

Bracketed test-data indicates location in storyboard (page 7)

Test Data	Expected Output
Open program (b.1)	Program starts and initialises
Move mouse	Cursor moves
Hover over menu option with mouse (a.1)	Menu option is highlighted
Click menu option (b.2)	Screen replaces previous menu with destination
Press quit (b.1)	Program closes to desktop
Press new game (b.2)	Screen replaces previous menu with in game screen and adds game-state to save file
Press continue (b.2)	Screen replaces previous menu with in game screen and retrieves game-state from save file
Click on game background (b.4)	Character moves to clicked location
Click on left-hand inventory arrow (b.4)	Inventory menu opens
Click home button (b.5)	Screen replaces previous game screen with main menu, saves game
Click on item in inventory (b.5)	Cursor is replaced with item
Click on left-hand inventory arrow while inventory is open (b.5)	Inventory menu disappears
Click on non-tangible objects (b.6)	Description for object appears
Click on tangible objects (b.6)	Item shows up in inventory
Click on FOV button (b.3)	Options menu is replaced with FOV menu
Click on licensing & credits button (b.3)	Options menu is replaced with licensing & credits
Slide FOV slider (b.8)	FOV slides
Click screen while dialogue is present (b.5)	Dialogue disappears