Team Members: Mitchell Block, Warren Ferrell, Donovan Guelde, Nathan McKenna

Project: Maze Game

Vision: Create a functional, entertaining Android game.

Automated Tests: Gendarme rules for Unity

https://github.com/WarrenFerrell/3308Project_MazeGame/blob/master/log_results.html

User Acceptance Tests:

Test Case ID: UR-001   Test Designed by: Mitchell Block

Test Priority: High   Test Designed date: 6/25/15

Module Name: Maze Game menu screen   Test Executed by: Mitchell Block

Test Title: Verify menu screen function   Test Execution date: 6/26/15

Description: Test that Start Game functions work

Step	Test Step	Expected Result	Actual Result	Status (Pass/Fail)	Notes	Test Data
1	Open game	Game opens	Game opened	Pass		
2	Press Start Game	Transition from menu to game	Game transitioned from menu to game	Pass		

Test Case ID: UR-003   Test Designed by: Donovan Guelde

Test Priority: High   Test Designed date: 6/25/15

Module Name: Character movement   Test Executed by: Mitchell Block

Test Title: Verify character moves in game   Test Execution date: 6/26/15

Description: Test that character moves in game when player gives inputs

Step	Test Step	Expected result	Actual Result	Status (Pass/Fail)	Notes	Test Data
1	Open game	Game opens	Game opened	Pass		
2	Select Start Game	Game starts and character appears	Game started and character appeared	Pass		
3	Move character with keyboard	Character moves forward and backward, and turns left and right	Character moved forward and backward, turned left and right	Pass		W,S,A,D

Test Case ID: FR-003   Test Designed by: Donovan Guelde

Test Priority: High   Test Designed date: 6/25/15

Module Name: AI path finding   Test Executed by: Donovan Guelde

Test Title: Verify enemy runs around maze   Test Execution date: 6/26/15

Description: Test that enemy runs around maze

Step	Test Step	Expected Result	Actual Result	Status (Pass/Fail)	Notes	Test Data
1	Open game	Game opens	Game opened	Pass		
2	Press Start Game	Game starts and character appears	Game started and character appeared	Pass		
3	Find enemy AI	Found enemy AI	Found enemy AI	Pass	Can be difficult to find, enemy moves	W,S,A,D

| | | | | | randomly and maze is large | |
| 4 | Follow enemy and observe enemy AI | Enemy AI followed and movement is observed | Enemy AI followed and movement observed | Pass | Enemy AI will get stuck on corners temporarily, sometimes will patrol same points back and forth for extended period of time | W,S,A,D |

VCS: GitHub https://github.com/WarrenFerrell/3308Project_MazeGame