by 50 points	Pass	
48	Manual Test	9a, 9b, 9c, 9d	Pressing esc after selecting a questioning style in the interrogation room	Should bring back the questioning style menu	Pass	
49	Manual Test	6a, 7a, 10a, 11a, 12b	Selecting Accuse in the interrogation room menu	Should open up the Notebook which should have interactive togles, a back button and a submit button which are usually hidden everywhere but the interrogation room	Pass	
50	Manual Test	7a, 10a	Notebook's logic, back button and submit button	All should only be visible in the interrogation room. Any previously selected togles should be reset as well as any selected items. Back button should take the player to the main menu, submit should check whether the selected evidence is correct	Pass	
51	Manual Test	12b	The notebook's logic in the interrogation room should change when selecting clues. To test, select and deselect various clues to check that if the number in the title corresponds to the number of selected clues.	Should read how many clues to select and update upon each selection of each clue the number of selected clues	Pass	
52	Manual Test	8a	Pressing the back button in the notebook in the interrogation room	Should close the notebook and reopen the main interrogation menu	Pass	
53	Manual Test	12b	Clicking the toggle buttons for each clue in the notebook in the interrogation room	Should add the clues to the selected clues, while deselecting them removes them from the list	Pass	
54	Manual Test	12b	Submit Button interactivity. 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 if the number of selected clues are selected.	The submit button should only be interactive when three clues are selected	Pass	
55	Manual Test	1a	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 and clues are spawning in different rooms. This needs to be done several times.	Characters and items spawn randomly for each playthrough	Pass	
56	Manual Test	1a	Each playthrough should have a different score. To test, complete several playthroughs noting if the number of clues are the same as well as the relevant clues	Scenario parameters such as murderer, murder weapon and clues are different each time	Pass	
57	Manual Test	2a, 15, 16	Clicking on the main menu button in the pause menu	Returns the player to the main menu screen	Pass	
58	Manual Test	10a, 11a, 12a, 12b	Clicking submit button in the interrogation room in the notebook menu	Assuming the player has selected 3 clues. The player will be taken to the win screen if they have selected the correct clues, otherwise the player will be presented with a loss screen indicating they failed to accuse and score will decrease by 200 points	Pass	
59	Manual Test	2, 2a, 14, 14a	Clicking on the leaderboard button on the main menu	Goes to leaderboard screen	Pass	
60	Manual Test	2, 2a, 14, 14a	Clicking the back button when on leaderboard screen	Goes to main menu	Pass	
61	Manual Test	2, 2a, 14, 14a	Wait while playing the game unpaused	Score decreases by 1 each second	Pass	
62	Manual Test	2, 2a, 14, 14a	Clicking on the tutorial button on the main menu	Goes to tutorial screen	Pass	
63	Manual Test	2, 2a, 14, 14a	Clicking the back button when on tutorial screen	Goes to main menu	Pass	
			Screenshots Evidence			
33			Before		After	
34						





