

Testing

We have chosen not to do unit testing. Unit testing has its advantages, it is near instantaneous and has high accuracy. What we have made is a game, which consists of trickier components to test, those that require human experience to perceive the fullness of. It would of course not be impossible to unit test our product but it would require much greater knowledge than we possess.

What we have been proposed instead by our tutor is a way of **manual testing**.

The Process

We have brought about a checklist to facilitate more consistent testing. Many of the items on the list may seem redundant but were kept in due to coverage. It is not described in detail on how to test each point, it is left up to the tester to decide.

Checklist

Splash

- Splash screen shows up as expected
- Game continues to Main Menu

Main Menu

- Main Menu screen shows up
- Turning sound on and off works
- Able to enter shop screen
- Able to go to level selection screen

Shop Screen

- Shop screen shows up
- Able to select each item on the list
- Able to see how much credit you have

- Able to purchase an upgrade, see reflecting change in credit
- Able to exit shop properly (back button on phone)

Level selection screen

- Screen loads properly
- All levels show up
- Levels show up as beaten / available / locked according to own progress
- Able to enter selected level if unlocked/beaten.
- Not able to enter locked level (in dev version of the game you can still do this due to convenience)

In-Game

Boot

- The level loads properly
- All entities and textures shows up as expected
- No artifacts on screen
- Able to start moving

Movement

- Character moves according to accelerator movements
- Player movement is hindered by physics
- Gravity affects player
- Able to jump
- Able to use rocket boost (by pressing left side of screen)
- Rocket fuel depletes when used

Ending

- You die when touching deadly objects
- You die when falling out of screen
- You win when touching the golden cookie
- After an ending you get out of the game screen

Death

- Game freezes and death screen appears

Winning

- Game freezes and complete screen appears