# Capstone (Phase 2) 2020- The Night’s Watch- Testing

The below table contains testing conducted on the project to ensure proper operation of the device.

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|  | Test Case | Expected Result | Actual Result **(if expected, put ‘Expected’. If not expected, give more detail.** |
| T1 | Run through game without changing any settings | ***For all of the test cases, change the setting, and then run through the entire game. For this test case, and for all the test cases- the sounds, text, questions and anything that appears in the game should work as specified, without any bugs. When finished, we should return to the home screen.*** | |
| T2 | Switches: change to 2 switches | Button 1 should let you select and button 2 should let you cycle through the buttons. | Expected |
| T3 | Switches: change back to 1 switch | Only button 1 should work. | Expected |
| T4 | Speed: slower | Buttons should cycle through slower. | Expected |
| T5 | Speed: faster | Buttons should cycle through faster. | Expected |
| T6 | Speed: slower, then reset | Make sure that if you select an option, and then change back to the original, it has the same speed as if you had made no changes at all. | Expected |
| T7 | Story: B A A | Refer back to the json file or word list to make sure that the right story elements are being used. | Expected |
| T8 | Story: A B A | Expected |
| T9 | Story: A A B | Expected |
| T10 | Story: B B A | Expected |
| T11 | Story: B B B | Expected |
| T12 | Story: B A B | Expected |
| T13 | Text size: Bigger | Text size of all buttons and options should increase. | Expected |
| T14 | Text size: Biggest | Text size of all buttons and options should increase further. | Expected |
| T15 | Text size: back to default | Text size of all buttons and options should be the same as default. | Expected |
| T16 | Page turn: both switches | When you press either switch, then you can turn to the next page. | Expected |
| T17 | Page turn: auto 10 seconds | If you’re on the next page, and you don’t do anything for 10 seconds, the page should turn anyway. | Expected |
| T18 | Page turn: No page | The ‘next page’ screens shouldn’t appear at all. | Expected |
| T19 | Page turn: try default again | Should go back to default- so, pressing switch 1 only will work, the next page won’t turn automatically, and the ‘next page’ screens should appear. | Expected |
| T20 | Shutdown | Game should stop. | Expected |
| T21 | Restart | Take you back to the main menu, with default values and a new random story | Expected |

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