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| **Function** | **Action and Expected Result** | | **Test** | | |
|  |  | **Date(DD/MM/YYYY)** | | **Result** | **Notes** | |
| Screen orientation to Landscape | The Game should be locked in landscape mode only | 10/11/2018 | | Pass | Working as planned | |
| Menu Screen - Background Soundtrack | When in the Menu, there should always be a background music playing. | 10/11/2018 | | Pass | Working as planned | |
| Menu Screen - Animations & effects | The title should have an effect on it(electricity effect) and the robot character in the menu should be animated and have effects on it. | 10/11/2018 | | Pass | Working as planned | |
| Menu Screen - Trophy Button | The trophy button in the menu should take you to the trophy room scene/screen. | 10/11/2018 | | Pass | Working as planned | |
| Menu Screen - Exit Button | The Exit button should close the application on your mobile device | 10/11/2018 | | Pass | Working as planned | |
| Menu Screen - Play Button | When Play button is clicked, Player should be taken to level 1 | 10/11/2018 | | Pass | Working as planned | |
| Level 1 UI : Home Button | When Player pressed the home button on top left corner in level 1, they should be taken to the main menu | 10/11/2018 | | Pass | working as planned | |
| Level 1: Level Design with buttons and objects | The player should see the level design with its objects and buttons to press | 10/11/2018 | | Pass | Working as planned | |
| Level 1: Correct Objects Audio | Selecting all correct objects should play the appropriate sound effect & voice feedback | 12/11/2018 | | Pass | Working as planned | |
| Level 1: Incorrect Objects Audio | Selecting all incorrect objects should play the appropriate sound effect & voice feedback | 12/11/2018 | | Pass | Working as planned | |
| Level 1: Progress Bar | When player selects all the correct object, the progress bar should fill up | 16/11/2018 | | Pass | Working as planned | |
| Level 1: 3 Strikes Attempt | Every time a player selects a wrong object, the top right ui for 3 attempts is updated. 1 Incorrect object will give one strike to the player | 18/11/2018 | | Pass | Working as planned | |
| Level 1: Fail Screen | When player gets all 3 strikes, they should be taken to the fail screen | 18/11/2018 | | Pass | Working as planned | |
| Level 1: Get Trophy reward when passing level | When player gets all the correct objects and fills up the progress bar, reward screen should pop up and then load the next level | 18/11/2018 | | Pass | Working as planned | |
| Trophy Room: Gaining level 1 Trophy | When Player completes level 1, the trophy room should have the earned trophy showing. | 19/11/2018 | | Pass | Working as planned | |
| Trophy Room: Back button | When pressing the back button on top left corner when in trophy room, the player should be taken back to main menu | 19/11/2018 | | Pass | Working as planned | |
| Level 2: Design & buttons | Level 2 should properly display all artwork and buttons | 19/11/2018 | | Pass | Working as planned | |
| Starting Next Level | When player finishes level one, level 2 should be loaded | 19/11/2018 | | Pass | Working as planned | |
| Level 2: Home Button | Player should be able to go back to main menu from level 2's home button on the top left corner | 19/11/2018 | | Pass | Working as planned | |
| Level 2: Proper sounds and voice feedback for correct and incorrect objects | Proper sound effect and voice feedback should be given when player presses correct and incorrect objects. | 19/11/2018 | | Pass | Working as planned | |
| Level 2: Progress Bar | When player selects all the correct object, the progress bar should fill up, | 19/11/2018 | | Pass | Working as planned | |
| Level 2: 3 Attempts UI | When player selects a incorrect object, one strike is given to the player, 3 strikes will result in failure screen | 19/11/2018 | | Pass | Working as planned | |
| Level 2: failure screen | Getting 3 strikes will display the failure screen | 19/11/2018 | | Pass | Working as planned | |
| Failure screen: Restarting levels | Whether you fail level 1 or level 2, when clicking the restart button in the failure screen should load the appropriate level that you failed | 20/11/2018 | | Pass | working as planned | |
| Level 2: Get Trophy | Player is granted a trophy when completing level 2 | 20/11/2018 | | Pass | working as planned | |
| Trophy room: Level 2 Trophy displayed when earned | When player completes level 2, The trophy room should show the level 2 trophy showing | 20/11/2018 | | Pass | working as planned | |
| Animations for main menu | Animation effect and robot animation on main menu should work | 20/11/2018 | | Pass | working as planned | |
| Background Music for Main Menu | Background Music should play when in main menu | 20/11/2018 | | Pass | working as planned | |
| Background Music for Main Menu should continue into trophy room | The main menu's background music should continue to play even when going in trophy room | 20/11/2018 | | Pass | working as planned | |
| Background Music for Level 1 and 2 | Background music for level 1 and 2 should play whenever player is in either level | 20/11/2018 | | Pass | working as planned | |
| Trophy Room: Reset Trophies | When the reset trophy button is pressed in the trophy room, all trophies earned should be reset back to none. | 21/11/2018 | | Pass | Working as planned | |
| Voice intro implemented in level 1 & 2 | Whenever level 1 or 2 is loaded, the appropriate voice will be played at the start that asks the player to find the correct objects. | 22/11/2018 | | Pass | working as planned | |
| Trophy room: Voice played once per launch | Voice will play once only per game launch when you enter trophy room, that way it is not constantly repeating the voice audio every time we visit the trophy room. | 25/11/2018 | | Pass | Working as planned | |
| Randomized Voice audio output: for level 1 and 2's correct and incorrect objects | Random correct and incorrect voices will be played from our array. So selecting an object won't always have the same response. | 27/11/2018 | | Pass | working as planned | |
| Disabling trophy pop up in levels if trophy already earned | If player has beaten a level before and already has earned the trophy, the next time they play the same level and complete that level will result in no trophy pop up | 27/11/2018 | | Pass | working as planned | |
| End Game Screen | When player finishes all the levels, they will be taken to the end screen which will have voice audio, robot idle animation, particle effects and background music | 27/11/2018 | | Pass | Working as planned | |
| Optimized for all android mobile devices | Everything should be aligned properly based on different screen size | 28/11/2018 | | Partly | Couple devices we have tried has been working however we have not tested on all device due to time constraints, so its possible that it is not optimized for some | |