

Test cases:

1.0 Feed Pet

Description:	Test if the pet gets hungry and can be fed.
Tested Use Case:	1.0
Pass/fail:	Pass
Remarks:	

Step by step guide

Test 1.0

	How the test is made	Expected Result
1	Wait for the pet to get hungry	
2		The pets hungryCount decreases
3	Click to feed the pet	
4		The pets hungryCount increases

Test 1.1

	How the test is made	Expected Result
1	Wait for the pet to get hungry	
2		The pets hungryCount decreases
3	Wait until hungryCount reaches 0	
4		The pet dies, and if the app is in focus a pop-up with the deathcause is shown. If the app is not in focus a notification is hown instead.

2.0 Clean pet

Description	Test if the pet gets dirty and can be cleansed.
Tested Use Case:	2.0, 2.1
Pass/fail:	Pass
Remarks:	

Test 2.0

Step by step guide

	How the test is made	Expected Result
1	Wait for the pet to get dirty	
2		The pets cleanlevel decreases.
3	User interacts with pet by tapping the button for cleaning.	
4		The pets cleanlevel is raised to a set value, depending on how dirty it was to begin with.

Test 2.1

Step by step guide

	How the test is made	Expected Result
1	Wait for the pet to get dirty	
2		The pets cleanlevel decreases.
3	Neglect to clean him, wait for level to decrease more.	
4		Cleanlevel decreases to minimum. Pet gets ill. A notification is sent if the app is not in focus.

3.0 Remove Poop

Description	Test if the pet can poop and if the feces can be removed
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Tested Use Case:	3.0, 3.1
Pass/fail:	Pass
Remarks:	

Test 3.0

Step by step guide

	How the test is made	Expected Result
1	Wait for pet to poop	
2		Pet poops, and the cleanlevel decreases faster than normal. The ability to clean the pet is shut down.
3	Try to clean pet	
4		Nothing happens.
5	Clicks on the poo	
6		The poo is removed and the speed of the cleanlevel decreasing is back to normal and the ability to clean is once again available.

Test 3.1

Step by step guide

	How the test is made	Expected Result
1	Wait for pet to poop	
2		Pet poops, and the cleanlevel decreases faster than normal. The ability to clean the pet is shut down.
3	Neglect to remove the poo	
4		Cleanlevel decreases to minimum and the pet gets ill.

4.0 Cuddle with pet

Description:	Test if the pet gets sad and can be
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	cuddled with
Tested Use Case:	4.0
Pass/fail:	Pass
Remarks:	

Test 4.0

Step by step guide

	How the test is made	Expected Result
1	Wait for happylevel decreases	
2		Happylevel decreases and the pet is sad and depressed
3	User clicks on a button to cuddle with pet	
4		Happylevel is increased and the pet is no longer depressed

Test 4.1

Step by step guide

	How the test is made	Expected Result
1	Wait for happylevel decreases	
2		Happylevel decreases and the pet is sad and depressed
3	User neglects to cuddle with the pet	
4		Happylevel is decreased to minimum and the pet stays very depressed.

5.0 Cure Pet

Description:	Test if the pet gets sick and can be cured.
Tested Use Case:	5.0
Pass/fail:	Pass

Remarks:	
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Step by step guide

Test 5.0

	How the test is made	Expected Result
1	Set illness variable to be true	
2		An invisible counter begins to count down (log it out to see)
3	Click to cure the pet	
4		Illness variable is false. The counter is reseted and turned off.

Test 5.1

	How the test is made	Expected Result
1	Set illness variable to be true	
2		A invisible counter begins to count down (log it out to see)
3	Wait until Counter reaches 0	
4		The pet dies and a pop-up with the deathcause is shown. If the app is not in focus a notification is shown instead.

6.0 Pet sleeps

Description:	Test if the pet gets tired and can be put to sleep
Tested Use Case:	6.0
Pass/fail:	Pass
Remarks:	

Step by step guide

Test 6.0

	How the test is made	Expected Result
1	Wait for energylevel to decrease	
2		Energylevel decreases
3	User clicks to put the pet to sleep	
4		Energylevel increases slowly

Test 6.1

	How the test is made	Expected Result
1	Wait for energylevel to decrease	
2		Energylevel decreases
3	User neglects to let the pet sleep	
4		Energylevel reaches minimum, and the happylevel decreases slighly more than usual. The pet automatically falls asleep when the energylevel reaches 0. When asleep, the energylevel increases slowly.

7.0 Play Russian Roulette with CrayCray

Description:	Test if the game Russian Roulette with pet
Tested Use Case:	7.0
Pass/fail:	Pass
Remarks:	

Step by step guide

Test 7.0

	How the test is made	Expected Result
1	Push button with pistol on it	
2		Switches to Russian RouletteActivity and plays music
3	User clicks the pistol	
4		Switches back to MainActivity, pet stats is maximized and music is turned off.

Test 7.1

	How the test is made	Expected Result
1	Push button with pistol on it	
2		Switches to Russian RouletteActivity and plays music
3	User clicks the pistol	
4		Switches back to MainActivity, pet stats is minimized and music is turned off. Pop-up is displayed.

8.0 Give pet happy-potion

Description:	Test if pet gets happy by potion and if system plays music
Tested Use Case:	8.0
Pass/fail:	Pass
Remarks:	

Step by step guide

Test 8.0

	How the test is made	Expected Result
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1	Push the button with a drink on it	
2		Displays new image of CrayCray and plays music. The image will only last for a while and then switch back.
3		
4		