Test Log

Original Plan

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case | Input | Expected Result | Result |
| 1. Playing Game | Run game file on a pc | Program runs and goes to start screen of game | Pass |
| 1. Starting game | Press enter on start screen, Left click during cutscene | Pressing enter begins opening cutscene. Clicking advances dialogue in cutscene. | NA |
| 1. Load Level | Start game and click to advance cutscene. | Level 1 loads after the cutscene is finished. | Changed  Test/Pass |
| 1. Movement | Press WASD once the level has loaded. | Player should move about level based on what key is pressed. W – up, A – Left, D – right and S – down. Player can move diagonally by pressing two keys at once.  Player should be unable to move through obstacles. | Pass |
| 1. Facing | Move mouse cursor around player during a level | Player model rotates to face the mouse cursor. | Pass |
| 1. Attacking | Left click during a level. Left click rapidly during level | Player swings weapon in direction the model is facing. Animation must finish before player can attack again. Attack sound will play every time the animation plays | Changed Test |
| 1. Enemies spawning | Start level one and wait for enemies to spawn. Set P key to advance levels for testing purposes. Perform test on every level. | Enemies spawn in designated spawn points after a few seconds. Another wave spawns every 15 seconds until 3 waves have spawned. | Changed Test/Pass |
| 1. Enemy Tracking | Let enemies spawn and move player around while enemies are active. Do this for every level. | Enemies should track player position and always move towards it. They should move slightly slower than the player by default and be blocked by obstacles (see below for exception) | Pass |
| 1. Cat Behaviour | Load Level 2 and let enemies spawn. Allow cat enemy to approach player. | Cat will get within set distance of player and stop. After 2 seconds they will move towards the player at a faster speed for 2 seconds before returning to normal speed. They will stop and charge again if they are still close to the player. | Pass |
| 1. Bat Behaviour | Load level 2 and let a Bat spawn. Position the player so the bat has to cross an obstacle to reach you. | Bat will move through obstructions to get to player. | Pass |
| 1. Sheep Behaviour | Load level 3 and let Big Sheep spawn | Big Sheep will move slowly towards player for 5 seconds then stop. After two seconds the sheep will dash towards the player position. It won’t track the player movement while it is dashing. After the dash it will start moving slowly again. | Pass |
| 1. Energy/Damage | Load Level one and let enemies spawn and touch the player. Repeat for enemies on level 2 and 3. | Player should lose energy equal to enemy attack power when the enemy touches them. (10 for bullies, 5 for cats/birds, 50 for sheep). Energy loss should be indicated by number on screen. After losing health player should be immune to damage for 0.5 seconds. Energy indicator should turn yellow when below 60% and red when below 30%. Energy should regenerate 1% per second. | Pass |
| 1. Killing Enemies. | Attack (left click) and hit enemies in level. Test for Bullies, cats and birds. (Separate test for Big Sheep) | Enemies will die when colliding with player’s weapon. Each enemy will play its death sound upon death. Player energy is restored by 2% whenever an enemy is killed | Changed Test |
| 1. Freeze Time | Right Click while enemies are active. Repeat until it stops working | Upon right click the player will lose 25% energy and all enemies will stop moving for 5 seconds. Enemies can still be attacked and killed while frozen. Can’t be used when energy is below 26%. | Pass |
| 1. Attacking Big Sheep | Load level 3 and attack big sheep. Let him charge and freeze time while he is charging then attack him. | Sheep should take no damage if attacked unless he is attacked after freezing him during a charge. He will die after freezing and attacking him 5 times. | Pass |
| 1. Player Death | Load level one and let enemies hit player until energy reaches zero. | Death sound will play and level will reset. | Pass |
| 1. Time Limit | Load level 1 and evade enemies until the time runs out | When timer reaches zero the death sound will play and level will reset | Pass |
| 1. Clearing level | Load level one and kill every enemy that spawns. Repeat for each level | After killing final enemy the level clear sound will play before a cutscene begins. After the cutscene the next level will load. | Pass |
| 1. Secret Level | Start a game and clear Level one and two without dying (can set player to be invincible for test). Start another game and die at least once before clearing the levels. | Big sheep level will load if levels are beaten without dying. Game will end after level two if player has died at all. | NA |
| 1. End Game | Load level three and kill Big Sheep | Ending screen will be displayed Thanking the Player for playing. Left clicking will return player to start screen. | Pass |

Changed Tests

Test 2 - Starting game: Removed cutscene from final version so this test was redundant.

Test 3 – Loading Level: Without cutscenes level 1 is loaded from the title screen but this didn’t affect testing the level loading function so it didn’t need a whole new test case.

Test 6 – Attacking – Attack mechanics were changed to be a shooter. Needs new test case.

Test 7 – Enemy Spawning – Same Input but expected result should also include the active enemy counter increasing by one for each enemy that spawns.

Test 13 – Killing Enemies – Enemies were changed to have a health stat rather than die in one hit. Needs new test case

Test 19 – Secret Level – Removed the locked level mechanic from final version as there are only three levels in final version.

New Tests

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case | Input | Expected Result | Result |
| Attacking | Load level hold left mouse button down | Player shoots a stream of bullets at the cursor which vanish after a short delay. Bullets play a sound effect on appearing | Pass |
| Killing Enemies | Shoot Enemies in a level. Repeat for each enemy type. | Enemies die after being shot a number of times equal to their health. Sound effect plays on being hit and dying. Each enemy has a unique deathSound. Killing an enemy decreases the active enemies by one. | Pass |
| BGM | Load each scene in the Unity Editor | Background music starts playing when a level is loaded | Pass |
| Animator/Easing | Load Title Screen | Dish objects in scene should rotate in place at a constant rate with no interpolation | Pass |