Escaparade
Test Scenarios

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Table of contents

Introduction

This document contains test scenarios for our game. These scenarios could not be tested with regular coded tests. So this document will be a guideline of how these untestable aspects of our game are supposed to work.

EscapeVR

Scenario 1: Initialise game

Setting	Oculus player starts the game and has Oculus on
Action	none
Reaction	The player sees a screen with "Hold on! waiting for other players" The head up display shows the text "trying to connect to server"
	No server running The head up display show the text "unable to connect to server"
	No server running The game continuously tries to connect. It throws an ConnectionException, which does not crash the game, and displays the following logger messages: "INFO ClientThread: Failed to connect. Retrying…" "INFO NetworkClient: Trying to connect to 127.0.0.1:1234…"
	Server running, no other players Head up display show the text "Trying to register player" and the logger message shows "INFO ClientThread: Trying to register client..."
	Server running, all players connected Screen shows "Hold on! waiting for other players" until all player are registered. If a player registered, the text "[playername] has entered the game'' appears.

Scenario 2: Start the game

Setting	Game is connected to the server, Oculus player has seen the text "Trying to register player" and is spawned in the escape room.
Action	Game gets a start message from the server
Reaction	If two mobile players are registered, the texts disappear and the Oculus player sees the room.

Scenario 3: Start minigame A

Setting	Oculus player is near the Picasso painting
Action	Oculus player presses A on the gamepad
Reaction	The logger logging to the console should display "INFO EscapeVR: Player interacted with object painting"
	A message with INITM[startA] should be sent to the server
	Oculus player has not initialised any other minigames The head up display shows the text "minigame A started!"
	Oculus player has initialised other minigames Nothing happens

Scenario 4: Finished minigame A

Setting	VR game has received INIVR[doneB] message from server
Action	-
Reaction	The logger logging to the console should display "INFO PictureCodeMinigame: Minigame A completed."
	The head up display shows the text "minigame A finished!"

Scenario 5: Start minigame B

Setting	Oculus player is near the desk with laptop/egg painting
Action	Oculus player presses A on the gamepad
Reaction	*Minigame A has not been finished* Nothing happens
	Minigame A has been finished (INITVR[doneA] received from server) The head up display shows the text "minigame B started!"
	A message with INITM[startB] is sent to the server
	The logger logging to the console should display "INFO EscapeVR: Player interacted with object painting2/desklaptop"

Scenario 6: Play minigame B

Setting	Minigame B has been initialised
Action	-
Reaction	Oculus player has to press a certain sequence of A,B,X,Y buttons

Scenario 7: Finished minigame B

Setting	VR game has received INIVR[doneB] message from server
Action	-
Reaction	*Minigames A and B have finished (INITVR[doneA] and INITVR[doneB] received from server)* Left from the door, 4 colored buttons appear
	The logger logging to the console should display INFO TapMinigame: Minigame B completed."
	The head up display shows the text "minigame B finished!"

Scenario 8: Start minigame C

Setting	Buttons have appeared, Oculus player is near the buttons
Action	Oculus player presses A on the gamepad
Reaction	*Minigames A and B have finished (INITVR[doneA] and INITVR[doneB] received from server)* Oculus player has to enter a color code with A,B,X,Y that is given by the smartphone players.
	Minigames A and B have not been finished Nothing happens

Scenario 9: Finish minigame C

Setting	Minigame C has been initialised
Action	Oculus player has entered the right sequence of A,B,X,Y
Reaction	The head up display shows the text "minigame B finished!"
	The logger logging to the console should display INFO ColorSequenceMinigame: Minigame C completed."

EscapeHost

Scenario 1: No players connected

Setting	Server is running, no players are connected
Action	-
Reaction	Server continuously checks for players and if the game is ready (game is ready when 2 smarthpone players and 1 oculus player are connected)
	Server shows log messages "INFO EscapeHost: Game not ready." and "No players currently registered"

Scenario 2: Registering players

Setting	Two smartphone players and an Oculus player have started the game and connected to the host, server has gotten all REGISTER messages
Action	-
Reaction	Logger shows messages: "INFO EscapeHost: Server is ready to host game." "INFO EscapeHost: Starting game…" "INFO EscapeHost: Game is active."
	Host prints connected clients and registered players to console, an example: Connected clients: Client: /145.94.176.188:4495 Client: /145.94.209.12:60555 Client: /127.0.0.1:64670 Registered players: Registered: User [insert user name] - /145.94.176.188:4495 - MOBILE Registered: User [insert user name] - /145.94.209.12:60555 - MOBILE Registered: User RIFT-USER - /127.0.0.1:64670 - VIRTUAL
	Host sends START message to all clients

Scenario 3: Minigame is triggered

Setting	VR client triggers a minigame, host receives INITM message
Action	-
Reaction	If the minigame is allowed to be triggered - the host is in the right gamestate, e.g. the message is INITM[startA] and the gamestate is GameState_A - the host sends the INITM message to the smartphone players. If the gamestate is not right, the host does nothing.

Scenario 4: Minigame is finished

Setting	Smartphone users have finished a minigame, host receives INITVR message
Action	-
Reaction	The host sends the message to the VR client, which stops the minigame in the client

EscapeApp

Scenario 1: Sensor movement during minigame D_Gyroscope.

Setting	Minigame D_Gyroscope is active.
Action	The player moves his mobile phone up, down, left or right. In the x or y direction.
Reaction	If the mobile player moves his phone up in the y - direction. ImageView gyroimage moves up proportionally to how far the player moved his phone up in the y - direction.
	If the mobile player moves his phone down in the y - direction. ImageView gyroimage moves down proportionally to how far the player moved his phone down in the y - direction.
	If the mobile player moves his phone left in the x - direction. ImageView gyroimage moves left proportionally to how far the player moved his phone left in the x - direction.
	If the mobile player moves his phone right in the x - direction. ImageView gyroimage moves right proportionally to how far the player moved his phone right in the x - direction.

Scenario 2: Player picks up a coin.

Setting	Minigame D_Gyroscope is active.
Action	The gyro (controlled by the player) collides with a coin.
Reaction	If the coin that gyro collides with is gold the gold count is increased by one. And all coins are randomly placed on the field. The coins however can't be placed where the gyro is currently at and the coins can't be placed offscreen.
	If the coin that gyro collides with is silver the silver count is increased by one. And all coins are randomly placed on the field. The coins however can't be

	placed where the gyro is currently at and the coins can't be placed offscreen.
	If the coin that gyro collides with is bronze the bronze count is increased by one. And all coins are randomly placed on the field. The coins however can't be placed where the gyro is currently at and the coins can't be placed offscreen.

Scenario 3: Player taps a bug.

Setting	Minigame E_squasher is active.
Action	The player taps the displayed bug.
Reaction	The squash count is increased by one. The bug image is randomized(from a set of bug images). The bugs location is randomized (ofcourse the bugs location can't be offscreen) and the bugs rotation is randomized.