April 7, 2015

Rhea Lauzon & Melvin Loho

A00881688 & A00885598

4O

Data Communications

Sojourn – Team Multimedia Testing

Contents

[Test Cases 2](#_Toc416221411)

# Test Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Test | Tool / Application | Expected Outcome | Pass / Fail |
| 1 | Sound Manager Functionality | Application | Sounds are loaded and played correctly. | pass |
| 2 | Sprite Rendering | Application | Sprites are drawn and positioned correctly. | pass |
| 3 | Scene management | Application | Scenes are being loaded & unloaded. They are also being managed and updated correctly. | pass |
| 4 | Resource Manager Functionality | Application | Resources are created and destroyed successfully. | pass |
| 5 | GLSL Shaders | Application | Shaders are affecting the vertices of the appropriate game objects. | pass |
| 6 | Map & Entities rendering | Application | The map is being drawn correctly and so do its visual entities. | pass |
| 7 | AppWindow game loop | Application | The game loop is running properly. All different parts of it (event handling, updating and rendering) are all done in their appropriate time intervals. | pass |
| 8 | Game object hierarchy | Application | The hierarchy system is working, transformation objects are being passed down the tree and cached. | pass |
| 9 | Tiled map rendering | Application | The fast tiled map rendering algorithm is working properly. All tiles are drawn in the right order. | pass |