ENG1 Manual Test Evidence
Software Testing Report - Manual Test Cases

Team: Cohort 2 Group 4 (Thadjam)

This document provides evidence of manual testing for visual elements, UI components, and gameplay mechanics.

Note: All *render()* and methods were tested manually, as these cannot be tested in headless mode.

ID	Class
BT	BusTicket
DN	Dean
DT	Decrease_Time
DR	Drown
ET	Extra_Time
FD	Freeze_Dean
GS	GameScreen
GT	GameTimer
LD	Leaderboard
LK	Locker
NS	NameScreen
PR	Player
QS	Questionnaire
SD	Slow_Down
TL	Teleport
TT	TutorialScreen

Table 1: Test case ID
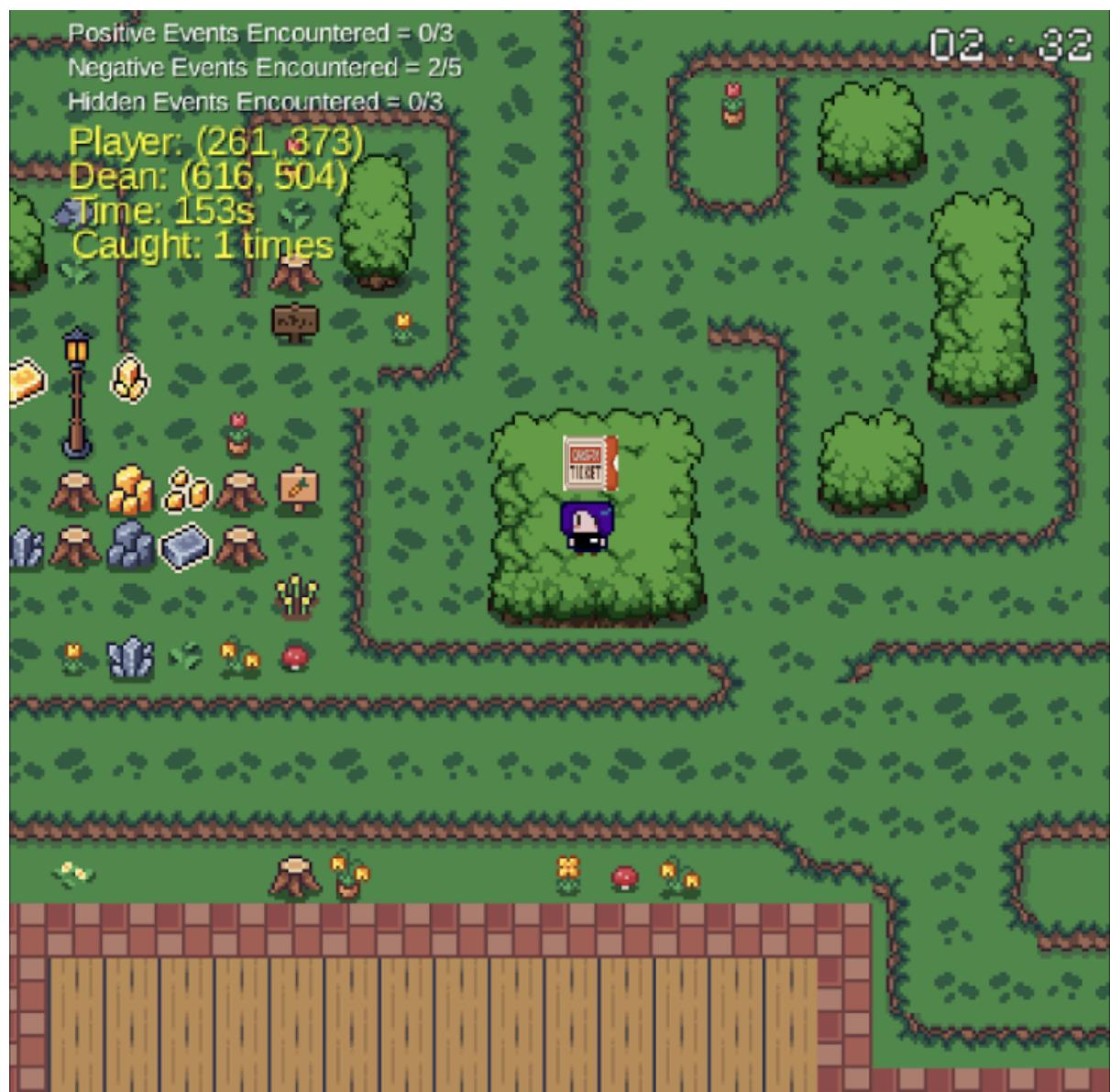
TEST 1: BT - Bus Ticket Discovery
Requirement: FR_HIDDEN_EVENT_BUS_PASS, UR_EVENTS
Test: Verify texture crops from 32x32 to 16x16 pixels on discovery
Expected: Texture visibly changes when discovered
Result: PASS
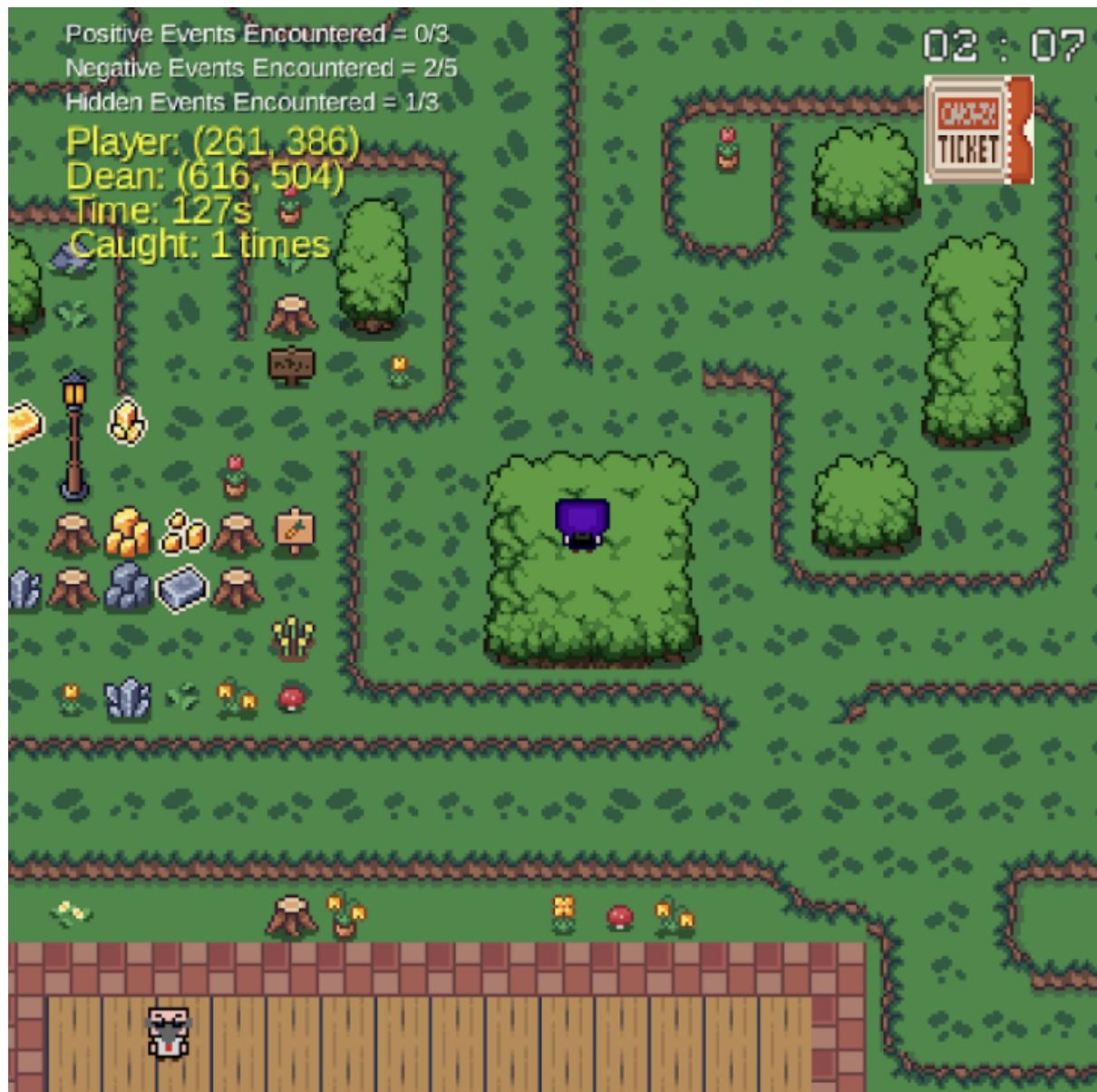
Positive Events Encountered = 0/3
Negative Events Encountered = 2/5
Hidden Events Encountered = 1/3
Player: (261, 386)
Dean: (616, 504)
Time: 127s
Caught: 1 times

02 : 07

TICKET
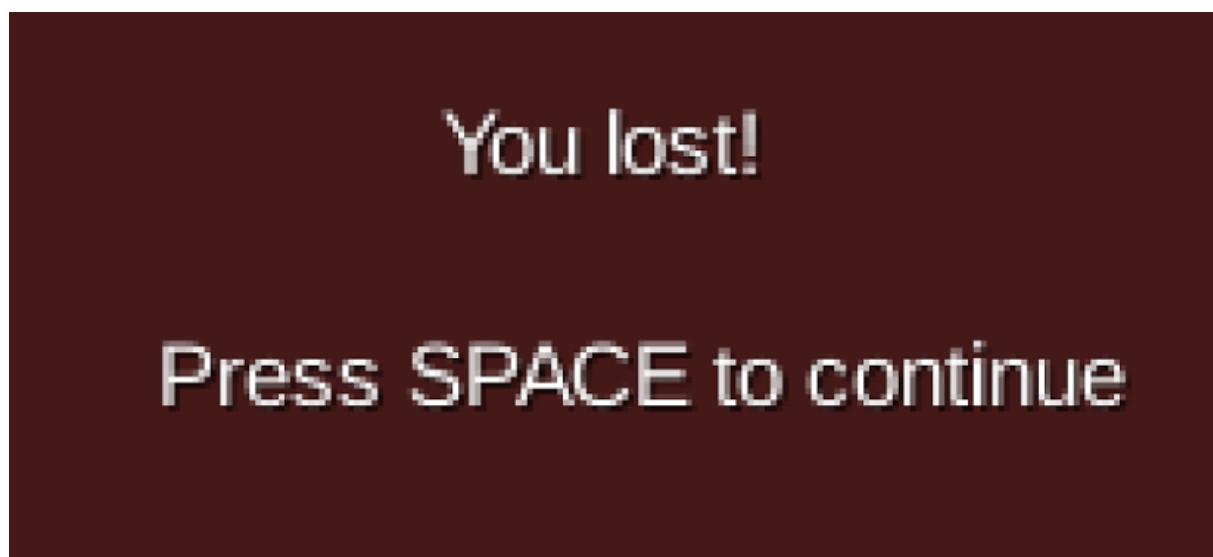
TEST 2: GT - Game Timer Display
Requirement: FR_USER_TIMER, FR_USER_TIME_FINAL, NFR_GAME_COMPLETION,
UR_USER_TIME
Test: Timer counts down from 5:00 to 0:00
Expected: Timer updates every second, game over at 0:00
Result: PASS
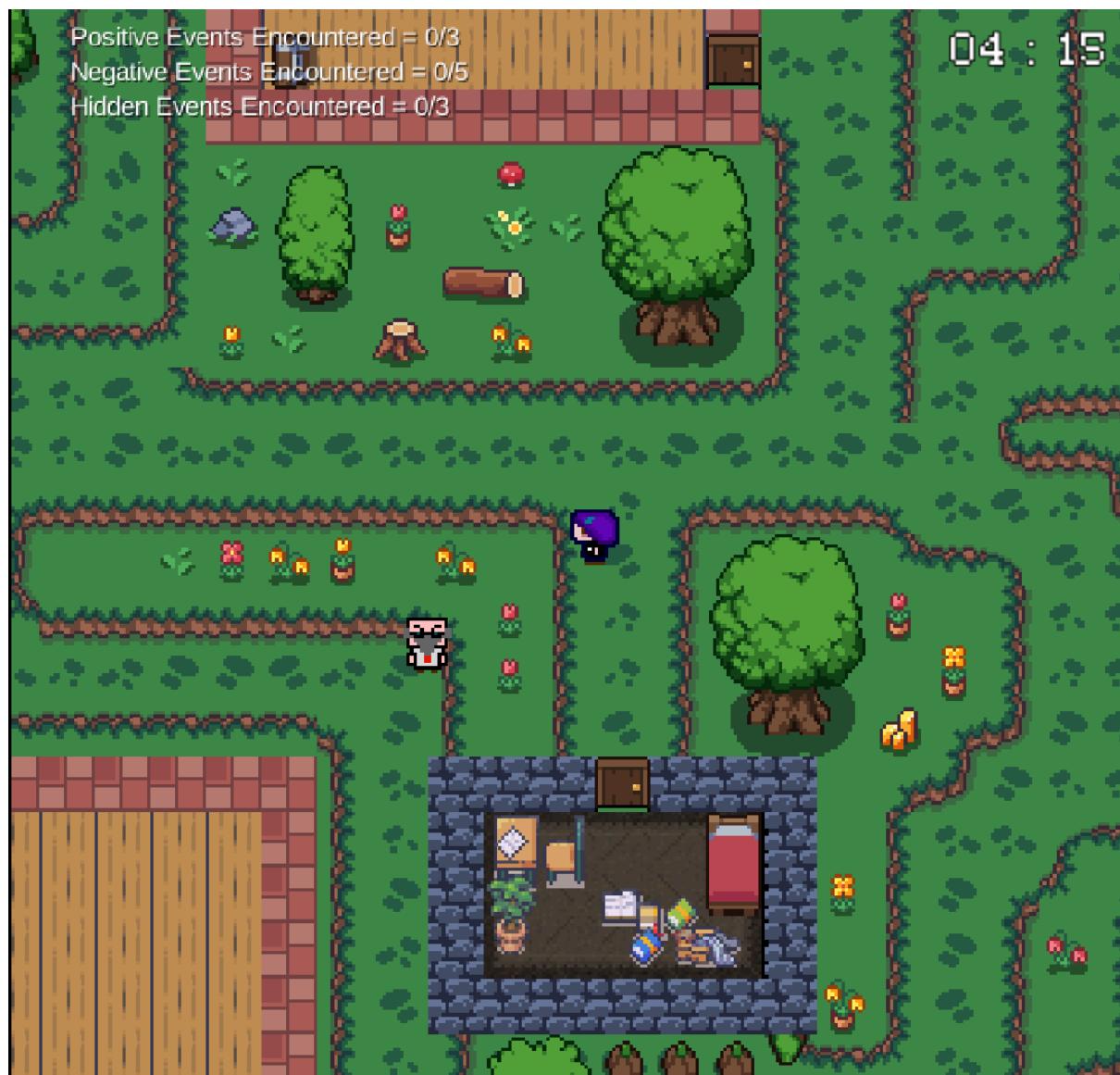
TEST 3: GS - Game Screen UI
Requirement: UR_SETTINGS, NFR_PAUSING, FR_EXIT_GAME, FR_SETTINGS_OPTION
Test: UI layout, pause functionality, element positioning
Expected: All UI elements visible, pause freezes gameplay
Result: PASS
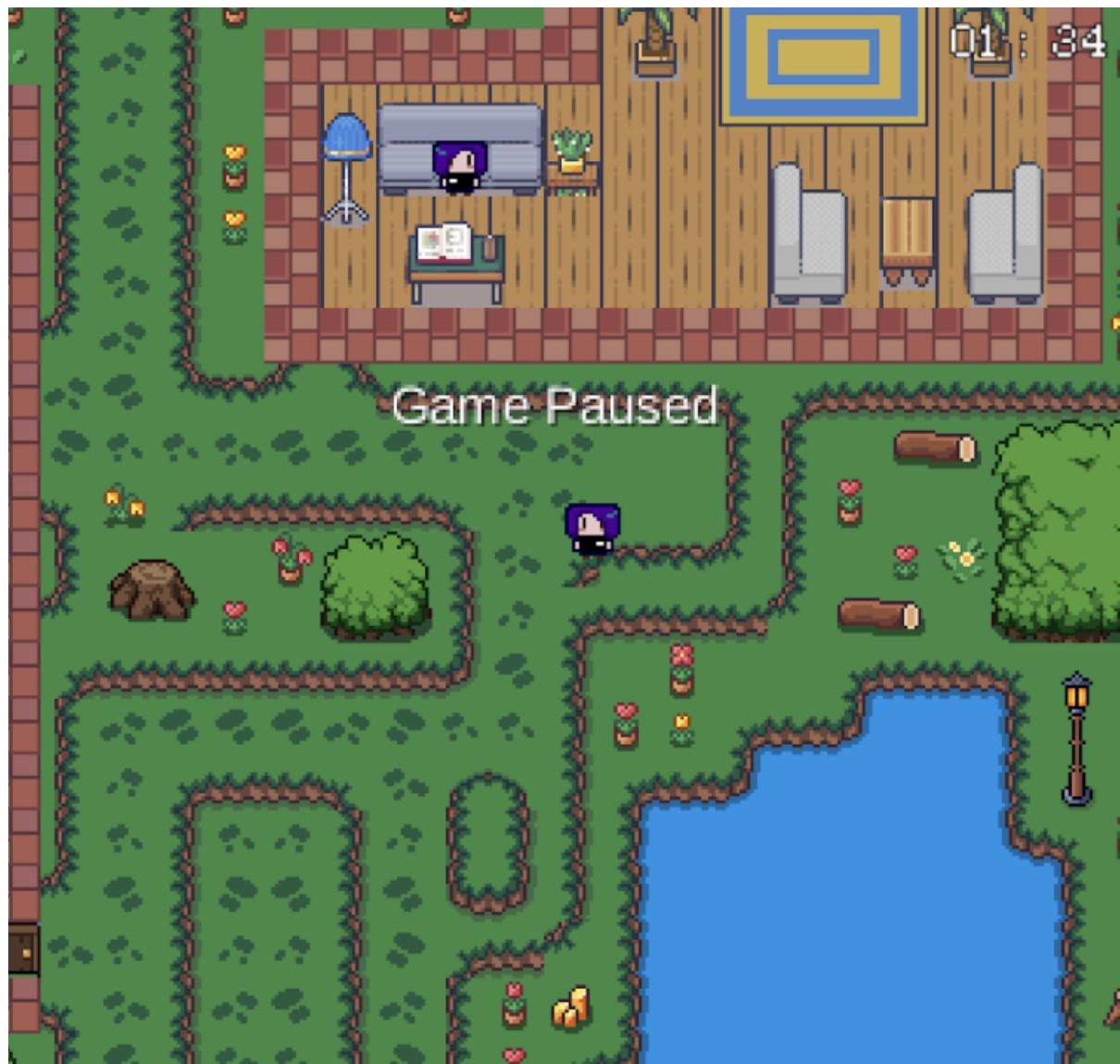
04 : 15

TEST 4: NS - Name Screen Input
Requirement: FR_NAME_ENTRY, UR_END_SCORE
Test: Text input, character limit (20), name persistence
Expected: Player can enter name, stored throughout session
Result: PASS

Enter Your Full Name:

([MANDATORY] You must type at least a character in First Name)
 First: TEST

--> Last: TEST
Use the Onscreen Keyboard for name -> TAB = switch | Space = done | Esc = back

KEYBOARD:

A	B	C	D	E	F	G	H
I	J	K	L	M	N	O	P
Q	R	S	T	U	V	W	X
Y	Z	DEL	SPACE	TAB			

TEST 5: LD - Leaderboard Display
Requirement: FR_LEADERBOARD_DISPLAY, FR_LEADERBOARD_SAVE,
UR_END_SCORE
Test: Score ordering, display accuracy, persistence
Expected: Top 5 scores in descending order
Result: PASS

LEADERBOARD --> TOP 5

SPACE or ENTER --> Back to Menu | ESC --> Quit

1. YO YO - 474

2. TEST TEST - 329

TEST 6: TT - Tutorial Screen
Requirement: UR_TUTORIAL, NFR_TUTORIAL_LOADING,
NFR_TUTORIAL_PROGRESSION
Test: Instruction clarity, navigation, transition to game
Expected: All panels accessible, smooth transition
Result: PASS

TEST 7: QS - Questionnaire UI
Requirement: FR_HIDDEN_EVENT_QUESTIONNAIRE, UR_EVENTS
Test: Quiz display, text visibility
Result: PASS

Which of these cannot 112 42
for a variable name in Java
Answer with your keyboard
[E] Quiz?

[A] Identifier & Keyword

[B] identifier

[C] Keyword,

[D] None of these
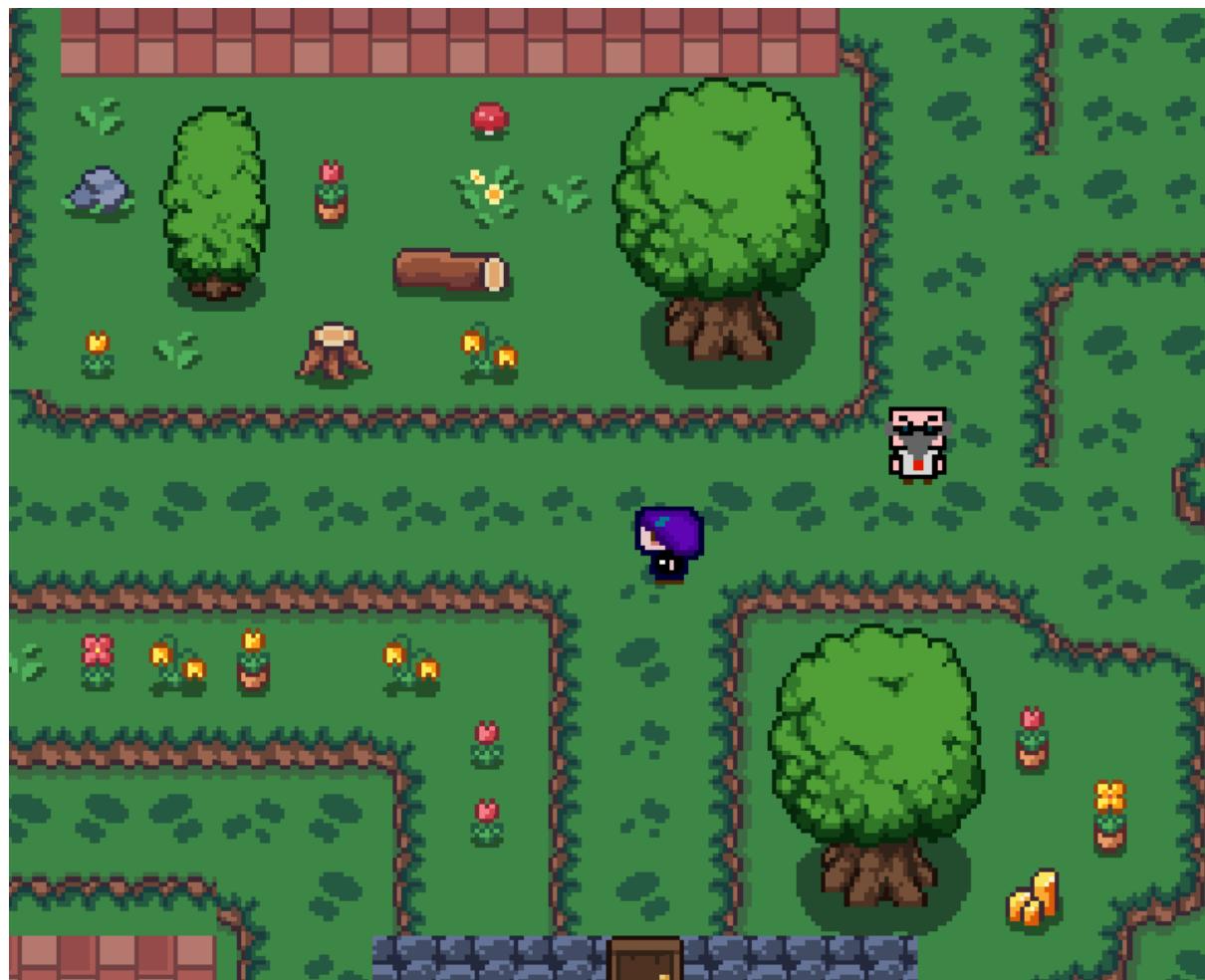
TEST 8: DN - Dean Chase & Capture
Requirement: FR_NEGATIVE_EVENT_DEAN_CHASE, FR_ANTAGONIST, UR_ANTAGONIST
Test: Dean pursuit, collision detection, game over trigger
Expected: Dean chases player, capture ends game with -5 penalty
Result: PASS

You Win!

Final Score = 346

Penalties = 5

--- ACHIEVEMENTS UNLOCKED ---
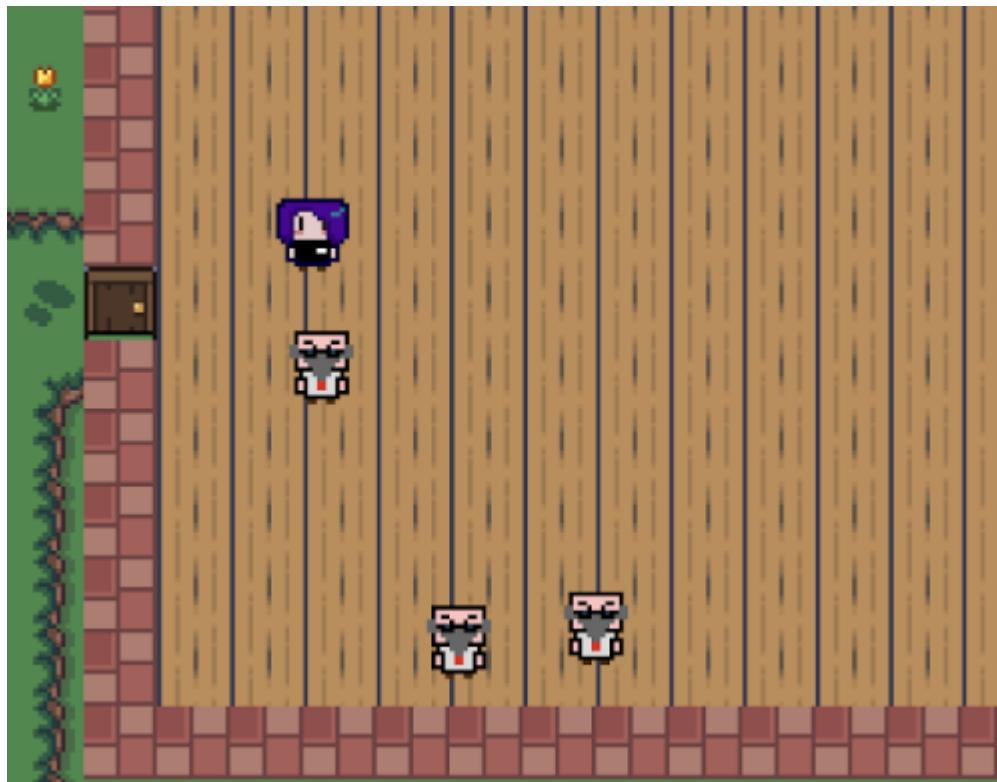
Quiz Taker: Attempted the Technical Quiz (50)

TEST 9: Gameplay Events Visual Feedback
Requirements: All UR_EVENTS, FR_POSITIVE_EVENT_*, FR_NEGATIVE_EVENT_*,
FR_HIDDEN_EVENT_* events
Test: Visual effects, animations, message displays for:

- FD (FreezeDean): Deans stop moving for 30s


- ET (ExtraTime): Timer increases by +30s

- DT (DecreaseTime): Timer decreases by -30s
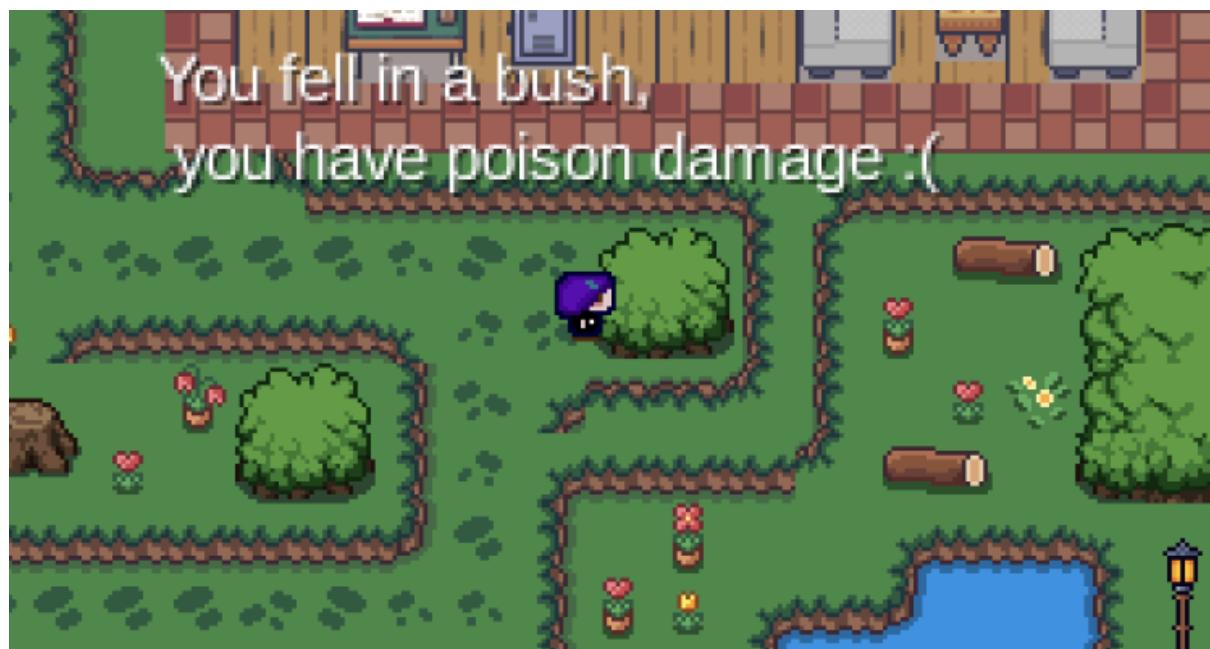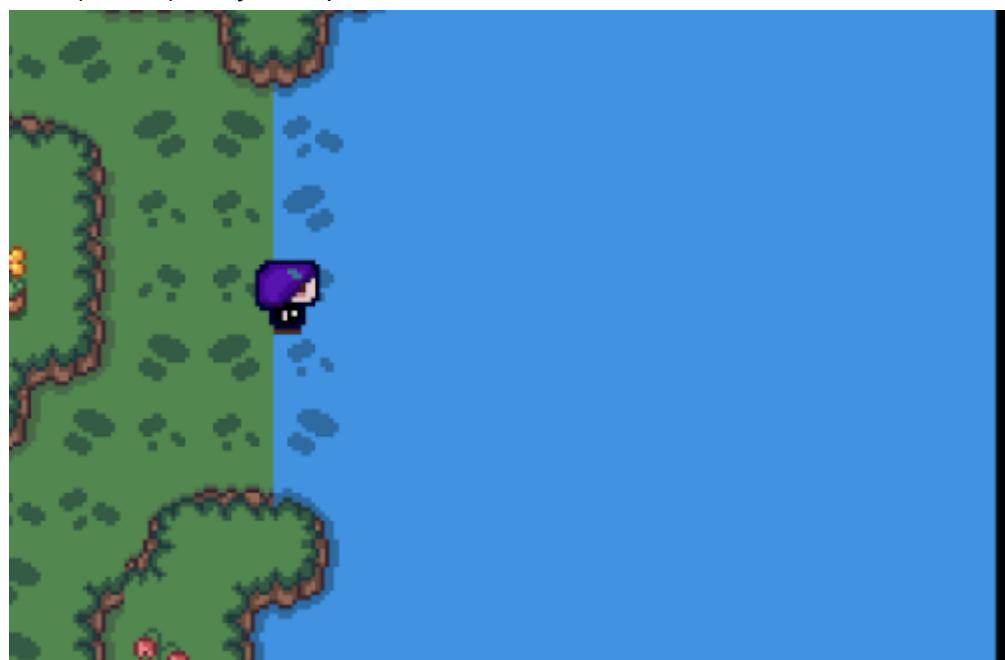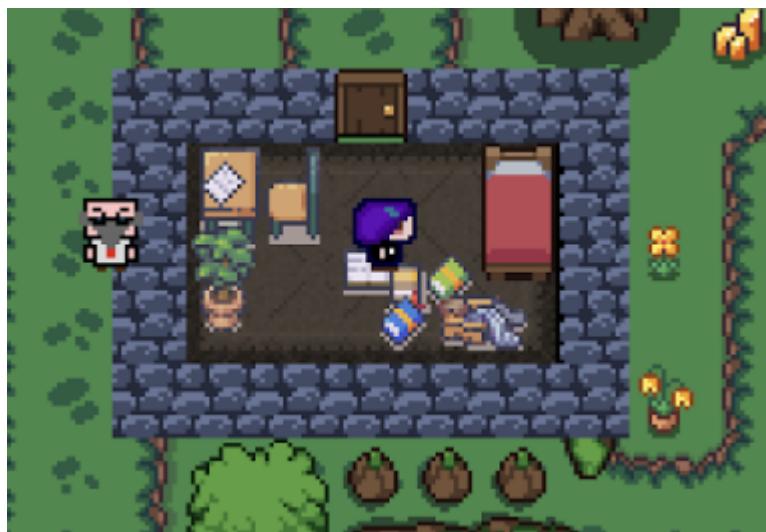
- SD (SlowDown): Player movement visibly slower

You fell in a bush,
you have poison damage :(

- DR (Drown): Player respawns at start
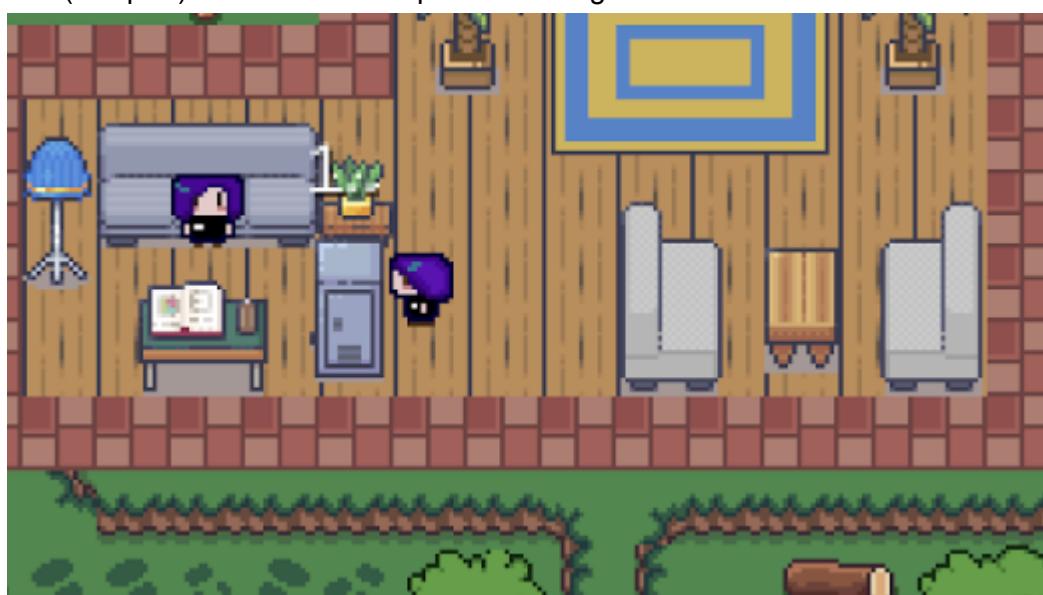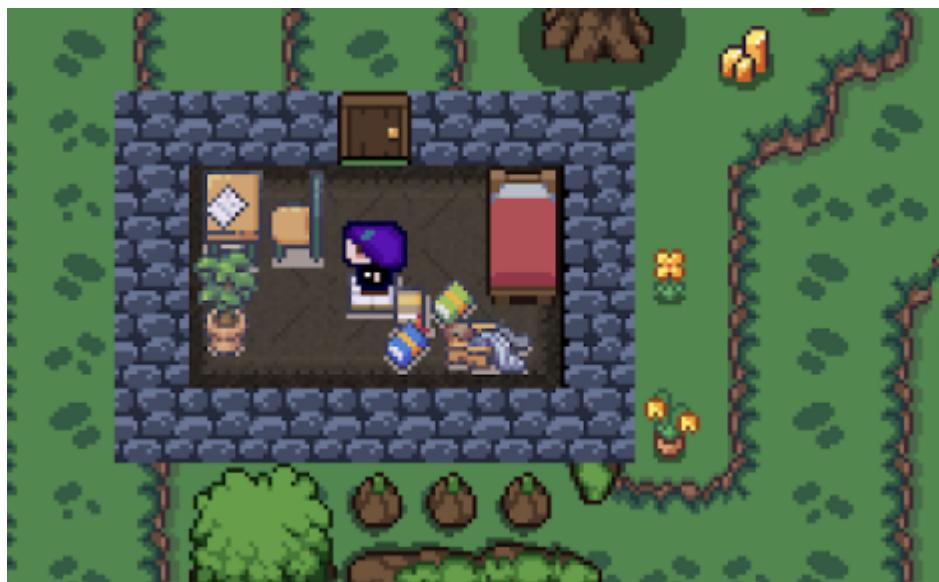
- LK (Locker): Speed boost visible

You found a sweet treat, enjoy the sugar induced speed boos

- TL (Teleport): Countdown and position change

Result: ALL PASS

SUMMARY

Total Manual Tests: 9 test cases
Tests Passed: 9/9 (100%)
Tests Failed: 0
Bugs Found: 0

All of the visual elements, UI components, and gameplay mechanics were verified through manual testing. The evidence provided via screenshots shows the before and after states and any visual effects.

All the requirements that required manual verification have been tested and confirmed to be working correctly.