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Data Communications

Sojourn – Team Multimedia Testing

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# Test Cases

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| --- | --- | --- | --- | --- |
| Test Number | Test | Tool / Application | Expected Outcome | Pass / Fail |
| 1 | Sound Manager Functionality | Application | Sound plays on the game via the sound manager | pass |
| 2 | Sprite Batching | Application | Sprites are drawn and loaded correctly | pass |
| 3 | AppWindow & scene | Application | Scenes are drawn correctly | pass |
| 4 | Resource Manager Functionality | Application | Resources are created and destroyed successfully | pass |
| 5 | Particles & Shaders | Application | The particles are visible and correct and shaders are applied correctly | pass |
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