Test Scenarios

Unit Testing

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| Test Scenario # | Test Scenario Description |
| 1 | Check the Terrain Generation Functionality |
| 2 | Check the Dashboard Functionality |
| 3 | Check the Player Functionality |

Test Scenarios: Test Case

Test Scenario 1

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| Test Case # | Test Case Description |
| 1.1 | Check system behavior for a single block generation |
| 1.2 | Check system behavior for default terrain generation |
| 1.3 | Check system behavior for altered settings value for terrain generation (Generation Settings) |
| 1.4 | Check system behavior for altered settings value for terrain generation (Border Settings) |

Test Scenario 2

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| Test Case # | Test Case Description |
| 2.1 | Check system behavior when Start Button is clicked |
| 2.2 | Check system behavior when Setting (Generation Setting) Value is entered |
| 2.3 | Check system behavior when Setting (Border Setting) Value is entered |
| 2.4 | Check system behavior when Exit Button is clicked |

Test Scenario 3

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| Test Case # | Test Case Description |
| 3.1 | Check system behavior for movement of the player |
| 3.2 | Check system behavior for camera movement of the player |
| 3.3 | Check system behavior for the placing and destroying of block |
| 3.4 | Check system behavior for the ‘esc’ button |

Test Case

Test Case 1.1

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| --- | --- | --- | --- | --- |
| Test Case ID | 1.1 | Test Case Description | | Check system behavior for a single block generation. |
| 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 (Related to block generation) | 1 | - |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | A block has been generated |  |  |

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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 for default terrain generation |
| 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 (Related to terrain generation) | 1 | Default Values for Generation Setting  (X:10, Y:10, Z:10) |
| 2 |  | 2 | Default Values for Border Setting  (X:10, Y:10, Z:10) |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | A block terrain which is 10x10x10 has been generated with a border of 10X10X10 |  |  |

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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 for altered settings value for terrain generation (Generation Settings) |
| 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 (Related to terrain generation) | 1 | Altered Values for Generation Setting  (X:25, Y:20, Z:15) |
| 2 |  | 2 | Default Values for Border Setting  (X:10, Y:10, Z:10) |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | A block terrain which is 25X20X15 has been generated with a border of 10X10X10 |  |  |

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| Screenshot (Evidence) |
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Test Case 1.4

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| Test Case ID | 1.4 | Test Case Description | | Check system behavior for altered settings value for terrain generation (Border Settings) |
| 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 (Related to terrain generation) | 1 | Default Values for Generation Setting  (X:10, Y:10, Z:10) |
| 2 |  | 2 | Altered Values for Border Setting  (X:3, Y:3, Z:3) |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | A block terrain which is 10X10X10 has been generated with a border of 3X3X3 |  |  |

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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 Start Button is clicked |
| Created By | Imran.S | Reviewed By | | Imrans Syafiq |
| Version | 1 | Tester’s Name | | Imran Syafiq |
| Date Tested | 13/9/2022 | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code (Related to Dashboard) | 1 |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Dashboard menu will appear |  |  |
| 2 | Click the ‘Start’ button | Game Page will appear |  |  |

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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 when Setting (Generation Setting) Value is entered |
| Created By | Imran.S | Reviewed By | | Imran Syafiq |
| Version | 1 | Tester’s Name | | Imran Syafiq |
| Date Tested | 13/9/2022 | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code (Related to Dashboard) | 1 | X:14, Y:16, Z:8 |
| 2 |  | 2 | Default Values for Border Setting  (X:10, Y:10, Z:10) |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Dashboard menu will appear | As Expected | Pass |
| 2 | Click the ‘Settings’ button | Settings Page will appear | As Expected | Pass |
| 3 | Click the ‘Generation’ Settings | Generation Settings Page will appear | As Expected | Pass |
| 4 | Insert the test data in the X, Y, and Z, axis textbox | The default value for the generation settings will be replaced with the inserted data | As Expected | Pass |

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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 when Setting (Border Setting) Value is entered |
| Created By | Imran.S | Reviewed By | | Imran Syafiq |
| Version | 1 | Tester’s Name | | Imran Syafiq |
| Date Tested | 13/9/2022 | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| --- | --- | --- | --- |
| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code (Related to Dashboard) | 1 | Default Values for Generation Setting  (X:10, Y:10, Z:10) |
| 2 |  | 2 | X:4, Y:5, Z:8 |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Dashboard menu will appear | As Expected | Pass |
| 2 | Click the ‘Settings’ button | Settings Page will appear | As Expected | Pass |
| 3 | Click the ‘Border’ Settings | Generation Settings Page will appear | As Expected | Pass |
| 4 | Insert the test data in the X, Y, and Z, axis textbox | The default value for the generation settings will be replaced with the inserted data | As Expected | Pass |

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| Screenshot (Evidence) |
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Test Case 2.4

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| Test Case ID | 2.4 | Test Case Description | | Check system behavior when Exit Button is clicked |
| Created By | Imran.S | Reviewed By | | Imran Syafiq |
| Version | 1 | Tester’s Name | | Imran Syafiq |
| Date Tested | 13/9/2022 | Tester’s Log | |  |
| Test Case (Pass/Fail/Not Executed) | | |  | |

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| S# | Prerequisites: | S# | Test Data |
| 1 | Source Code (Related to Dashboard) | 1 |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Dashboard menu will appear | As Expected | Pass |
| 2 | Click the ‘Quit’ button | The dashboard will close | As Expected | Pass |

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| Screenshot (Evidence) |
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Test Case 3.1

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| Test Case ID | 3.1 | Test Case Description | | Check system behavior for 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 (Related to Player Functions) | 1 |  |
| 2 | Default Terrain (10X10X10) |  |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Game will be executed |  |  |
| 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 3.2

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| Test Case ID | 3.2 | 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 (Related to Player Functions) | 1 |  |
| 2 | Default Terrain (10X10X10) |  |  |

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| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Game will be executed |  |  |
| 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 3.2

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case ID | 3.2 | 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 (Related to Player Functions) | 1 |  |
| 2 | Default Terrain (10X10X10) |  |  |

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| --- | --- | --- | --- | --- |
| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Game will be executed |  |  |
| 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 3.3

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| --- | --- | --- | --- | --- |
| Test Case ID | 3.3 | 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 (Related to Player Functions) | 1 |  |
| 2 | Default Terrain (10X10X10) |  |  |

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| --- | --- | --- | --- | --- |
| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Game will be executed |  |  |
| 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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Test Case 3.4

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| Test Case ID | 3.4 | Test Case Description | | Check system behavior for the ‘esc’ button |
| 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 (Related to Player Functions) | 1 |  |
| 2 | Default Terrain (10X10X10) |  |  |

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| --- | --- | --- | --- | --- |
| Step # | Step Details | Expected Results | Actual Result | Pass/Fail/Not Executed |
| 1 | Execute Code | Game will be executed |  |  |
| 2 | Click ‘esc’ Key | Game will close |  |  |

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| Screenshot (Evidence) |
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