Test Scenarios

Black Box Integrated Testing (Manual Testing)

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| Test Scenario # | Test Scenario Description |
| 1 | Check the Integration of the Dashboard Unit and Terrain Generation Unit |
| 2 | Check the Integration of the Terrain Generation Unit and the Player Functionality Unit |

Test Scenarios: Test Case

Test Scenario 1

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| Test Case # | Test Case Description |
| 1.1 | Check system behavior when the start button is clicked |
| 1.2 | Check system behavior when the settings (Generation Settings) is altered, and the start button is clicked |
| 1.3 | Check system behavior when the settings (Border Settings) is altered, and the start button is clicked |

Test Scenario 2

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| Test Case # | Test Case Description |
| 2.1 | Check system behavior when the player tries to move the player |
| 2.2 | Check system behavior when the player tries to move the camera |
| 2.3 | Check system behavior when the player tries to place and destroy block |

Test Case

Test Case 1.1

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| Test Case ID | 1.1 | Test Case Description | | Check system behavior when the start button is clicked |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 | - |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Start button | A game will start, and terrain will generate based on the default setting. (X=10, Y=10, Z=10) |  |  |

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| Screenshot (Evidence) |
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Test Case 1.2

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| Test Case ID | 1.2 | Test Case Description | | Check system behavior when the settings (Generation Settings) is altered, and the start button is clicked |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 | X=15, Y=13, Z=17 |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Settings button (Generation Settings) | The Generation Settings Page Will Appear |  |  |
| 2 | Insert the textbox base on the test data given and press save | The default data reference for the building the terrain generation will be replaced with the new user input |  |  |
| 3 | Press the Start Button | The game will start, and terrain will generate based on the new settings. (X=15, Y=13, Z=17) |  |  |

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| Screenshot (Evidence) |
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Test Case 1.3

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| Test Case ID | 1.3 | Test Case Description | | Check system behavior when the settings (Border Settings) is altered, and the start button is clicked |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Settings button (Border Settings) | The Generation Settings Page Will Appear |  |  |
| 2 | Insert the textbox base on the test data given and press save | The default data reference for the building the terrain generation will be replaced with the new user input |  |  |
| 3 | Press the Start Button | The game will start, and terrain will generate based on the default settings (X=10, Y=10, Z=10) and border will generate based on the new settings (X X=5, Y=1, Z=4) |  |  |

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| Screenshot (Evidence) |
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Test Case 2.1

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| Test Case ID | 2.1 | Test Case Description | | Check system behavior when the player tries to move the player |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Start Button | The game will start, and terrain will generate based on the default settings (X=10, Y=10, Z=10) |  |  |
| 2 | Move mouse forward | The player camera moves up |  |  |
| 3 | Move mouse backward | The player camera moves down |  |  |
| 4 | Move mouse left | The player camera moves left |  |  |
| 5 | Move mouse right | The player camera moves right |  |  |

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| Screenshot (Evidence) |
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Test Case 2.1

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| --- | --- | --- | --- | --- |
| Test Case ID | 2.1 | Test Case Description | | Check system behavior when the player tries to move the player |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Start Button | The game will start, and terrain will generate based on the default settings (X=10, Y=10, Z=10) |  |  |
| 2 | Click ‘W’ key | The player moves forward |  |  |
| 3 | Click ‘D’ Key | The player moves back |  |  |
| 4 | Click ‘A’ Key | The player moves left |  |  |
| 5 | Click ‘D’ Key | The player moves right |  |  |
| 6 | Click ‘Space’ Key | The player will jump 1 block high |  |  |

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| Screenshot (Evidence) |
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Test Case 2.2

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| Test Case ID | 2.2 | Test Case Description | | Check system behavior for camera movement of the player |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Start Button | The game will start, and terrain will generate based on the default settings (X=10, Y=10, Z=10) |  |  |
| 2 | Move mouse forward | The player camera moves up |  |  |
| 3 | Move mouse backward | The player camera moves down |  |  |
| 4 | Move mouse left | The player camera moves left |  |  |
| 5 | Move mouse right | The player camera moves right |  |  |

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| Screenshot (Evidence) |
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Test Case 2.3

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| Test Case ID | 2.3 | Test Case Description | | Check system behavior for the placing and destroying of block |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Start Button | The game will start, and terrain will generate based on the default settings (X=10, Y=10, Z=10) |  |  |
| 2 | Right Click Mouse | A block is created |  |  |
| 3 | Left Click Mouse and hold | A block is destroyed |  |  |

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| Screenshot (Evidence) |
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System Testing

Test Case 1.1

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| Test Case ID | 1.1 | Test Case Description | | Check System behavior for the dashboard, terrain generation and the player functionality. |
| Created By | Imran.S | Reviewed By | |  |
| Version | 1 | Tester’s Name | |  |
| Date Tested |  | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| --- | --- | --- | --- |
| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code | 1 | Terrain Generation (X=20, Y=5, Z=10) |
|  |  | 2 | Border Generation (X=5, Y=2, Z=10) |

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| --- | --- | --- | --- | --- |
| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Press the Settings button (Border Settings) | The Generation Settings Page Will Appear |  |  |
| 2 | Insert the textbox base on the test data given and press save | The default data reference for the building the terrain generation will be replaced with the new user input |  |  |
| 3 | Press the Start Button | The game will start, and terrain will generate based on the altered settings (X=20, Y=5, Z=10) and border will generate based on the new settings (X=5, Y=2, Z=10) |  |  |
| 4 | Move the character in the ‘N’ shape and jump | The character can move from starting point till the end point, and jump |  |  |
| 5 | Move the camera in an S shape and then do it in reverse | The camera can move form starting point to the end point and come back to the starting point |  |  |
| 6 | Press the ‘esc’ to exit | The game will exit |  |  |

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| Screenshot (Evidence) |
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