



Maze Game Tests

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This document displays the process and evidence of manual tests undertaken against the requirements for the maze game.



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1. Tests

1.1 User selects a level

The first requirement states that the user selects a level. The expected outcome for this test includes:

- User selects a difficulty.
- User presses play.
- Correct rooms relevant to that difficulty are loaded into the maze.

Actual results are shown in the following images:

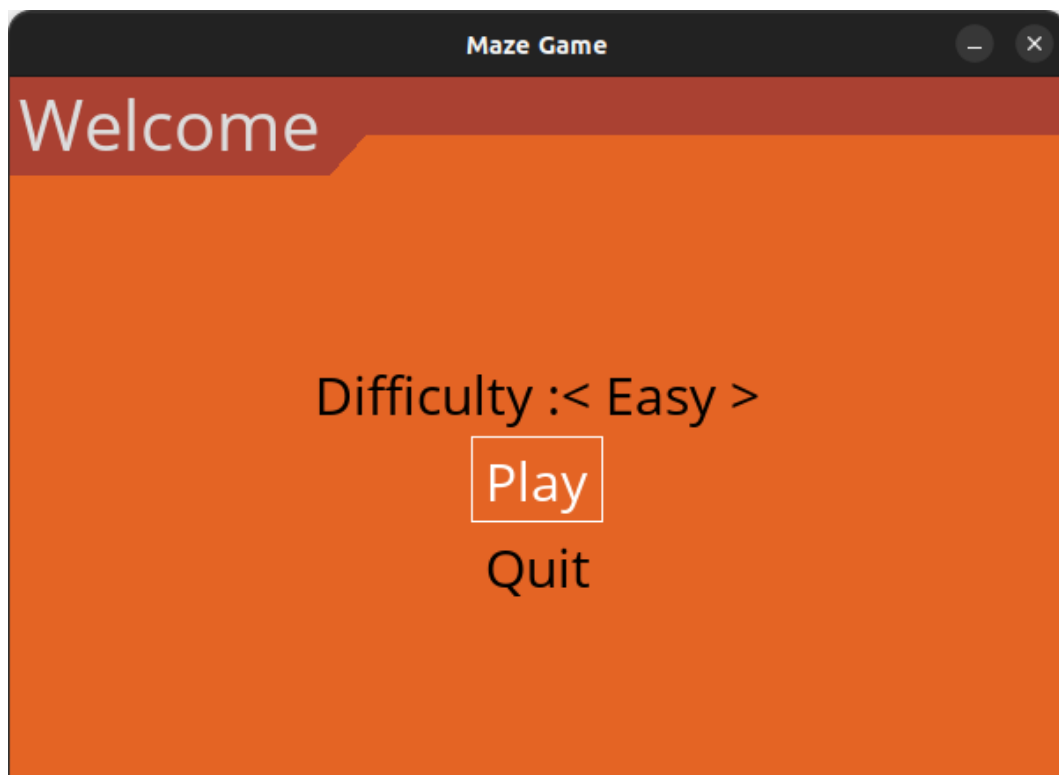


Figure 1: Easy Selection



Figure 2: Easy Difficulty

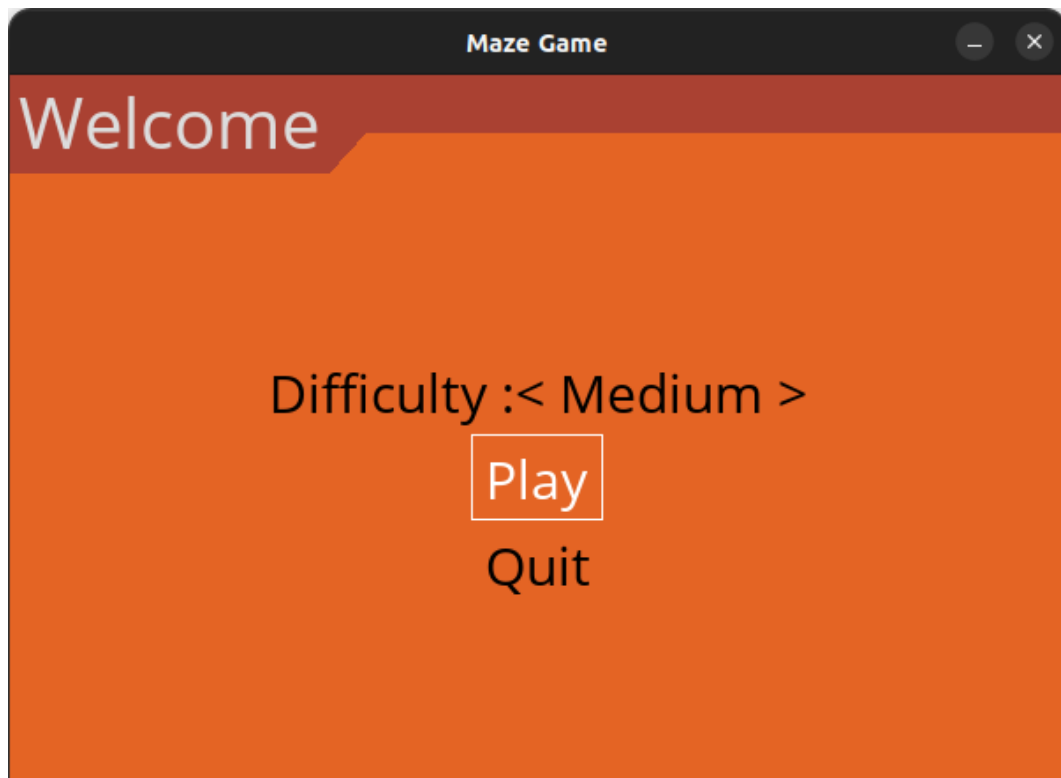


Figure 3: Medium Selection

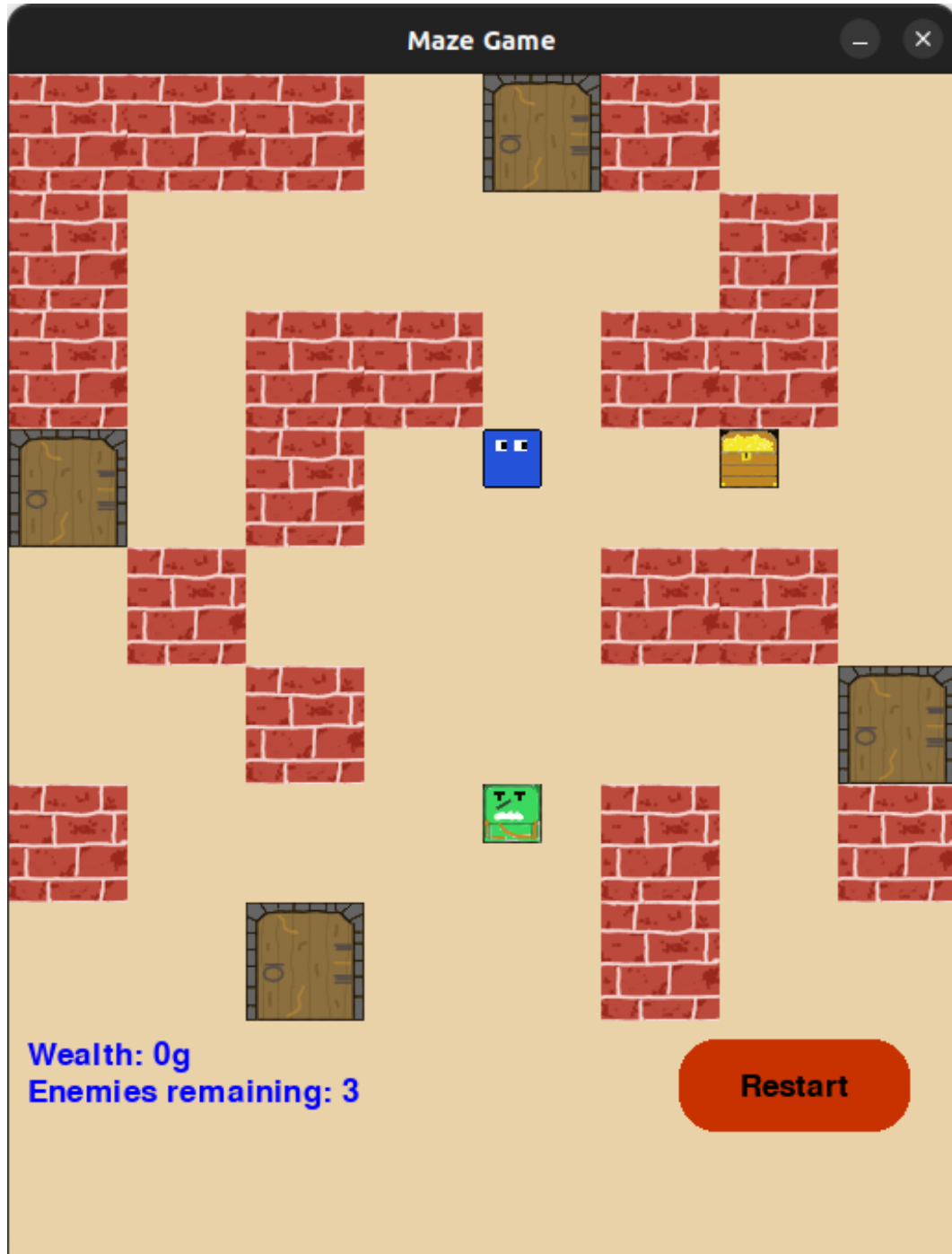


Figure 4: Medium Difficulty

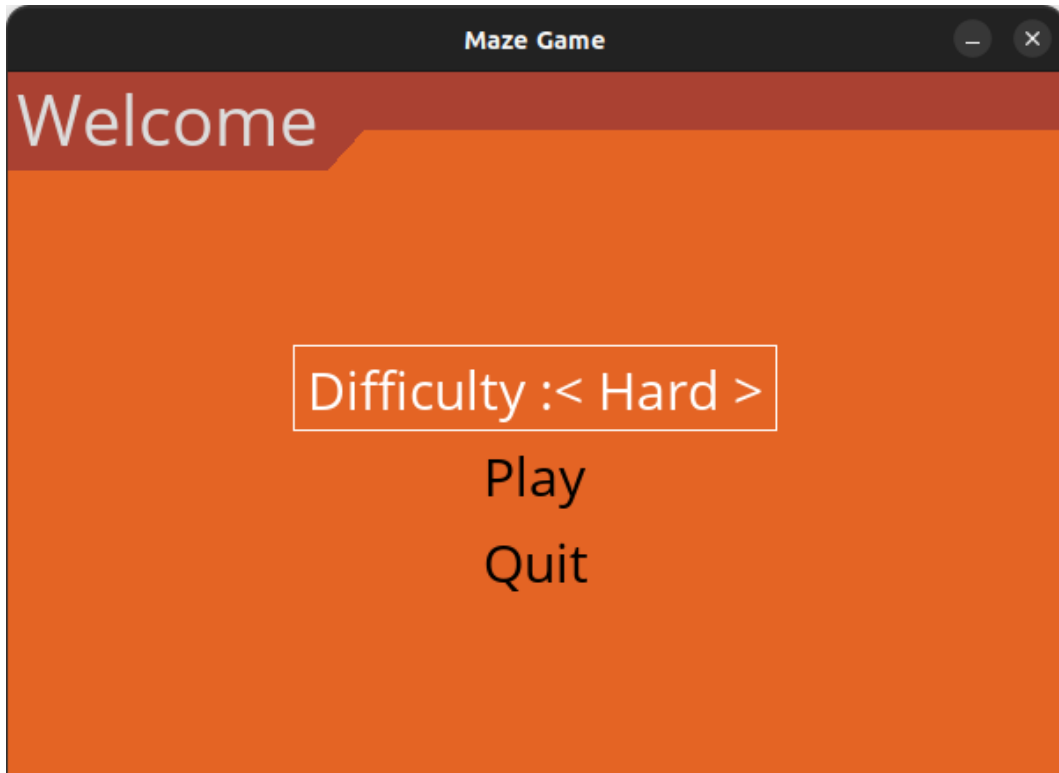


Figure 5: Hard Selection

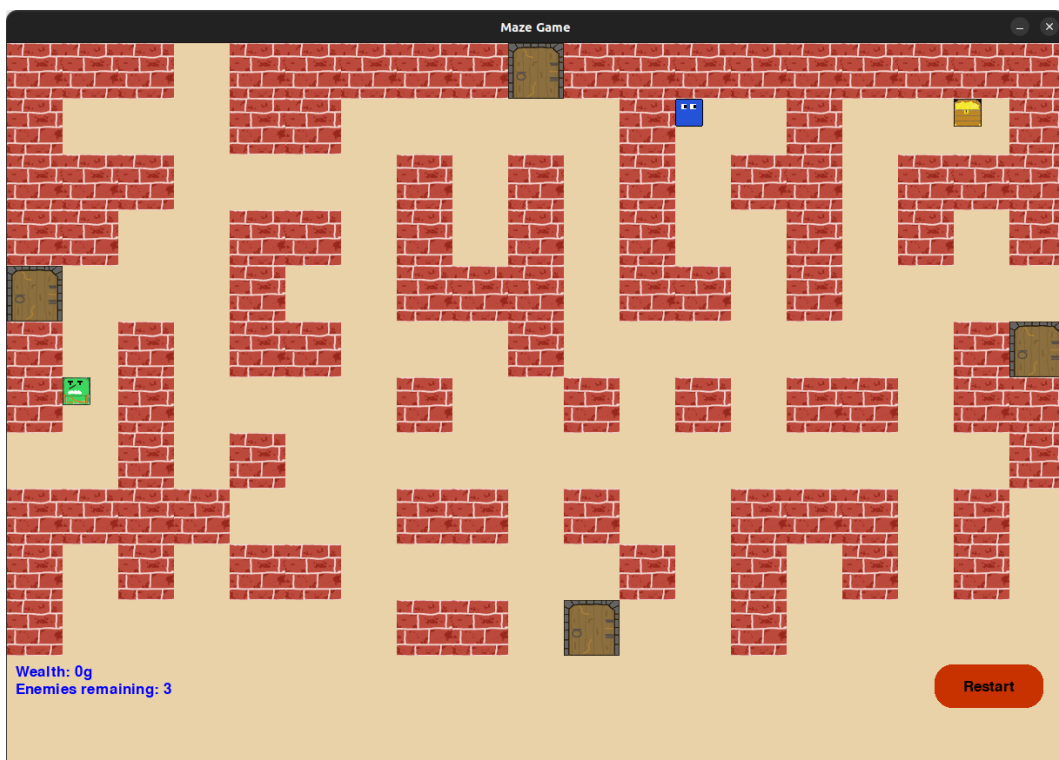


Figure 6: Hard Difficulty

1.2 Loads Three Rooms

The next requirement states that a level should load three rooms and place the user in the first level, a user can only move to the next room once the threat in that room has been defeated.

The expected outcome for this test includes:

- User selects play.
- User is placed in first room.
- User defeats enemy in that room.
- User finds door to navigate to next room.

The actual results are documented in the images below:



Figure 7: Room 1

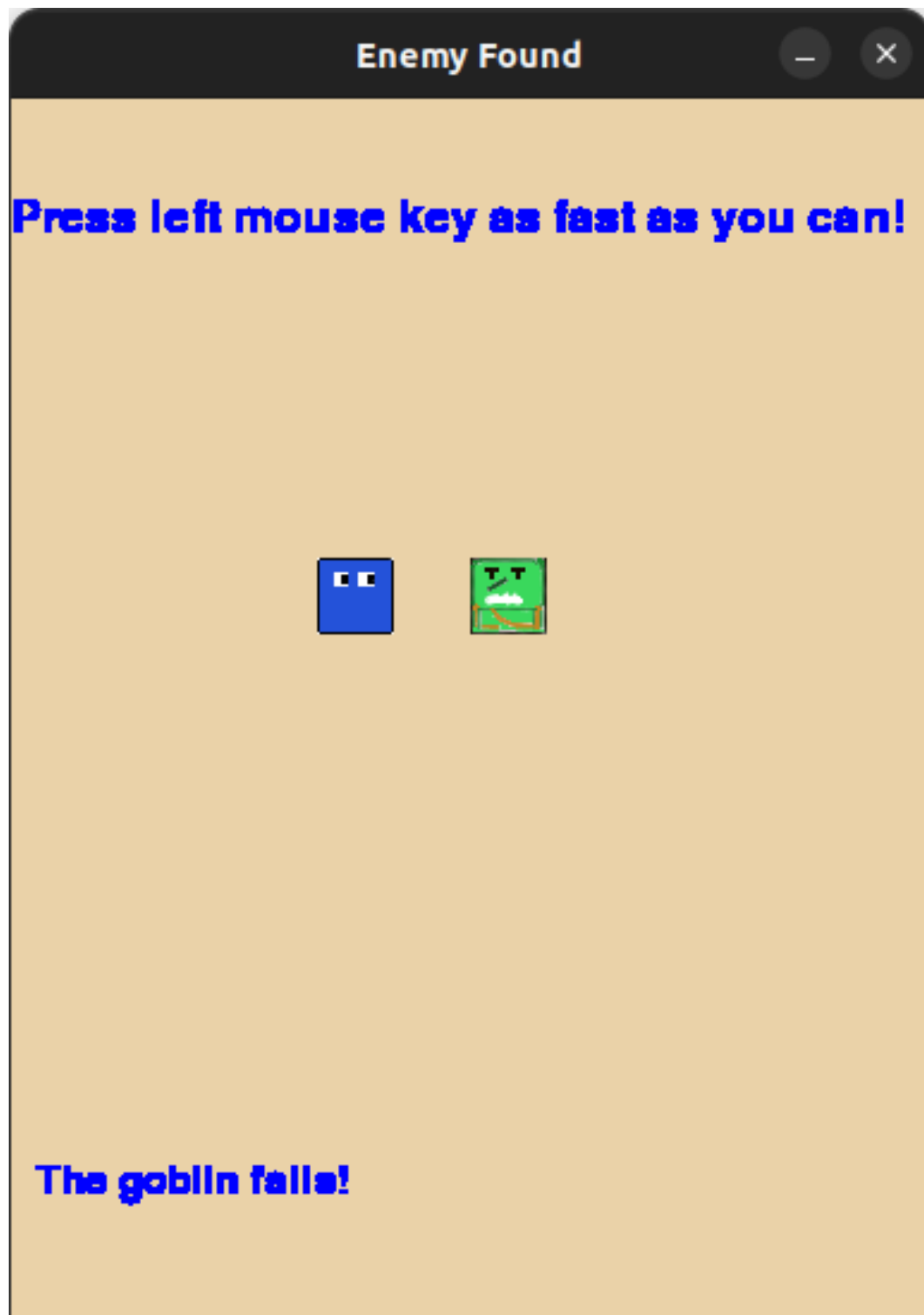


Figure 8: Enemy Defeated

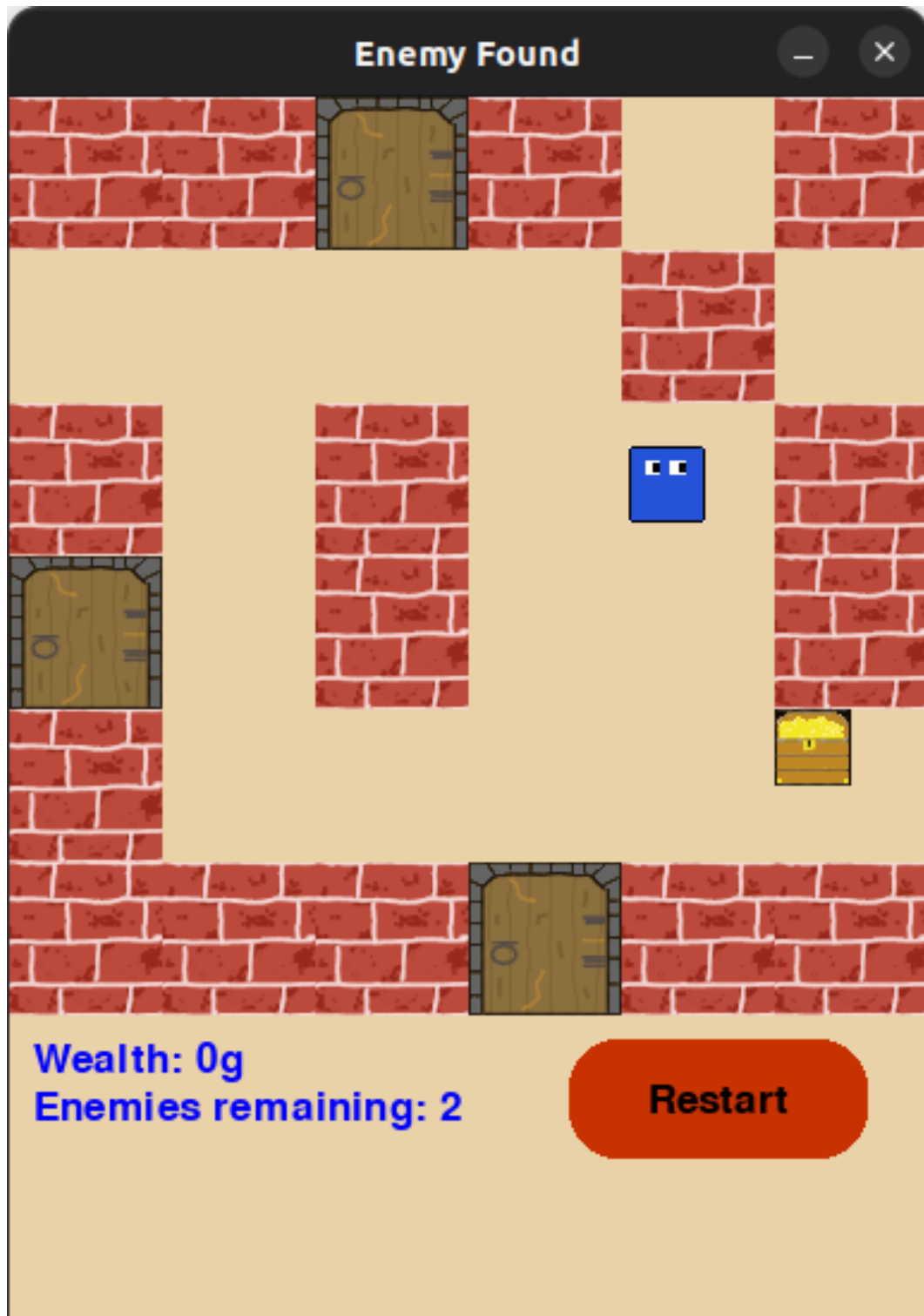


Figure 9: Enemy Removed From Game



Figure 10: Next Room

1.3 Find treasure and deposit coins

The next requirement states that the user should be able to find treasure, and deposit that wealth in the room to use as a marker in order to know which room they have been in previously. This should subtract a value of 1 per coin from the user's overall wealth.

Expected outcomes include:

- User finds treasure chest and 100g is added to their wealth.
- Treasure chest is removed from the game.
- User deposits 1 gold from their wealth as a marker.
- Coin stays in that room for the remainder of the game.

Actual outcomes are displayed in the following images:

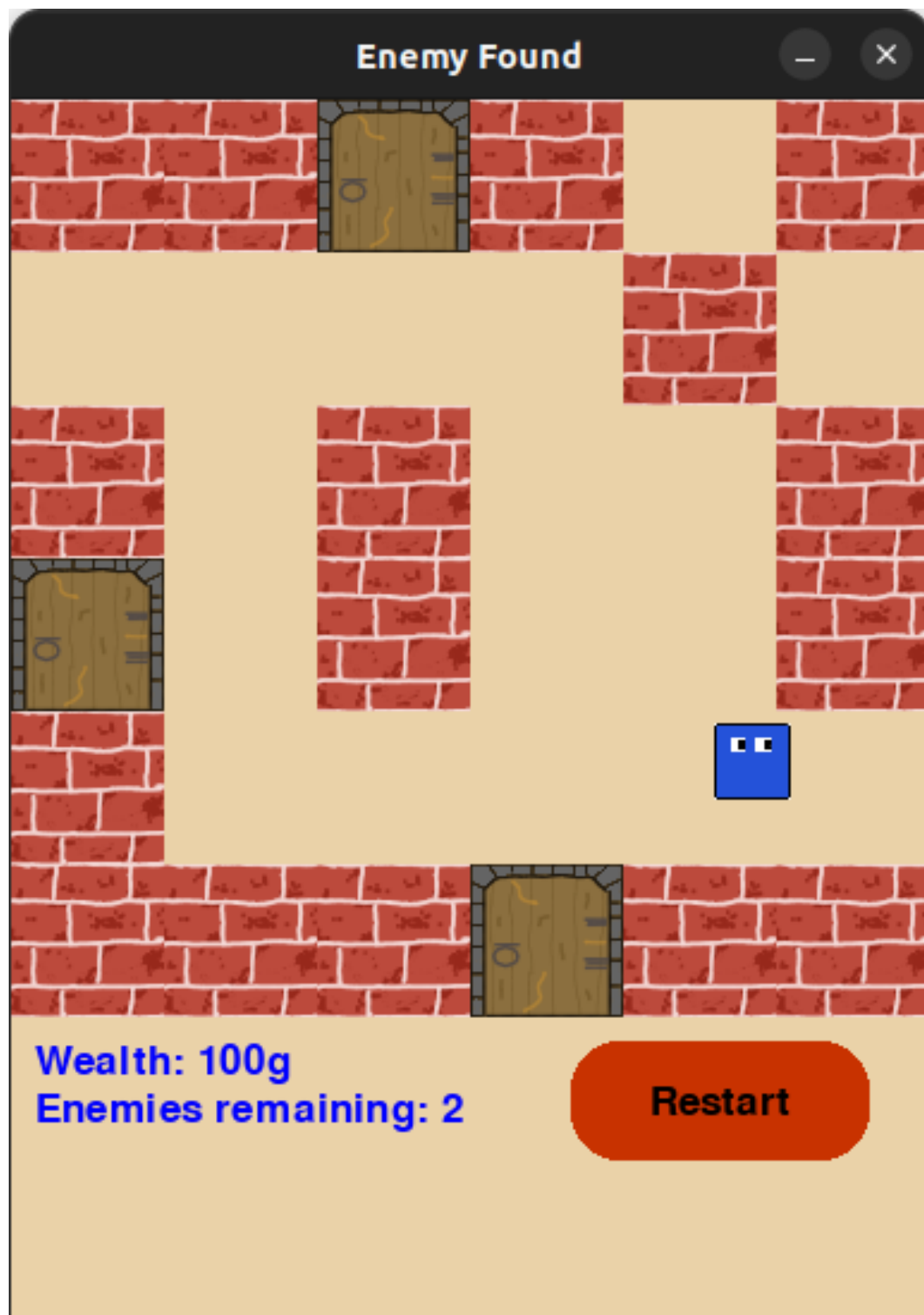


Figure 11: Treasure Chest Collected



Figure 12: Coin Deposited



Figure 13: Coin Still in Room After Returning

1.4 Enemy Wins

Another requirement is that the user must fight an enemy again if they are unsuccessful in defeating it by not clicking 10 times before the timer is up.

Expected outcomes are:

- User encounters enemy.
- User fails to defeat enemy.
- Enemy remains in the game.

Actual outcomes are displayed in the following images:

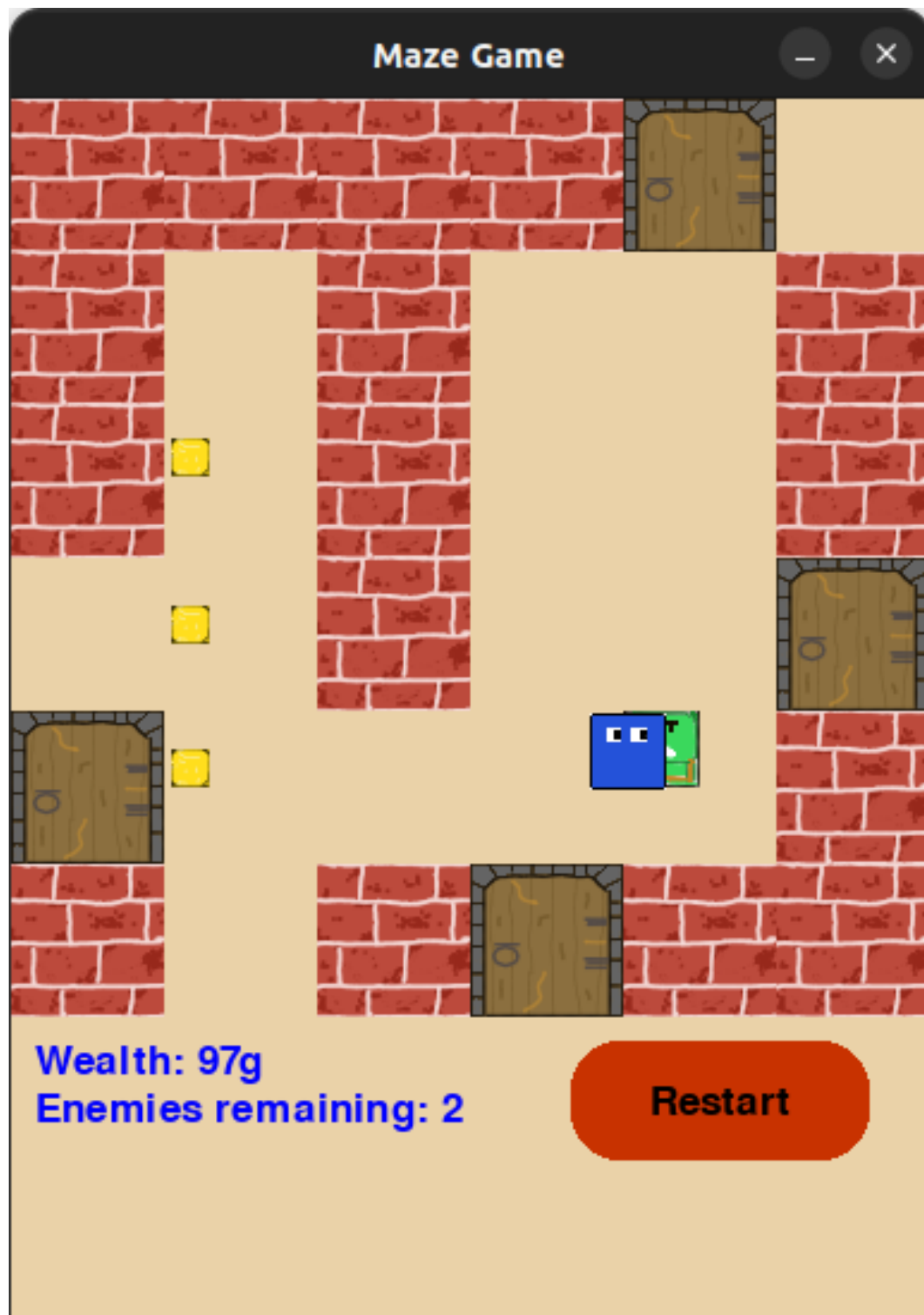


Figure 14: Encountered an enemy



Figure 15: Enemy Defeats User



Figure 16: Enemy Remains in Game

1.5 Restart Game

Another requirement involves being able to restart the game at any point, resetting all game statistics and the user position.

Expected outcomes include:

- User selects restart button.
- User progress is reset to the start of the same level.

Actual outcomes are displayed in the following images:

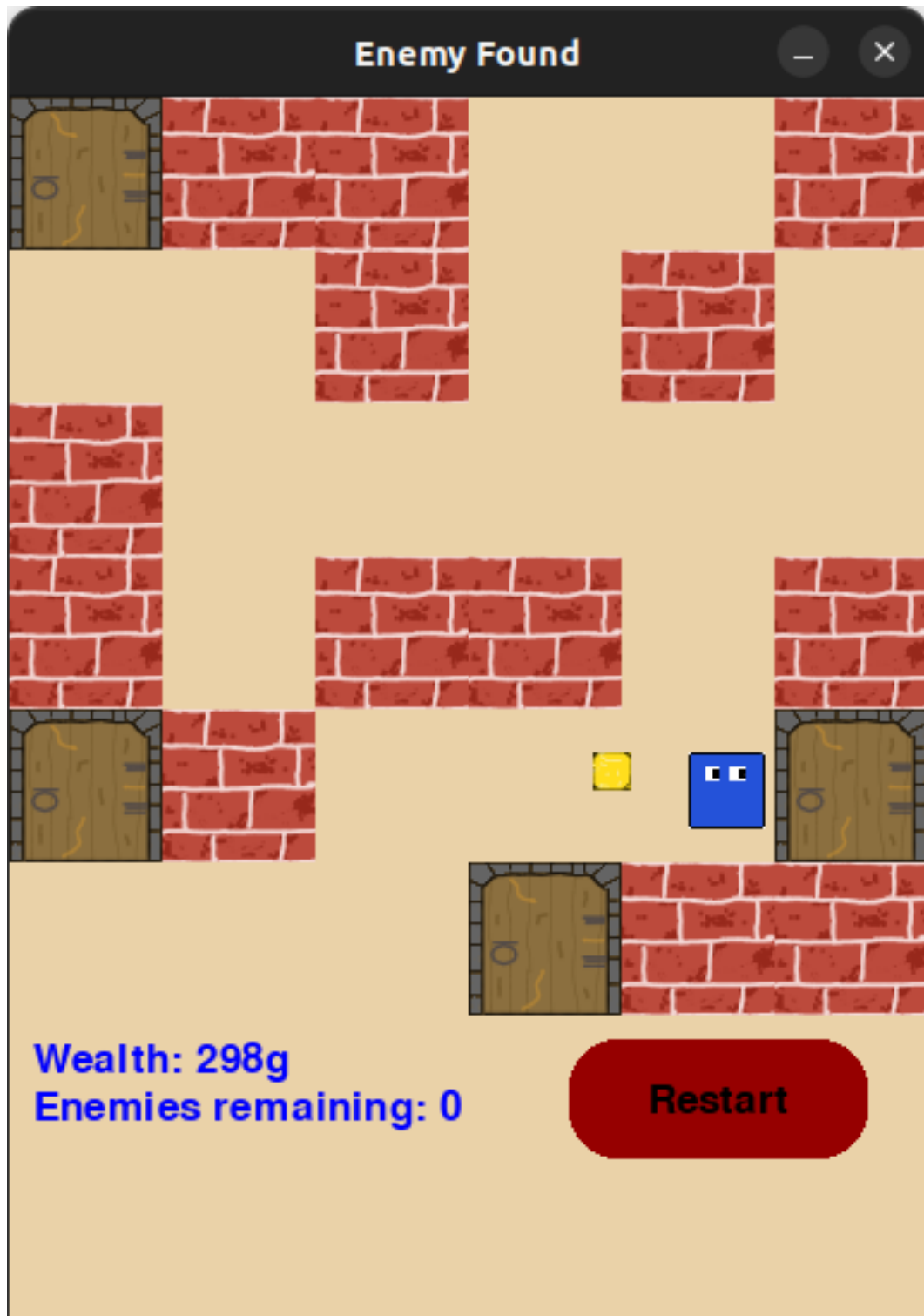


Figure 17: Mouse Hover Changes Button Colour

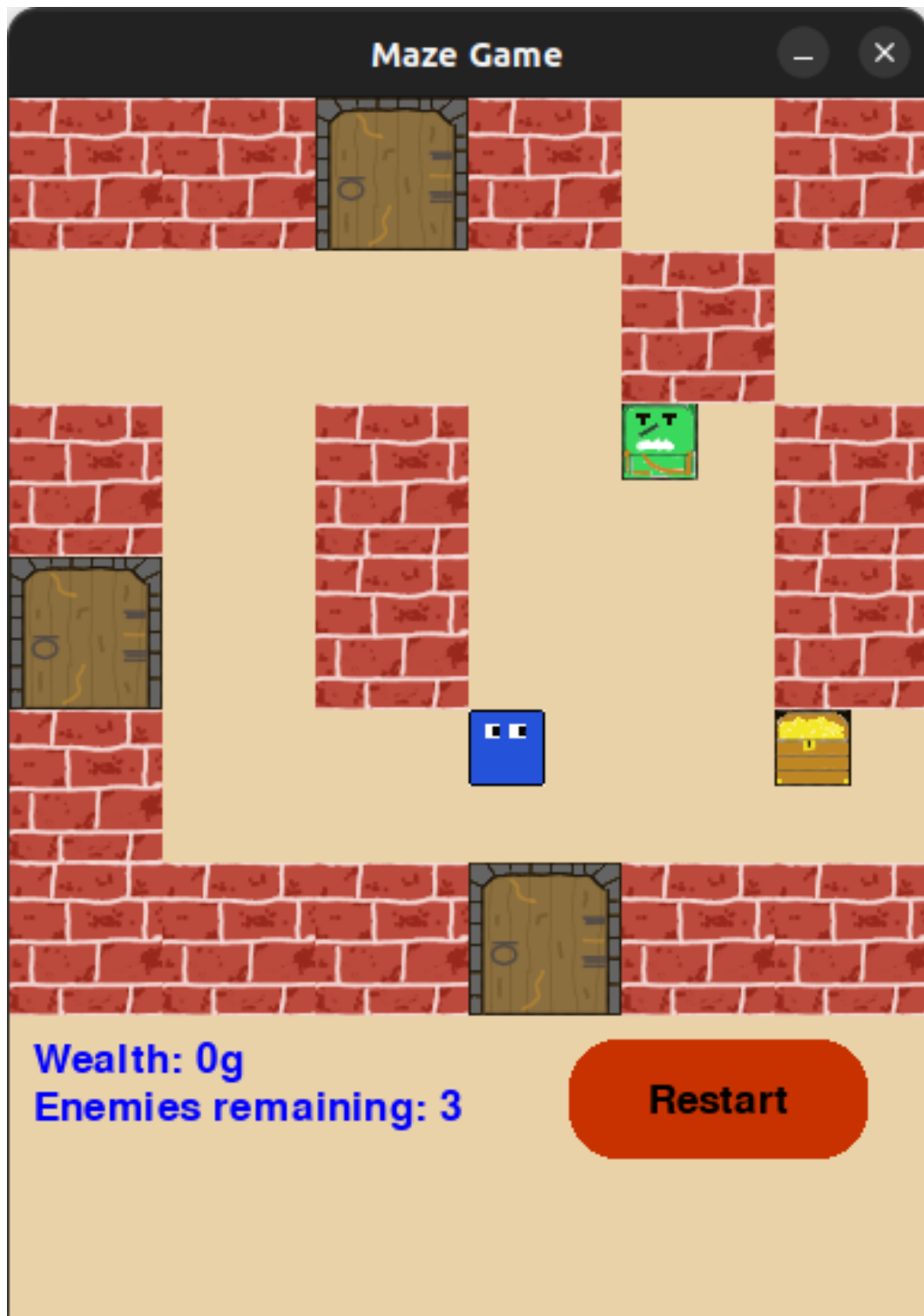


Figure 18: Game Resets User to First Room

1.6 Complete Game

The final requirement of the game is to complete it, the user finds the one door that is an exit to finish the game and they have defeated all the enemies in each room. The game concludes and the user's final statistics are reported back to them. The door must not open if all the enemies haven't been defeated or if the user encounters a fake door.

Expected outcomes include:

- User finds fake door which does not open.
- User finds exit door.
- Door does not open if an enemy remains.
- User opens door with no enemies remaining.
- Game is completed and statistics are shown to user.
- Option to quit or restart level are displayed.

Actual outcomes are displayed in the following images:



Figure 19: User Finds a Fake Door

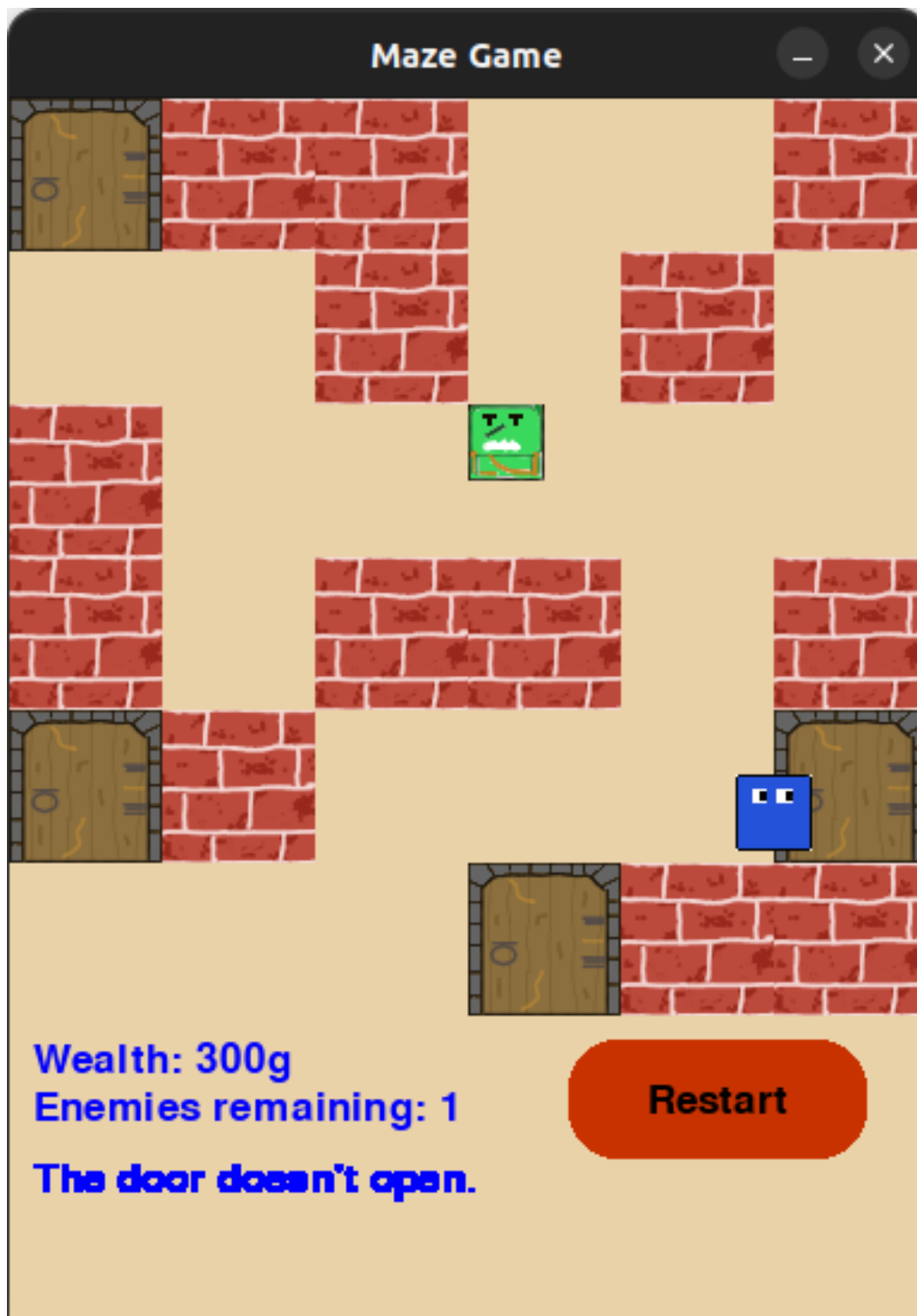


Figure 20: User Finds Exit With Remaining Enemy



Figure 21: User Defeats Final Enemy

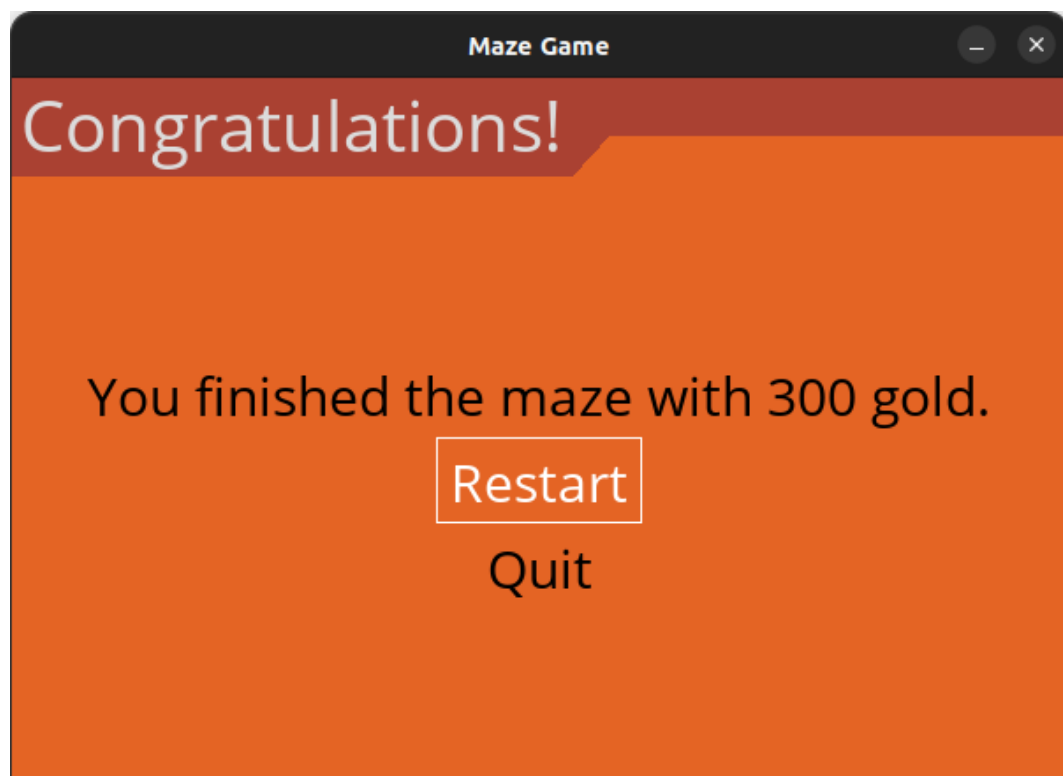


Figure 22: Game Completes