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Lab Sheet 08: Test Reports

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| Test Case ID | Description | Input | Expected Result | Actual Result | Status (Pass/Fail) | Remarks |
| 1 | Player is checking if the Game EXE file is able to run on a computer successfully. | Left click on the EXE file on the computer to execute it. | Game is launch successfully | Game is launch successfully. | Pass |  |
| 2 | During the game play scene, the player is checking on the in-game player movement via using the up and down arrow key on the keyboard. | Press the up and down arrow key on the keyboard. | In-game player can move successfully based on the key pressed | In-game player can move successfully based on the key pressed | Pass |  |
| 3 | Player is checking the UI update whether is it updated correctly when player score a point during the GamePlay scene. | Player will need to avoid the obstacle in order to win score a point. | Score is increased | Score is increased | Pass |  |
| 4 | Player is checking to see if the GameLose Scene is able to launch if the player dies in the game | Players need to collide with the obstacle | GameLose scene is launch successfully | GameLose scene is launch successfully | Pass |  |
| 5 | Player will be checking on the appropriate background music is played for GamePlay Scene and GameLose Scene. | Nil. | Correct background music is played for all the scenes. | Correct background music is played for all the scenes. | Pass |  |
| 6 | Player will be checking the appropriate sound effect is played for when the obstacle is spawn and when it collides with the place where points will be given to the player during the Game Play Scene. | Earning score and spawning script. | Correct sound effect is played when obstacle is spawn and colliding with the scoring point. | Correct sound effect is played when obstacle is spawn and colliding with the scoring point. | Pass |  |
| 7 | Player is checking to see if the GamePlay Scene is able to launch when the “Retry” button on the GameLose Scene is pressed. | Left click on the “Retry” button on the GameLose Scene. | GamePlay Scene is launch successfully. | GamePlay Scene is launch successfully. | Pass |  |
| 8 | Player is checking on the font type, size and color are whether it can be seen for all the scenes. | Nil. | Font type, size and color are correct and can be seen easily. | Font type, size and color are correct and can be seen easily. | Pass |  |
| 9 | Player will be checking to see if the obstacles are being spawn different colors every one second during the GamePlay scene. | Spawning script. | Different colors obstacles are spawn within every one second. | Different colors obstacles are spawn within every one second. | Pass |  |
| 10 | Player is checking to see if the in-game player is restricted in the GamePlay Scene and not go out of the camera frame. | Press the up and down arrow key on the keyboard. | In-game player is restricted in the camera frame. | In-game player is able to go out of camera frame. | Fail | Maybe coders can put a few blocks to block it from going out of the camera frame or hard code to restrict the in-game player. |