

Manual test runthroughs log

Runthrough 1

Started new game and entered player name. Tested WASD movement controls by moving in all four directions and diagonally. Walked through entire map checking for visual glitches or collision issues - tested walking into walls to verify collision detection works. Collected the key from the chest room and verified it appeared in inventory tracker. Navigated to exit door and successfully exited with the key. Verified victory screen displayed with correct score calculation.

Runthrough 2

Started new game. Tested pause functionality by pressing P multiple times during different stages of gameplay - verified timer stopped during pause and game state froze. Tested timer display by watching countdown and collecting time-adding items to verify timer increased. Let timer run down to 00:00 to test lose condition. Verified lose ending screen displayed correctly.

Runthrough 3

Started new game. Attempted to exit without collecting the key - verified exit door remained locked. Tested item tracker by collecting different items and verifying tracker updated correctly after each collection. Tested all event triggers including chest opening, potion collection, and Dean encounters. Verified all achievements could be obtained and displayed correctly on end screen.

Runthrough 4

Completed full game and checked leaderboard displayed correctly (leaderboard duplication bug occurred so we fixed it and started this runthrough again). Closed game completely and restarted. Completed another run with different score and verified both scores appeared on leaderboard in correct order. Tested that previous bug where leaderboard entries duplicated after multiple reads no longer occurs.

Runthrough 5

Tested resilience and edge cases. Spammed random keys during gameplay to test input handling. Rapidly pressed pause/unpause. Attempted to collect same key multiple times. Tried interacting with non-interactive objects. Clicked outside game window during play. Attempted actions in unexpected order. Verified rendering system displays correctly with no visual glitches across different areas of the map.

Runthrough 6

Tested game reset functionality through all exit routes. First completed game to win condition and exited - started new game and verified all state was reset. Second, played until lose condition and exited - verified reset. Third, force quit mid-game and restarted - verified clean state. Observed Dean movement patterns across multiple runs to confirm variation in behavior.