

Test Coverage

com.RichTeam.game

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
GameScreen		24%		43%	44	77	178	254	16	34	0	1
MenuScreen		19%		10%	15	22	128	165	10	17	0	1
GameOverScreen		5%		0%	24	26	125	133	8	10	0	1
EventManager		67%		57%	56	103	115	310	7	25	0	1
DialogBox		7%		2%	30	35	109	125	13	18	0	1
SettingsScreen		12%		70%	11	15	53	63	8	10	0	1
SaveScreen		23%		75%	9	17	53	83	7	13	0	1
DialogBox_SelectBox		0%		0%	15	16	57	58	10	11	0	1
OptionDialog		0%		0%	18	18	58	58	11	11	1	1
LeaderboardScreen		20%		50%	11	15	52	68	7	10	0	1
Player		71%		49%	28	64	53	160	9	28	0	1
GameScreen.new InputAdapter() {...}		0%		0%	21	21	38	38	2	2	1	1
CreditScreen		10%		50%	7	10	42	53	6	9	0	1
HustleGame		11%		33%	7	11	47	56	5	8	0	1
SoundManager		72%		93%	11	27	17	59	10	19	0	1
GameObject		36%		n/a	4	7	14	22	4	7	0	1

✓ Tests passed: 71 of 71 tests – 7 sec 627 ms

Manual Unit Tests:

Requirement	Description of Test	Passed/Failed
FR-VIEW	The game's camera should be from a 3D top down perspective.	Passed
FR-STAY-OUTSIDE	When interacting with the library, accomodation building and the piazza the user should not clip into the buildings whilst they are interacting with the building.	Passed
FR-CHOICE-POPUP	When interacting with the Computer Science building, a popup says "Study in the Computer Science building?", along with a choice of "Yes" or "No", which the user should be able to choose between.	Passed
FR-PAUSE-MENU	The user should start a new game and at 8:00 am (right at the start of the day) press the "esc" button to pause the game and whilst on the pause menu, the time shall not continue past 8:00 am	Passed
FR-START	When pressing the "New Game" button in the main menu, a how to play popup should show.	Passed
FR-NAVIGATE	The user should be able to navigate around the map with their arrow keys or WASD.	Passed
N/A	The user should be able to choose options using their arrow keys or WASD.	Passed
N/A	When moving between options the latest click overrides the rest. As in if we held down the 'W' key and then the down arrow, the choice would be moved down.	Passed
FR-DAY-END	The game should lock activities from being done at the end of the 16th hour.	Passed
FR-LEADERBOARD-DISPLAY	When pressing "Leaderboard" the game should show the leaderboard of all the scores.	Passed

NFR-INSTRUCTIONS	The user should be able to read the instructions.	Passed
NFR-VISUALS	The game should present the university in a happy and positive way.	Passed
UR-MENU	The main menu has 5 buttons. "New Game", "Leaderboard", "Settings", "Credits" and "Exit".	Passed
UR-CUSTOMISE	The user should pick a character and that character should appear on the map.	Passed
UR-SETTINGS	The user should be able to change their settings in the "Settings" menu.	Passed
UR-DEVICE	The game should be playable on the desktop/laptop.	Passed
UR-WORLD	The map should be an accurate 2D representation of Heslington.	Passed
N/A	Credit screen loads when the credits button is pressed.	Passed
N/A	Exit button in the main menu exits the game completely.	Passed

Manual Integration Tests

Requirement(s)	Classes	Description	Passed/Failed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogBox GameScreen SoundManager	For the Tree event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogBox GameScreen SoundManager	For the Chest event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD	EventManager Player DialogBox GameScreen	For the Piazza event the game should update the values of energy and time	Passed

FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	SoundManager	accordingly and make sure the correct sound is played and provide the correct score.	
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the CompSci event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the RonCookeHub event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the Accomodation event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the Town event the game should update the values of energy and time accordingly and make sure the correct sound is played and	Passed

FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE		provide the correct score.	
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the Flowers event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the Shop event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the Gym event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the Library event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed

FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE			
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the East event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-TIMED UR-ENERGY UR-SOUND UR-WORLD FR-CHOICE-POPUP FR-STAY-OUTSIDE FR-NAVIGATE FR-TIME FR-SLEEP-LOCATION FR-STUDY-LOCATION FR-EATING-LOCATION FR-LEISURE-LOCATION FR-SCORE	EventManager Player DialogueBox GameScreen SoundManager	For the Duck Pond event the game should update the values of energy and time accordingly and make sure the correct sound is played and provide the correct score.	Passed
UR-MENU UR-SOUND UR-LEADERBOARD FR-CHOICE-POPUP FR-MADE-DATE FR-WEEK FR-COUNTER FR-LEADERBOARD-DISPLAY FR-HIGH-SCORE FR-SCORE FR-END-SCREEN	EventManager DialogueBox SoundManager SaveScreen LeaderboardScreen	When the game is finished, the user's score should be shown and the game should allow the user to input their name into a leaderboard. The user's name and score should be put on the leaderboard if the score is high enough.	Passed

Manual E2E Tests

Run-Type	Description	Passed/Failed
Normal	The user should complete a normal run to try and get a high score. Expected Score: Normal	Passed**
Just Eating	The user should complete a game by only eating, then sleeping when the user has no energy. Expected Score: Low (Not 0)	Passed

Just Sleeping	The user should only sleep. Expected Score: 0	Passed
Just Studying	The user should complete a game by only studying, then sleeping when the user has no energy. Expected Score: Middle (~60%)	Passed
Just Recreational Activities	The user should complete a game by only doing recreational activities, then sleeping when the user has no energy. Expected Score: Low (Not 0)	Passed