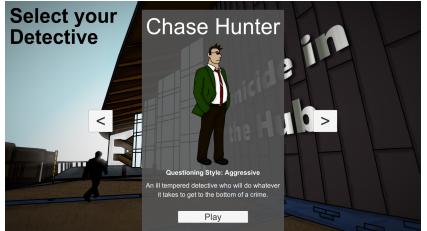
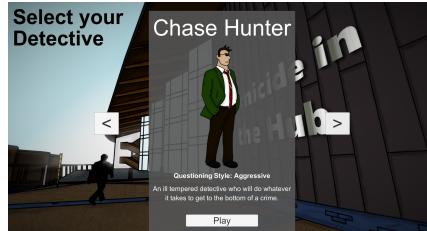
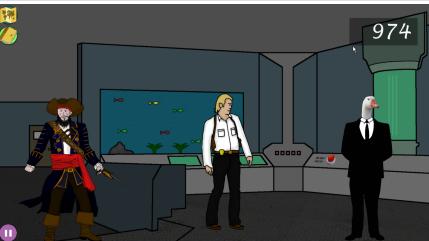
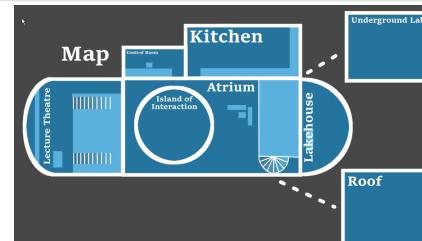


Rows highlighted in yellow indicate changes made by WeDunnit for Assessment 3						
Test ID	Test Type	Relative Requirement	Method Tested	Expected Result	Pass/Fail	Comment
1	Unit Test		Character: GetNickname	Returns the current characters nickname	Pass	
2	Unit Test	1	Character: getCharacterID()	Returns the current characterID	Pass	
3	Unit Test		Character: getSprite()	Returns the sprite object associated with the character	Pass	
4	Unit Test	7	Clue: getDescription()	Returns the description of the clue	Pass	
5	Unit Test		Clue: getId()	Returns the ID of the clue	Pass	
6	Unit Test	6,7	Item: getSprite()	Returns the sprite object associated with the item	Pass	
7	Unit Test		Item: getPrefab()	Returns the prefab of the item	Pass	
8	Unit Test		VerbalClue: getOwner()	Returns The character that has the verbal clue to give to the player	Pass	
9	Unit Test	1, 8c, 18	VerbalClue: setOwner(NonCharacterPlayer)	Sets the owner of a verbal clue 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	6,8b,8c,12b	Inventory: addItem(Clue)	Adds a clue item to the players inventory	Pass	
12	Unit Test		Inventory: getLength()	Returns the length of the inventory (number of items in it)	Pass	
13	Unit Test	1,17	Inventory: reset()	Resets the inventory so it is empty	Pass	
14	Unit Test	8b,8c,12b	Logbook: addItem()	Adds the verbalClue to the Logbook	Pass	
15	Unit Test		Logbook: getLength()	Returns the number of verbalClues in the Logbook	Pass	
16	Unit Test	1,17	Logbook: reset()	Resets the Logbook so it is empty	Pass	
17	Unit Test		Scene: getName()	Returns the name of the Scene	Pass	
18	Unit Test	6,12b,18	Scene: addItem(Clue)	Adds a clue to the scene for the player to find	Pass	
19	Unit Test		Scene: addNPC(NonPlayerCharacter)	Adds an instance of NonPlayerCharacter to the scene	Pass	
20	Unit Test	1,17	Scene: reset()	Resets the room, clearing it of NPC's and clues	Pass	
21	Unit Test	4	PlayerCharacter: getQuestioningStyles()	Returns a list of the different styles of questioning	Pass	
22	Unit Test		PlayerCharacter: getDescription()	Returns the description of the Character	Pass	
23	Unit Test	4	PlayerCharacter: getOverallStyle()	Returns the Overall questioning style of the character	Pass	
24	Unit Test	9	NonPlayerCharacter: getResponse()	Returns the speech line when questioned in the style of the character player	Pass	
25	Unit Test	9	NonPlayerCharacter: getWeaknesses()	Returns the type of questioning styles that will get a verbal clue from the NonPlayerCharacter if they have one	Pass	
26	Unit Test		NonPlayerCharacter: getPrefab()	Returns the Prefab of the NonPlayerCharacter	Pass	
27	Unit Test	9	NonPlayerCharacter: getVerbalClue()	Returns the verbalClue that the NonPlayerCharacter has	Pass	
28	Unit Test	10,11	NonPlayerCharacter: IsMurderer()	Returns a Boolean if the NonPlayerCharacter is the Murderer for this instance of the game	Pass	
29	Unit Test	9	NonPlayerCharacter: setVerbalClue()	Gives the NonPlayerCharacter a verbal clue to be attained by the PlayerCharacter	Pass	
30	Unit Test	1,10,19	NonPlayerCharacter: setAsMurderer()	Sets the NonPlayerCharacter to be the Murderer for this playthrough of the game	Pass	
31	Unit Test		SpeechHandler: accessData	The Speech lines are loaded into the respective arrays from the JSON file	Pass	
31	Manual Test	20	Game should run from executable	Game loads correctly using executable	Pass	
32	Manual Test	20	Pressing Exit in the main menu should close the game	Game window closes correctly	Pass	
33	Manual Test	46b	Clicking Options button in main menu should open up a new window allowing for changing of settings	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.
33	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	
34	Manual Test	4a	Clicking arrows in character selector should cycle between the three detectives as well as change the image, and text of the detective	The detective information displayed is updated correctly and can cycle to each character. Also loops around if keep pressing right or left button	Pass	
35	Manual Test	5a, 5b, 5c	Pressing play in the character select	Player will be taken to the atrium. Characters spawn in rooms randomly and as intended	Pass	
36	Manual Test	7a	Pressing the I key or the notebook icon in specified rooms will bring up the notebook interface or close it if already open	Notebook appears correctly over the room and toggles are hidden or not depending if the player is in the interrogation room	Pass	
37	Manual Test	5c	Pressing the M key or the map icon in specified rooms will bring up the map interface or close it if already open	Brings up a map over the room and can be clicked on	Pass	
38	Manual Test	15, 16	Pressing the ESC key in specified rooms will bring up the pause menu or close it if already open	Pauses the game time and opens a menu correctly	Fail	The pause menu opens but character sprites appear in front of the pause menu
39	Manual Test	15, 16	Tests 37,38 and 39 should all pause the game and limit player interaction	Player cannot move, or open any other menus but can still click on characters and pick up items	Fail	To fix: in the character interaction and item script check if any menus are open before interacting
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 their respective rooms.	Pass	If an item or character is behind the map and it will also pick up that item or take the player to the interrogation room
41	Manual Test	6a, 6c, 7a, 8b	Clicking on an item clue that has spawned in the scene	Item disappears and is added to the Notebook menu, a popup 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 or verbalClue on the left of the notebook should bring up its name, description and image on the right	Should bring up its name, description and image on the right side of the notebook	Pass	Notebook 'remembers' the last picked clue as a side-effect
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 Level Manager 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	

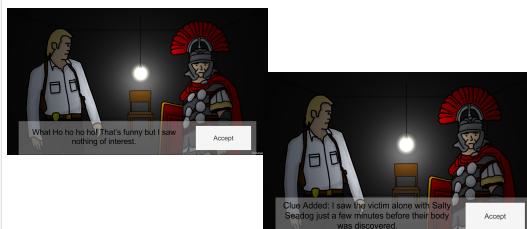
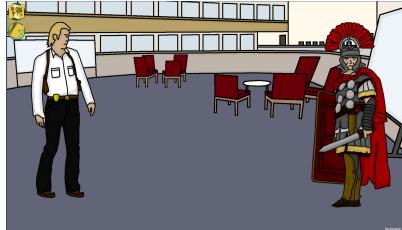
47	Manual Test	7a, 8a, 8b, 8c, 9d	Selecting a questioning style in the interrogation room	Should show the characters specific response to that questioning style. If they have a clue it will state Clue Added: and show the clue. The clue should also be added to the notebook	Pass
48	Manual Test	9a, 9b, 9c, 9d	Pressing accept after selecting a questioning style in the interrogation room	Should take 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 interactable toggles, a back button and a submit button which are usually hidden everywhere but the interrogation room	Pass
50	Manual Test	7a, 10a	Notebook's toggles, back button and submit button	All should only be visible in the interrogation room. Any previously selected toggles should be reset as well as any selected items. Back button should take the player to the previous menu, submit should check whether the selected evidence is correct	Pass
51	Manual Test	12b	The notebook's title text in the interrogation room should change when selecting clues. To test, select and deselect various clues to check that it the number in the title corresponds to the number of clues selected.	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 unless only 3 clues are selected.	The submit button should only be interactable 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 are in the same place as the last playthrough. Repeat this several times.	Characters and items spawn randomly for each playthrough	Pass
56	Manual Test	1a	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	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 scene	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 message stating they have falsely accused 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	15	Wait while playing the game unpause	Score decreases by 1 each second	Pass
62	Manual Test	2a	Clicking on the tutorial button on the main menu	Goes to tutorial screen	Pass
63	Manual Test	2a	Clicking the back button when on tutorial screen	Goes to main menu	Pass

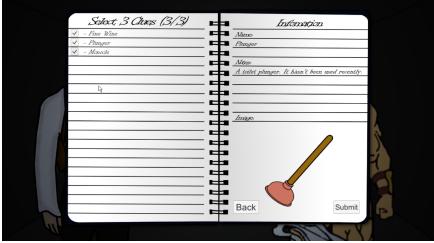
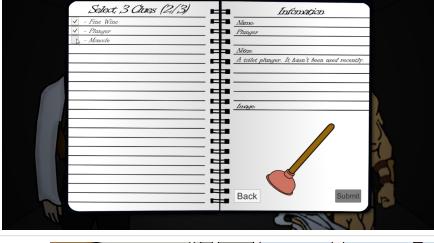
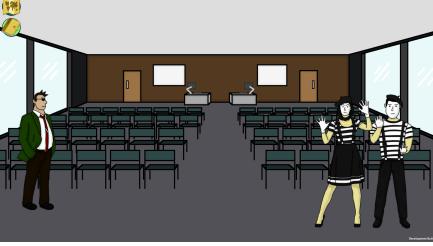
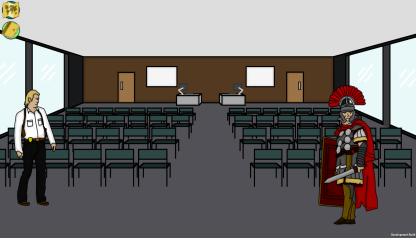
Screenshots Evidence

		Before	After	
33				
34				



40	<p>A Map showing the layout of the building complex:</p> <ul style="list-style-type: none"> Lecture Theatre Island of Interaction Kitchen Atrium Underground Lab Roof Underground Labhouse 		
41		<p>Lead Pipe</p> <p>It's a bit battered with a few dents on the side</p> <p>Okay</p>	
42	<p>Question</p> <p>Information</p> <p>848</p> <p>?</p>	<p>Question</p> <p>Information</p> <p>848</p> <p>A toxic player. It hasn't been used recently.</p> <p>?</p>	
43		<p>Question</p> <p>Accuse</p> <p>Back</p>	
44			



50, 51, 53 and 54			
52			
55			
56			
57	