

ENG1 Manual Test Evidence

Software Testing Report - Manual Test Cases

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

Note: All *render()* and methods 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

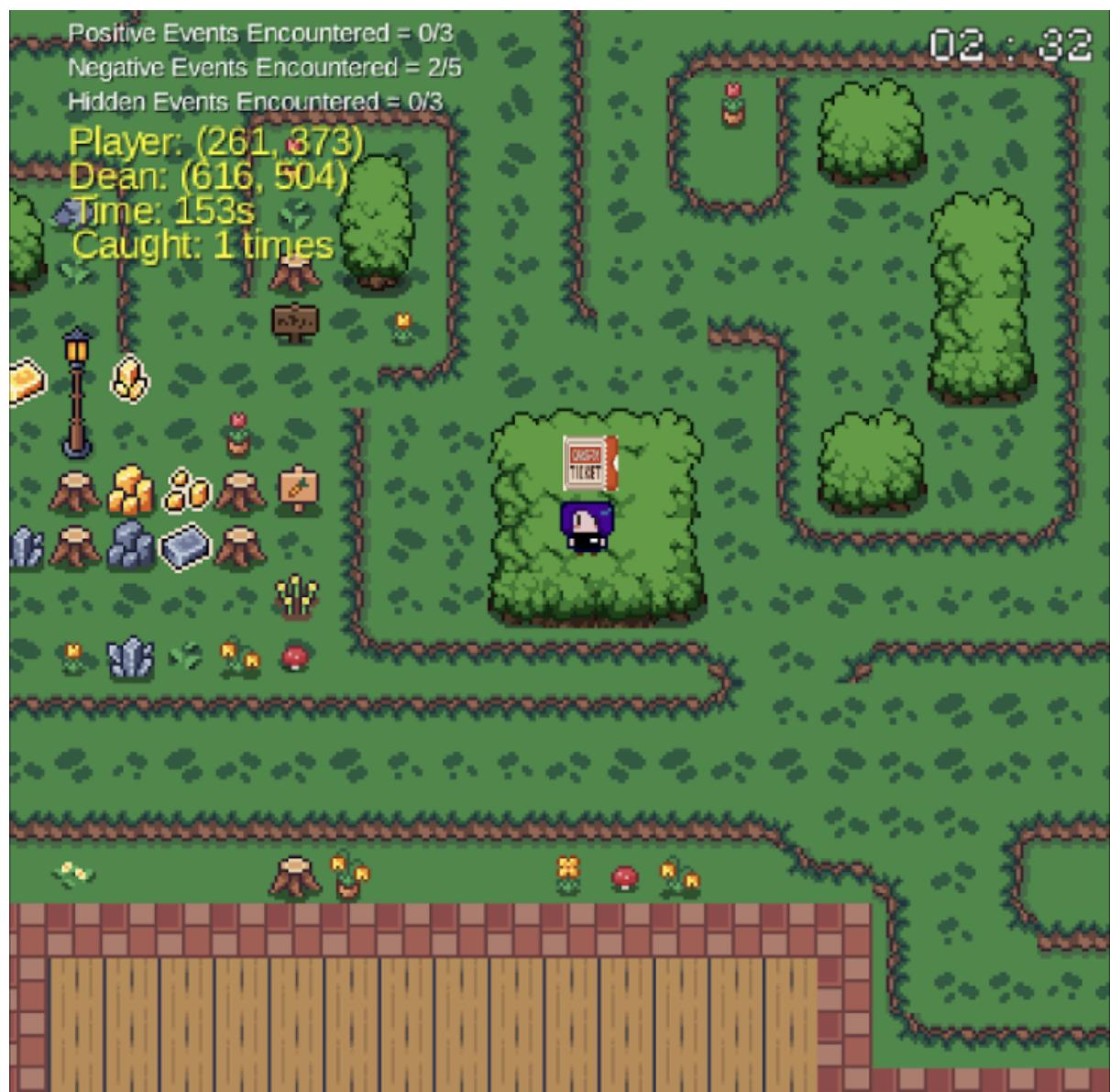
TEST 1: BT - Bus Ticket Discovery

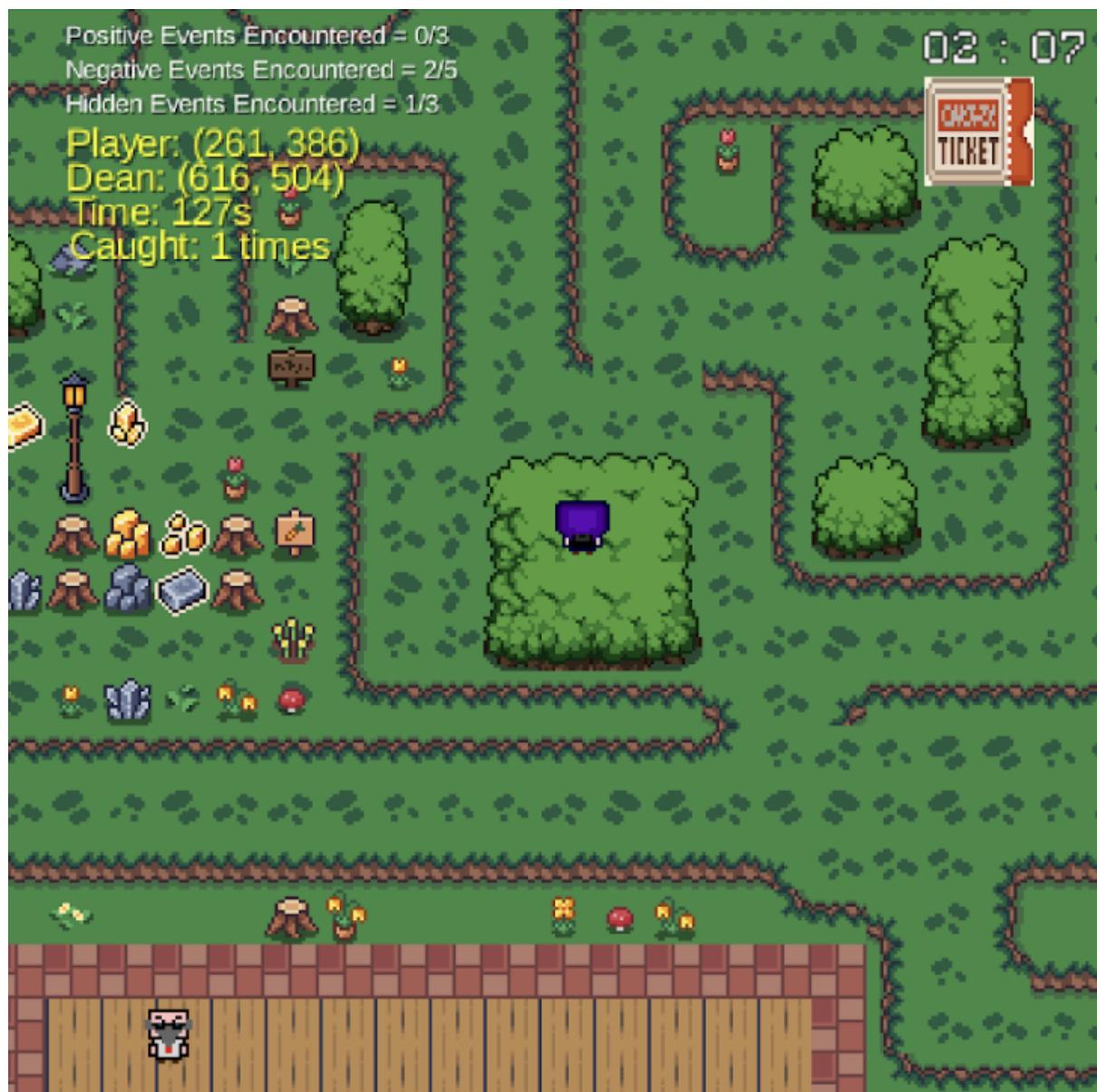
Requirement: FR_HIDDEN_EVENT_BUS_TICKET

Test: Verify texture crops from 32x32 to 16x16 pixels on discovery

Expected: Texture visibly changes when discovered

Result: PASS





TEST 2: GT - Game Timer Display

Requirement: NFR_GAME_COMPLETION

Test: Timer counts down from 5:00 to 0:00

Expected: Timer updates every second, game over at 0:00

Result: PASS





You lost!

Press SPACE to continue

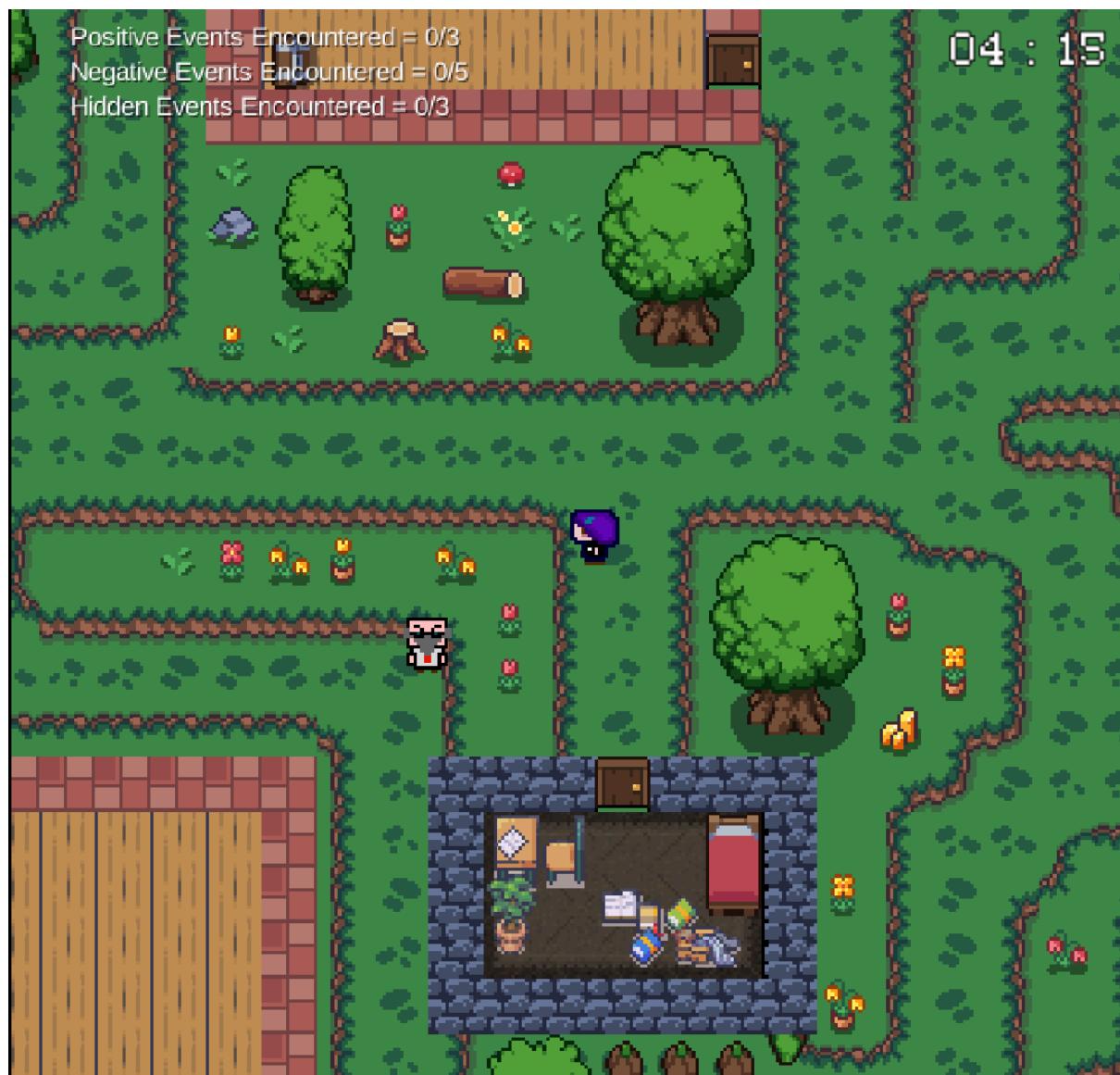
TEST 3: GS - Game Screen UI

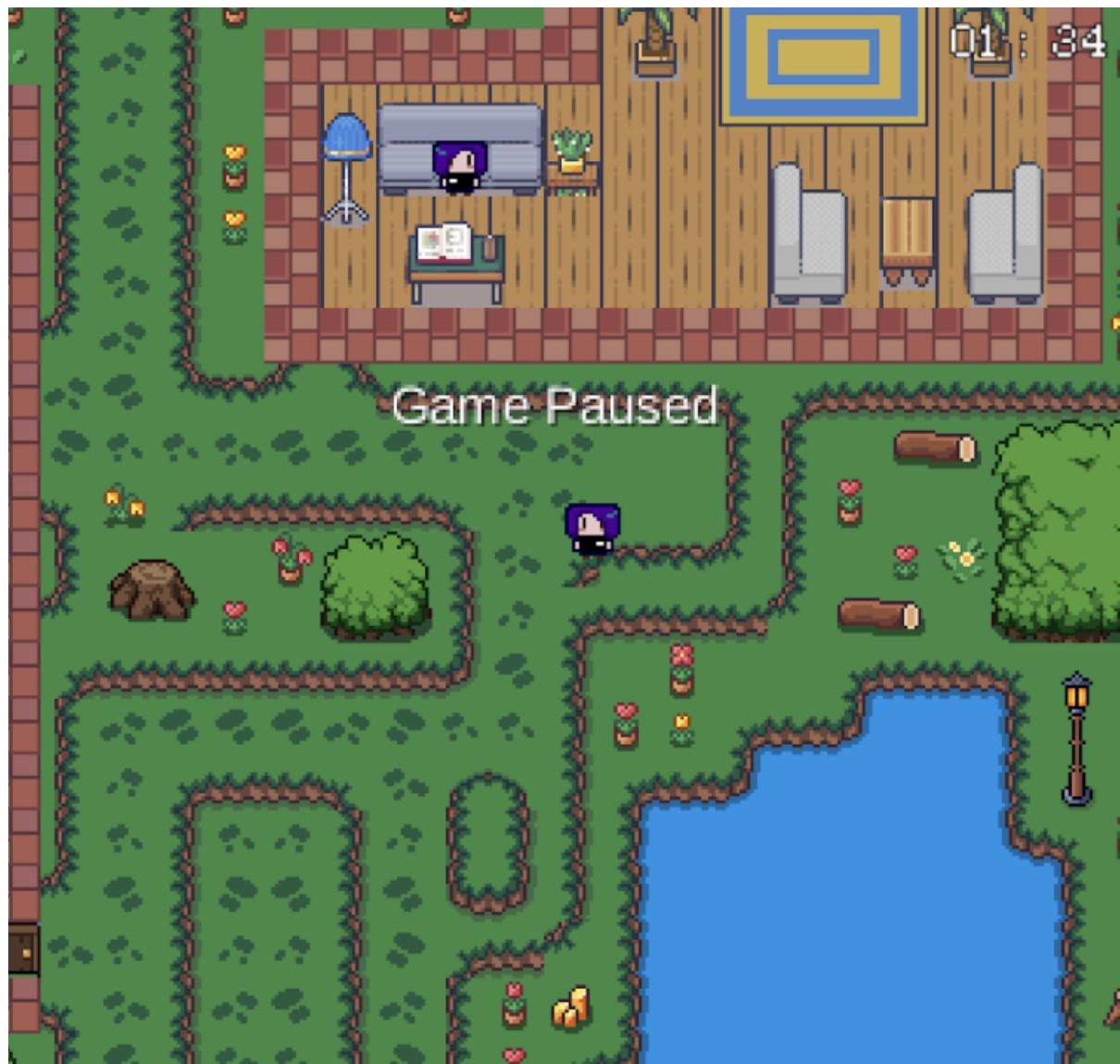
Requirement: FR_GAME_SCREEN

Test: UI layout, pause functionality, element positioning

Expected: All UI elements visible, pause freezes gameplay

Result: PASS





TEST 4: NS - Name Screen Input

Requirement: FR_NAME_SCREEN

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

Test: Score ordering, display accuracy, persistence

Expected: Top 10 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: FR_TUTORIAL

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

Test: Quiz display, text visibility

Result: Pass

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

[A] Identifier & Keyword

[B] identifier

[C] Keyword,

[D] None of these

Which of these cannot be used
for a variable name in Java? 🌸
Answer with your keyboard
[E] Quiz? 💬

[A] Identifier & Keyword

[B] identifier

[C] Keyword,

[D] None of these

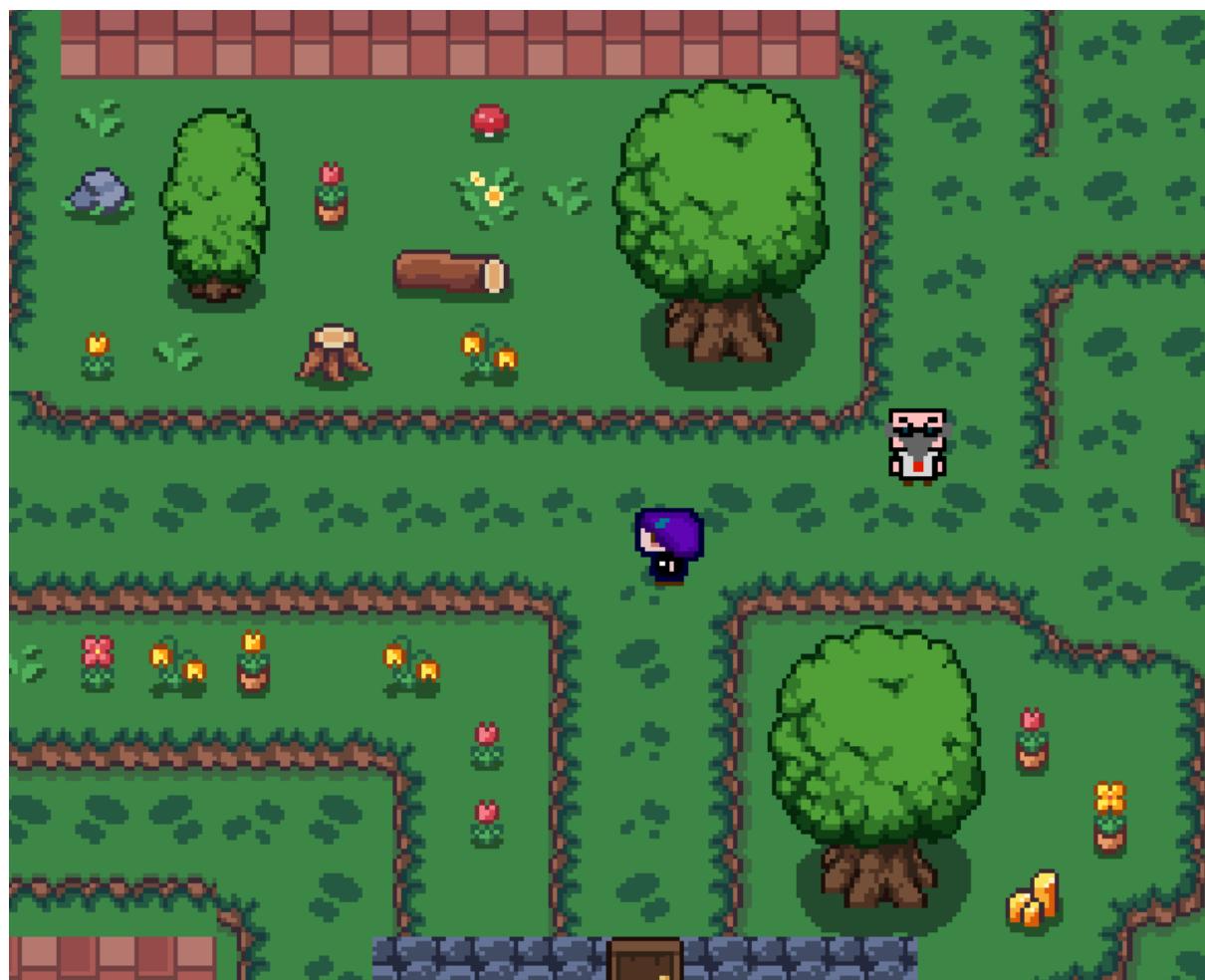
TEST 8: DN - Dean Chase & Capture

Requirement: FR_NEGATIVE_EVENT_DEANCHASE

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 ---

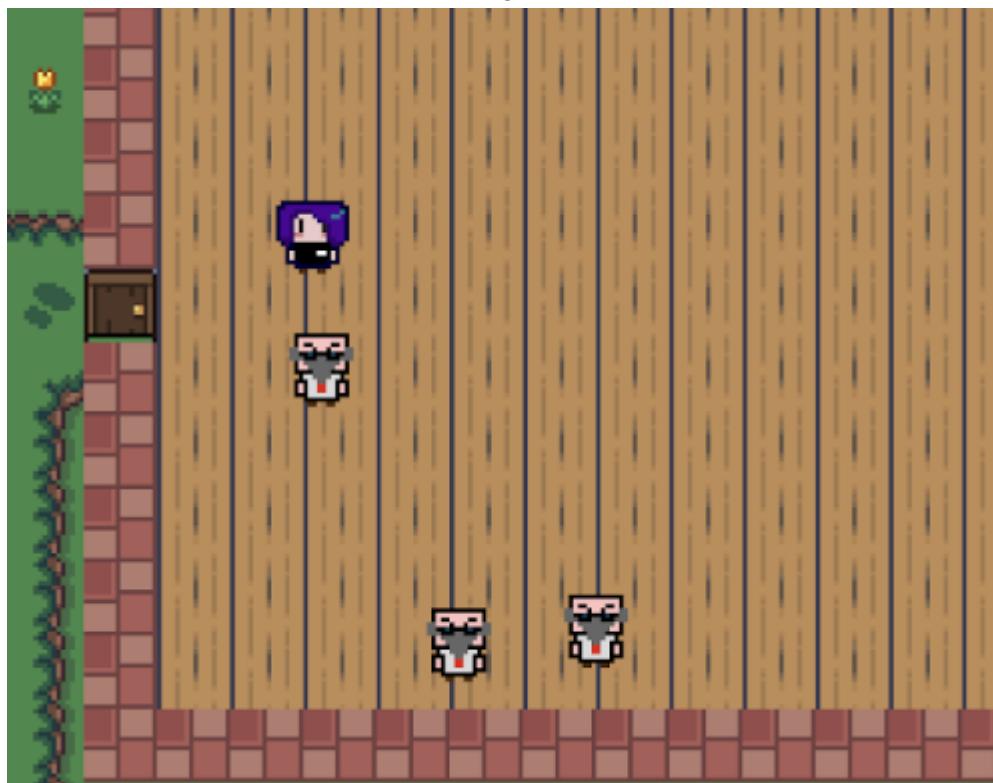
Quiz Taker: Attempted the Technical Quiz (50)

TEST 9: Gameplay Events Visual Feedback

Requirements: All FR_POSITIVE_*, FR_NEGATIVE_*, FR_HIDDEN_* events

Test: Visual effects, animations, message displays for:

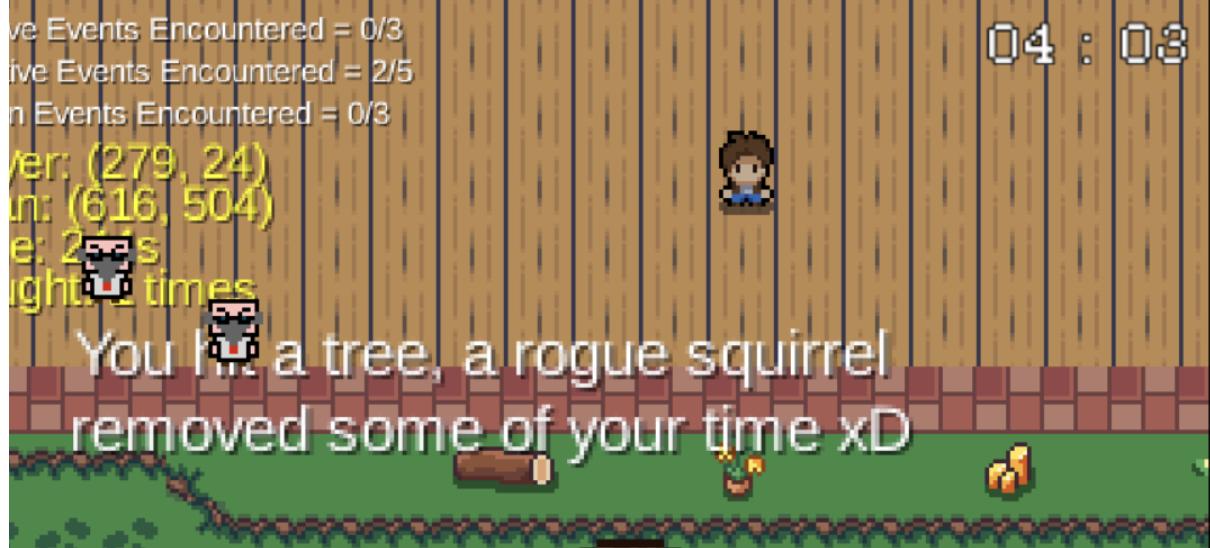
- FD (FreezeDean): Deans stop moving for 30s



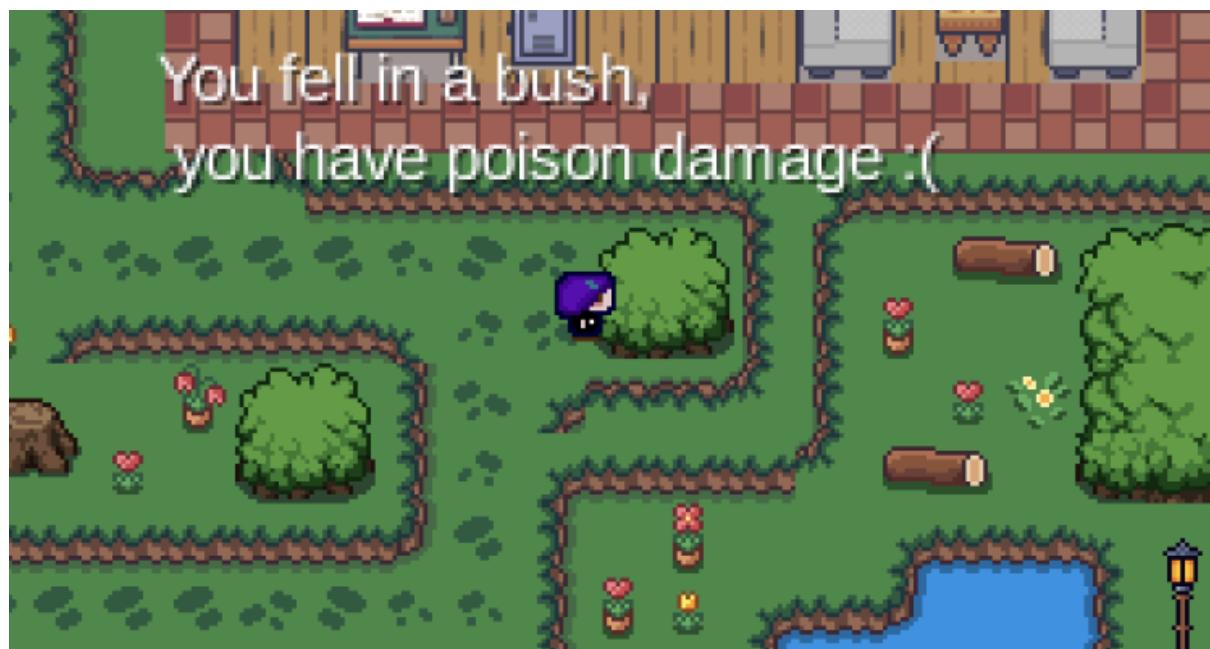
- ET (ExtraTime): Timer increases by +30s



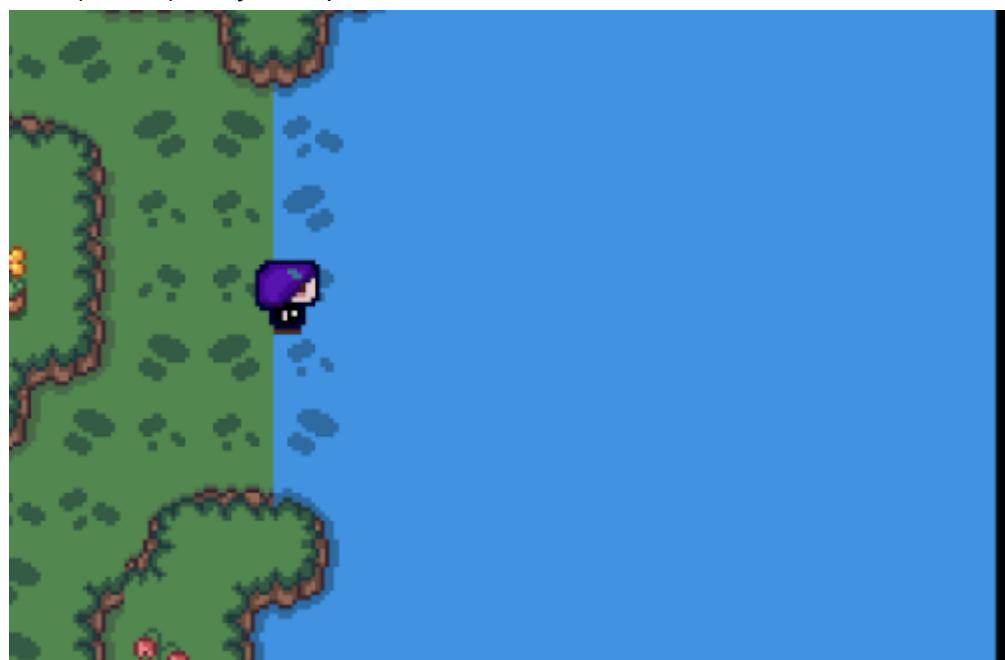
- DT (DecreaseTime): Timer decreases by -30s

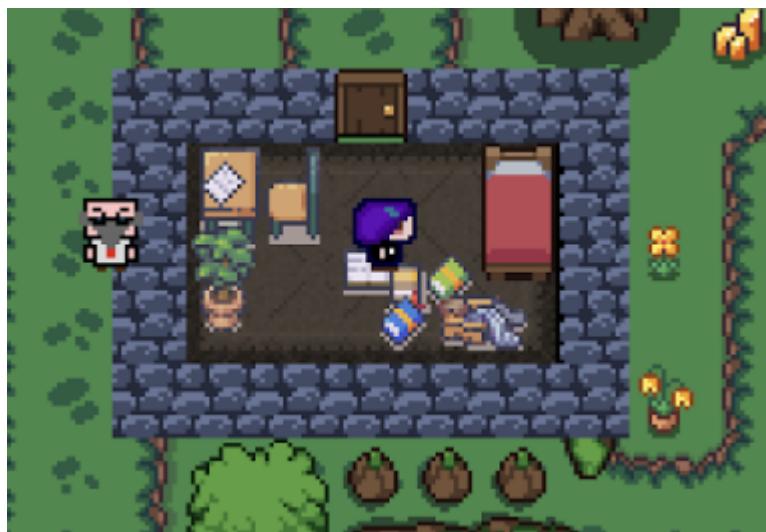


- SD (SlowDown): Player movement visibly slower



- DR (Drown): Player respawns at start

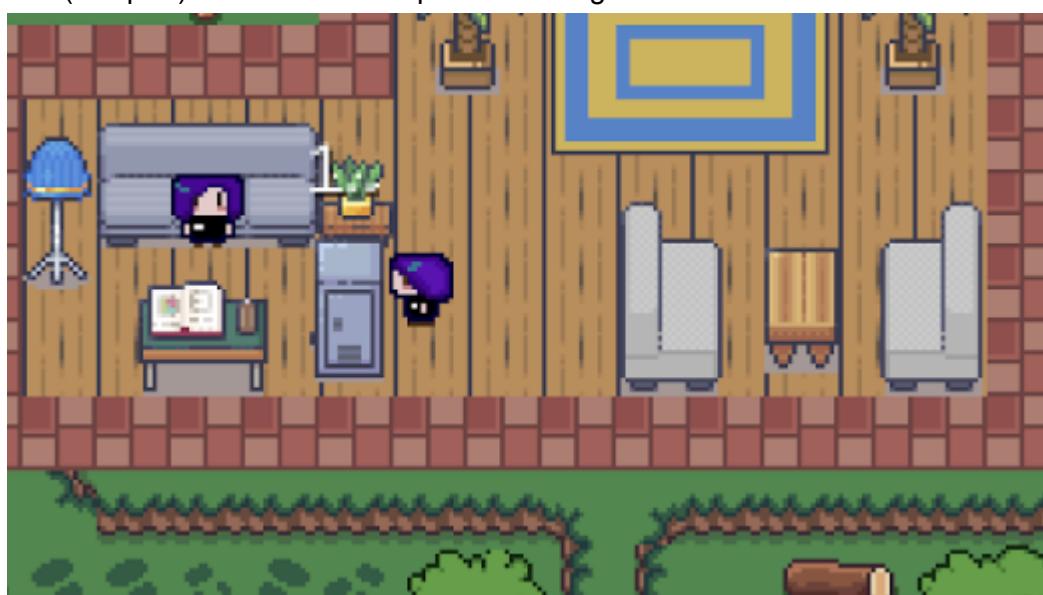


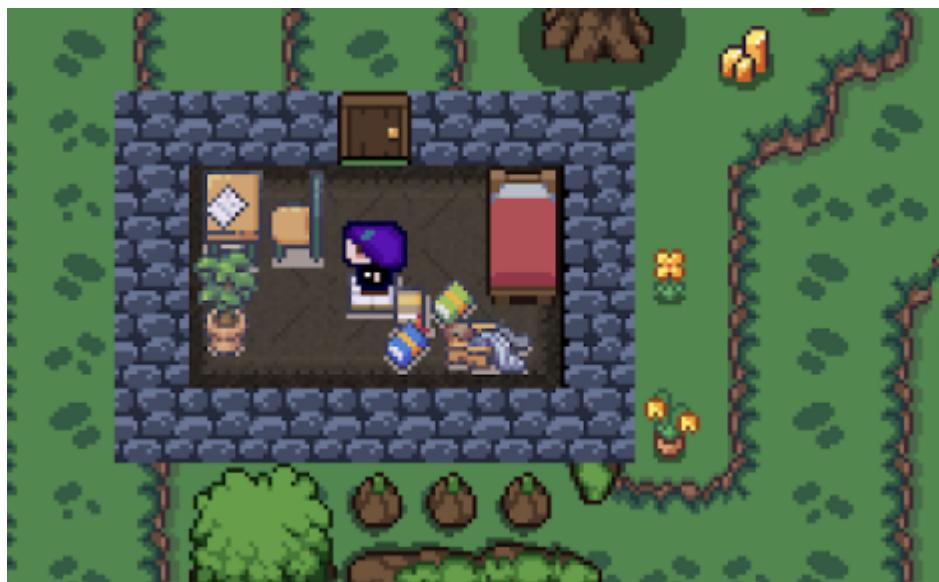


- LK (Locker): Speed boost visible



- TL (Teleport): Countdown and position change





Result: ALL PASS

SUMMARY

Total Manual Tests: 8 test cases

Tests Passed: 9/9 (100%)

Tests Failed: 0

Bugs Found: 0

All visual elements, UI components, and gameplay mechanics verified through manual testing. Evidence provided via screenshots showing before/after states and visual effects.

All requirements requiring manual verification have been tested and confirmed working correctly.