

Functional Testing

1. Hover testing for Main Menu

| Test Case | 1 |
|---------------|--|
| Action | Hovering mouse in the buttons. |
| Expect Result | Color of the hovered button to be changed. |
| Actual Result | Color of the hovered button was changed. |
| Conclusion | Successful |

Table 1: Testing hover for buttons in Main Menu

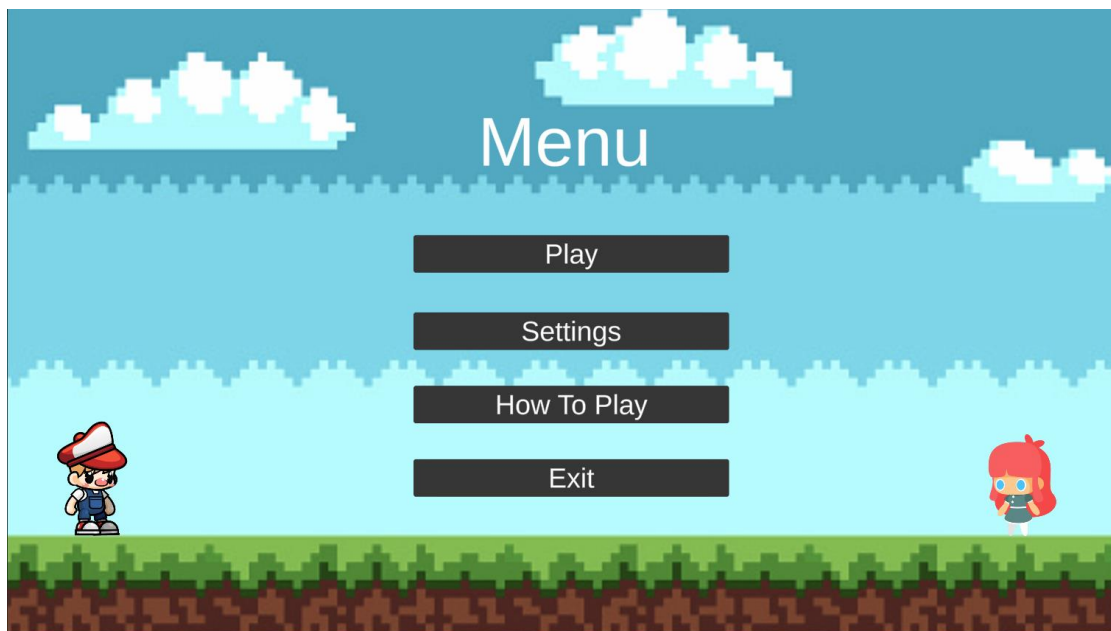


Figure 1: Play Button before hover



Figure 2: Play Button after over

2. Play Button testing

| Test Case | 2 |
|----------------------|--------------------------|
| Action | Play button is pressed. |
| Expect Result | Next scene to be opened. |
| Actual Result | Next scene was opened. |
| Conclusion | Successful |

Table 2: Testing for Play Button

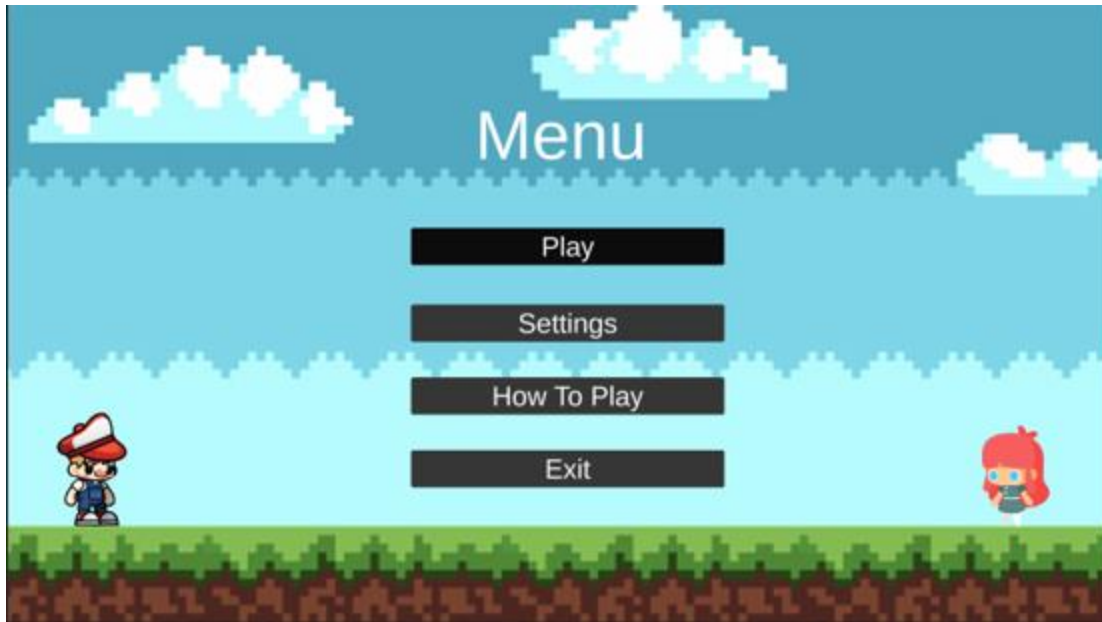


Figure 3: Before pressing the Play Button

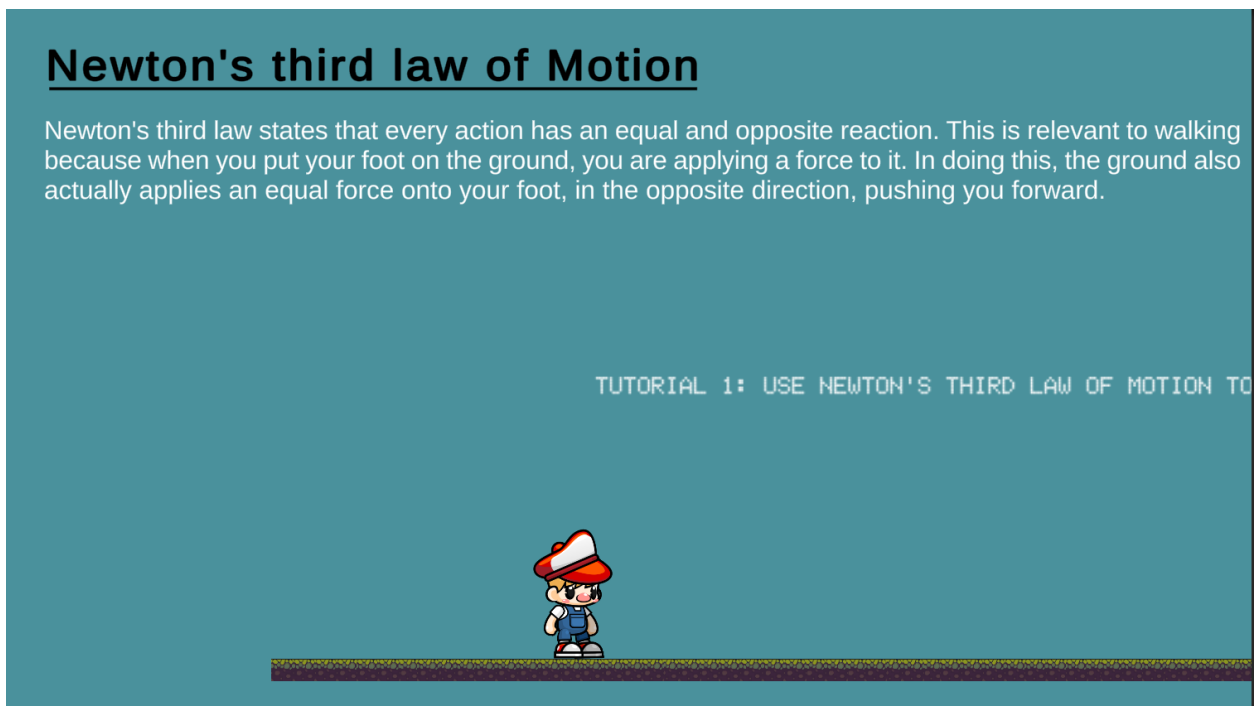


Figure 4: After pressing the Play Button

3. Settings Button Testing

| Test Case | 3 |
|---------------|------------------------------|
| Action | Settings button is pressed. |
| Expect Result | Settings Panel to be opened. |
| Actual Result | Settings Panel was opened. |
| Conclusion | Successful |

Table 3: Testing Settings Button

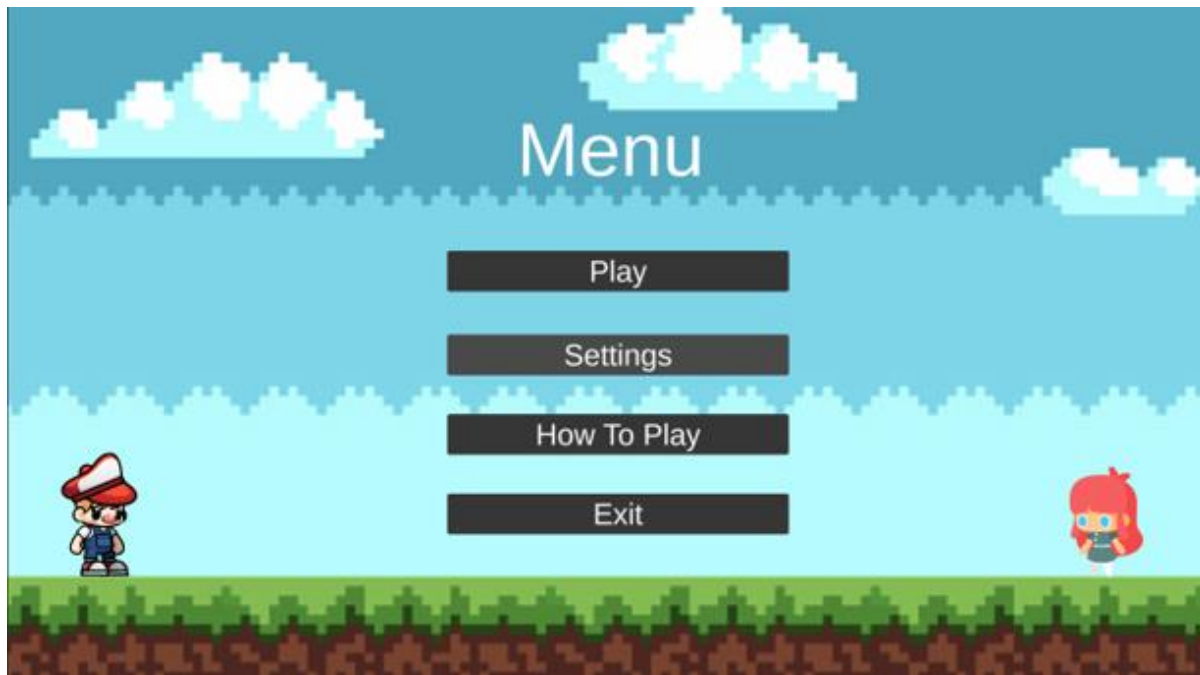


Figure 5: Before Pressing Settings button

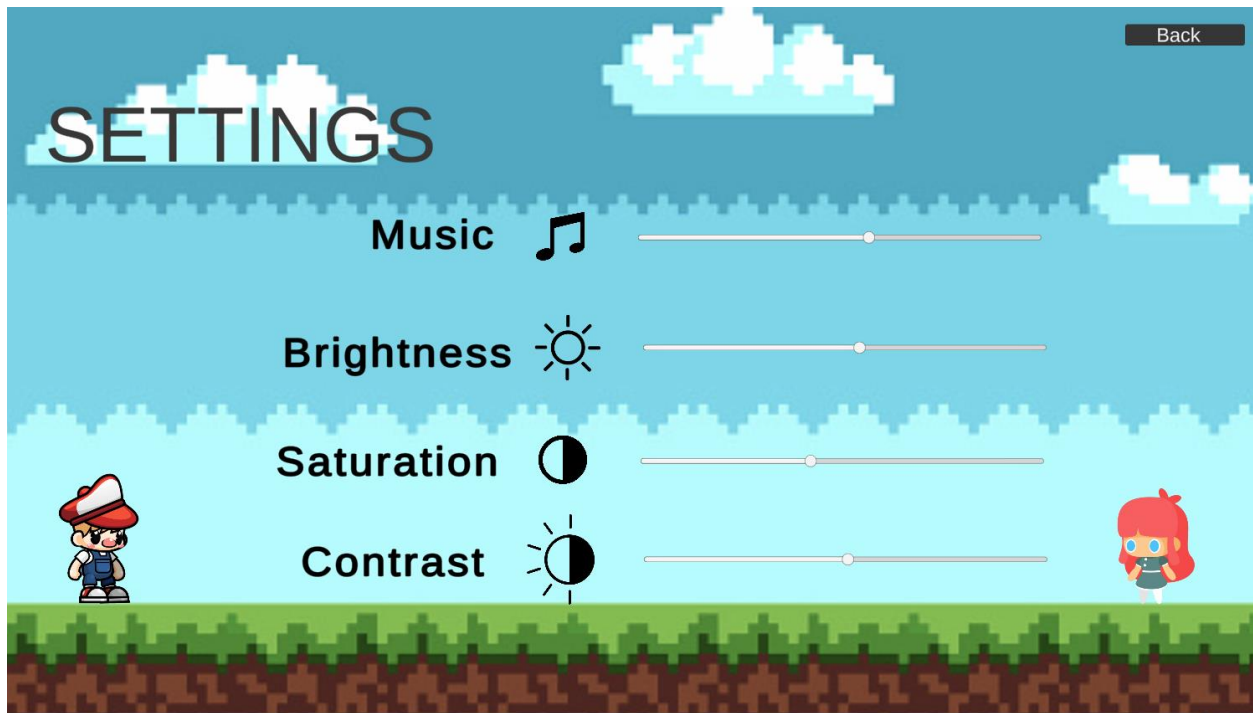


Figure 6: After Pressing the Settings Button

4. Music Slider Testing

| Test Case | 4 |
|----------------------|--|
| Action | Music Slider value is changed. |
| Expect Result | Slider value to change and Music loudness to change. |
| Actual Result | Slider value and Music loudness was changed. |
| Conclusion | Successful |

Table 4: Testing Music Sider

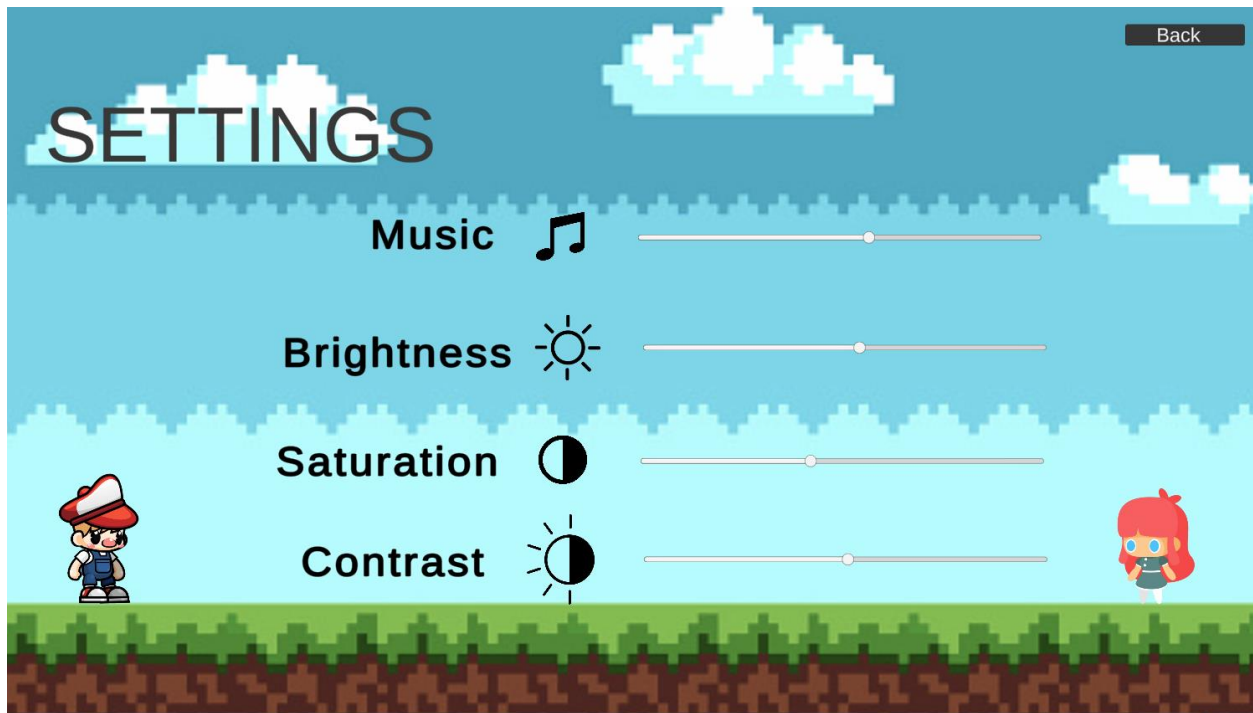


Figure 7: Before changing the value of the Music Slider

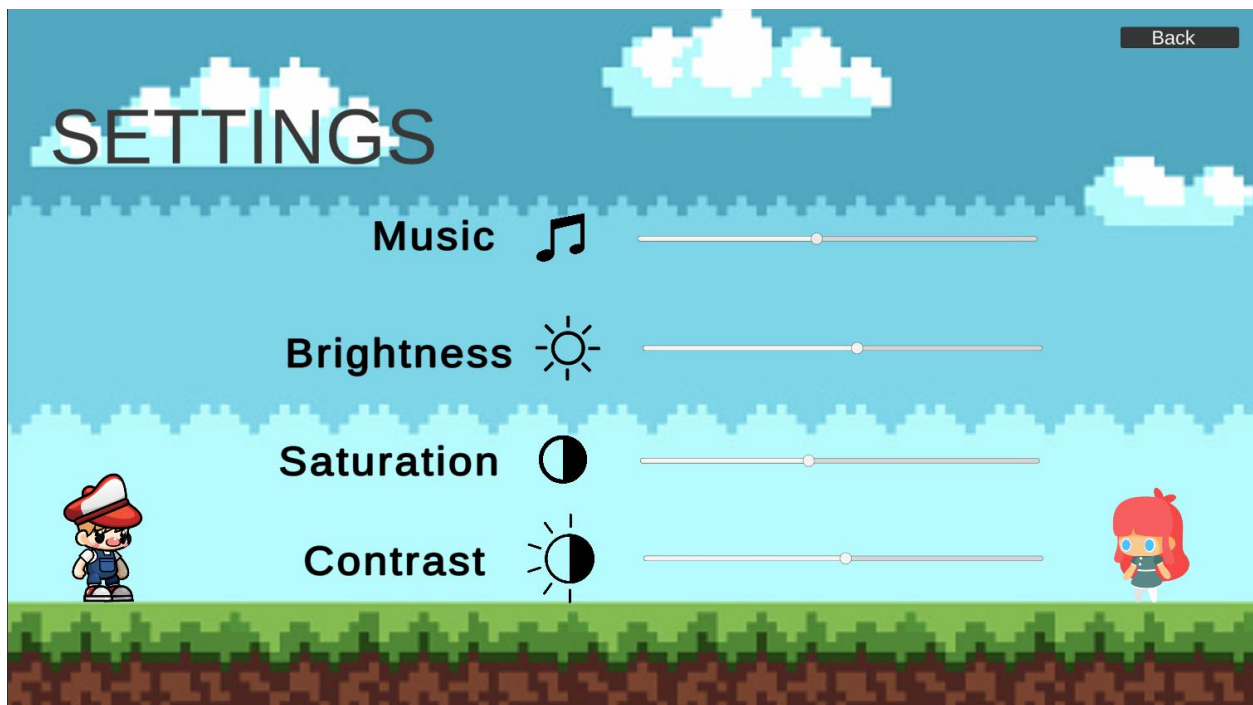


Figure 8: After changing the value of the Music Slider

5. Brightness Slider Testing

| Test Case | 5 |
|---------------|--|
| Action | Brightness Slider value is changed. |
| Expect Result | Slider value to change and Brightness to change. |
| Actual Result | Slider value and Brightness was changed. |
| Conclusion | Successful |

Table 5: Testing Brightness Slider

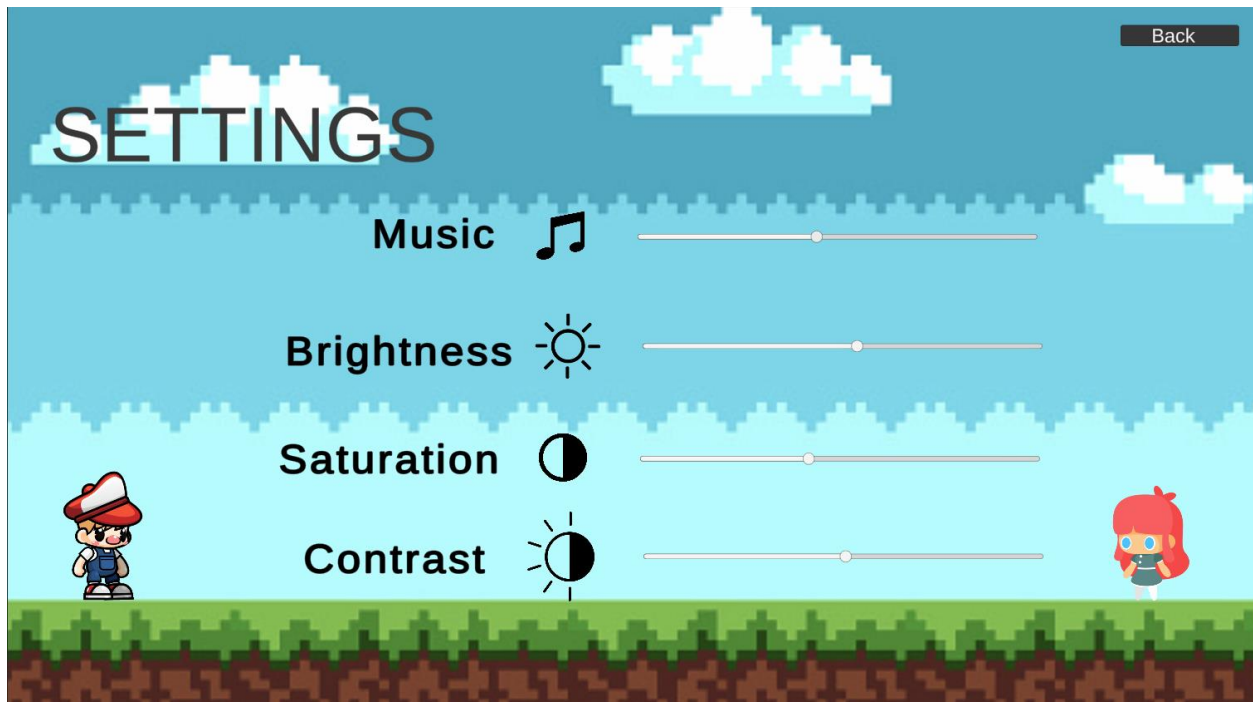


Figure 9: Before changing the value of the Brightness Slider

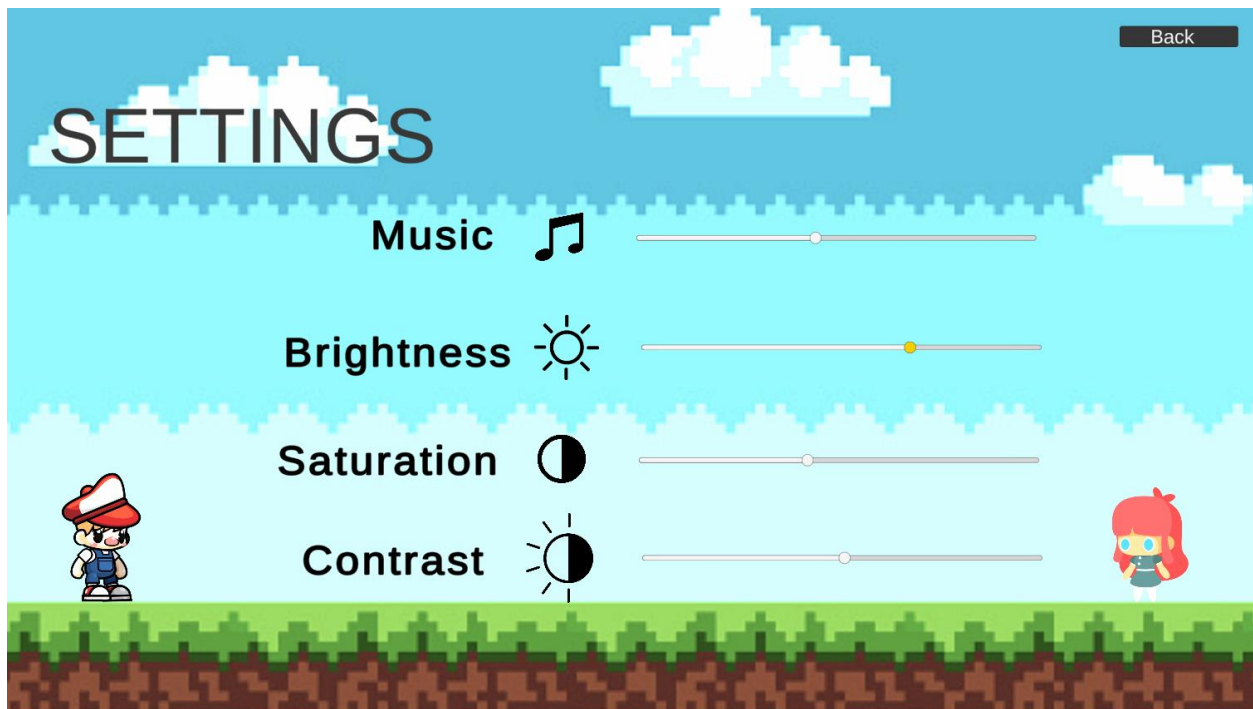


Figure 10: After changing the value of Brightness Slider

6. Saturation Slider Testing

| Test Case | 6 |
|---------------|--|
| Action | Saturation Slider value is changed. |
| Expect Result | Slider value to change and Saturation to change. |
| Actual Result | Slider value and Saturation was changed. |
| Conclusion | Successful |

Table 6: Testing Saturation Slider

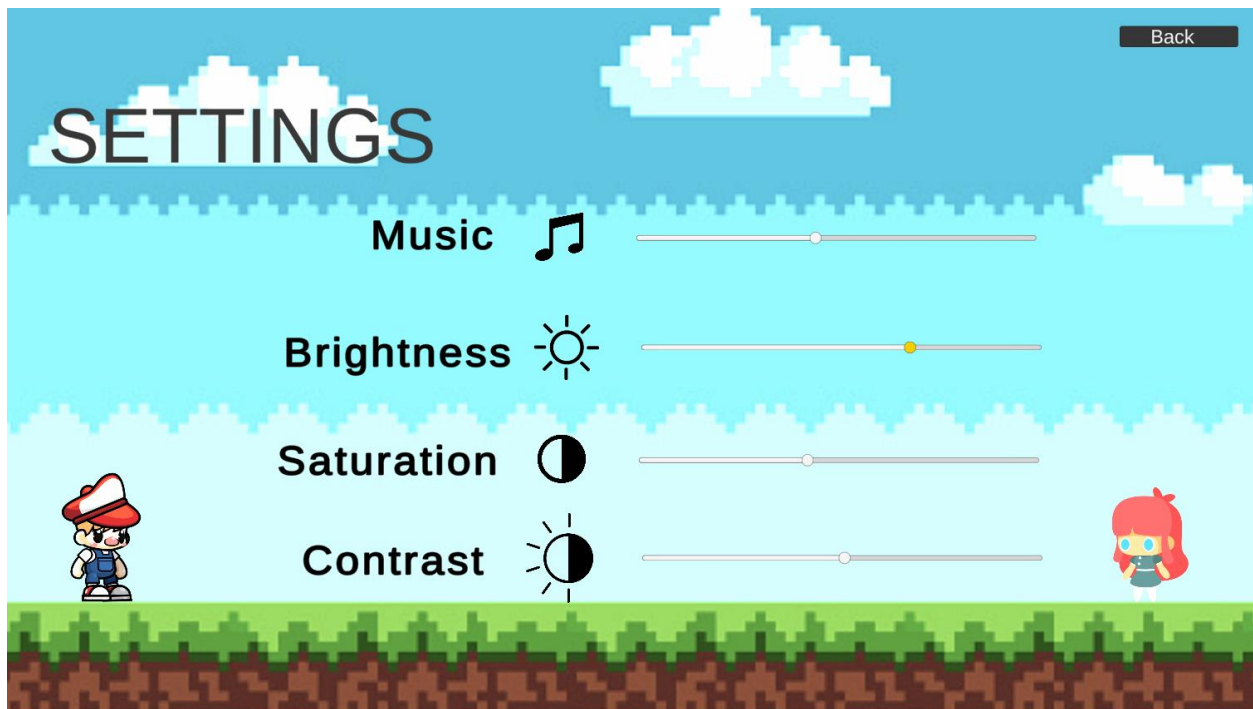


Figure 11: Before changing the value of Saturation Slider

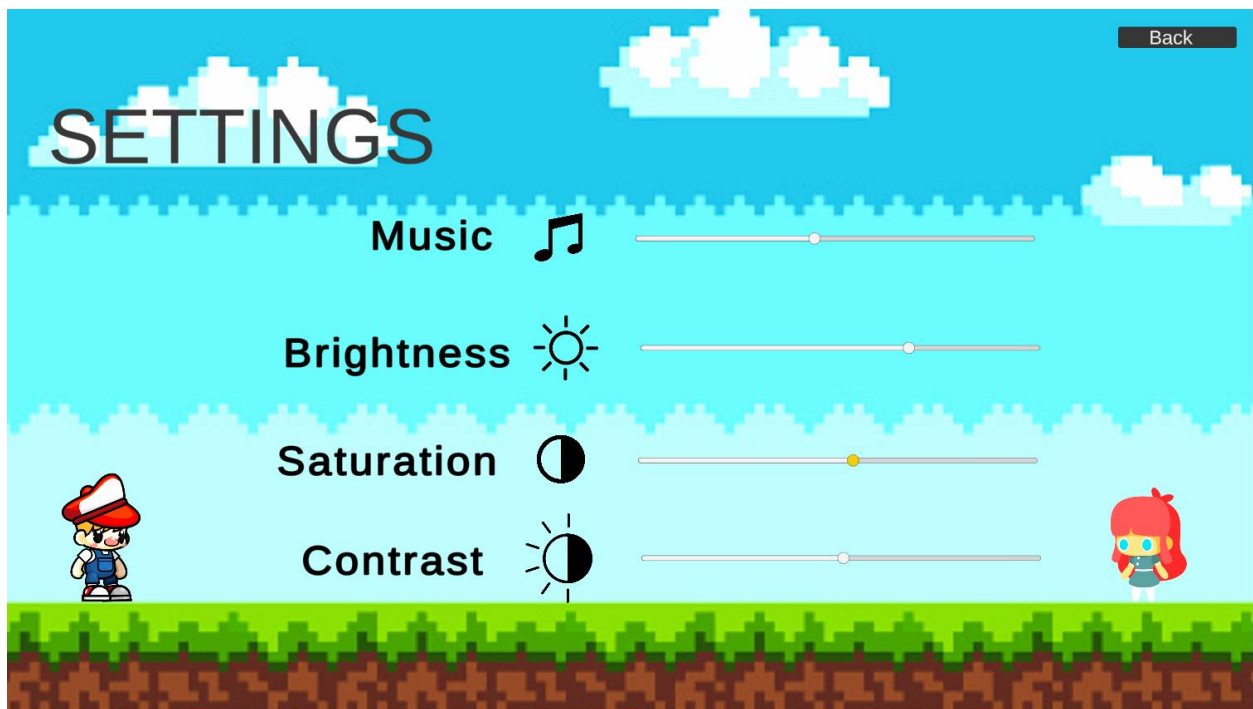


Figure 12: After changing the Value of Saturation Slider

7. Contrast Silder Testing

| Test Case | 7 |
|---------------|--|
| Action | Contrast Slider value is changed. |
| Expect Result | Slider value to change and Contrast value to change. |
| Actual Result | Slider value and Contrast was changed. |
| Conclusion | Successful |

Table 7: Testing Contrast Slider

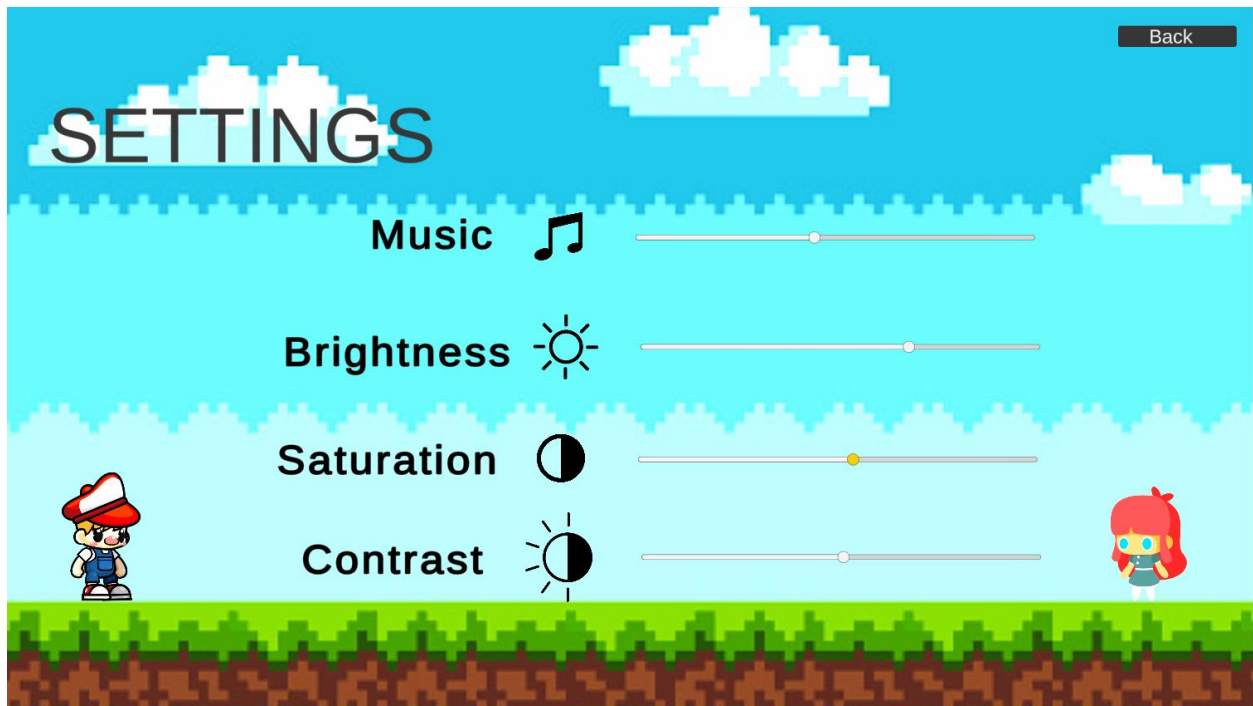


Figure 13: Before Changing the Value of Contrast



Figure 14: After changing the Value of Contrast

8. Back button of Settings Testing

| Test Case | 8 |
|---------------|--------------------------|
| Action | Back button was pressed. |
| Expect Result | Main Menu to be open. |
| Actual Result | Main Menu was opened. |
| Conclusion | Successful |

Table 8: Testing back button of Settings



Figure 15: Before pressing Back Button

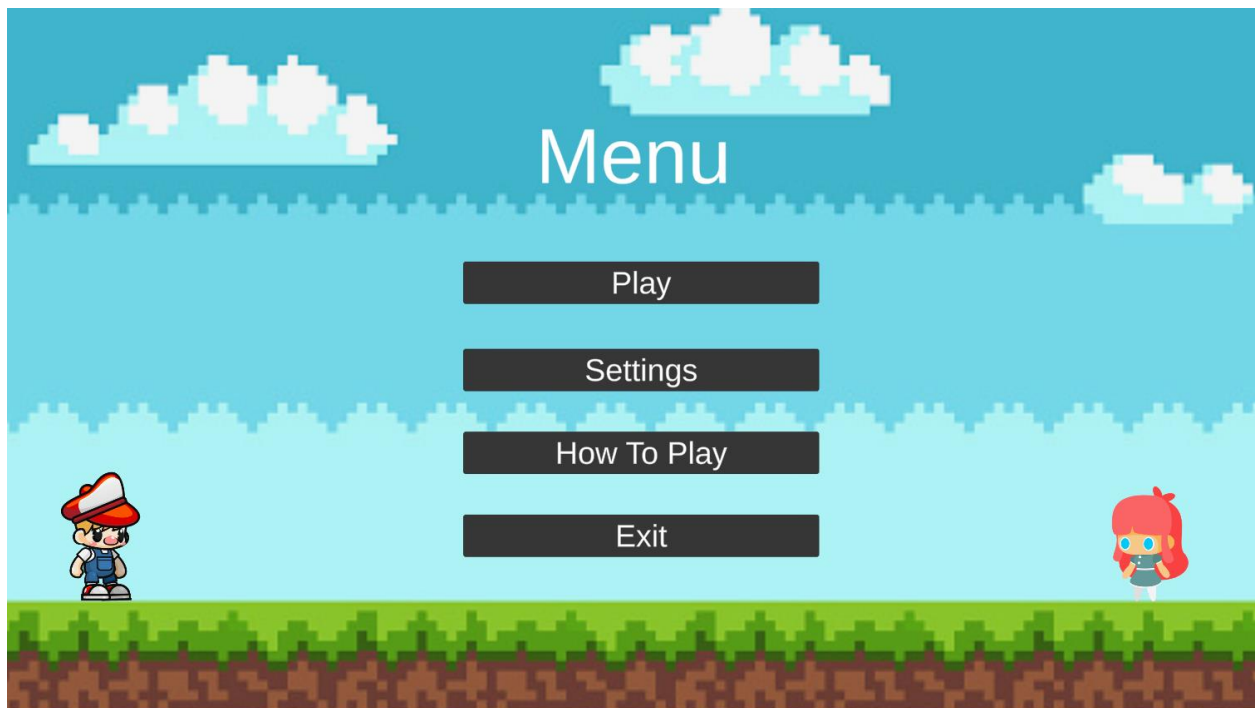


Figure 16: After Pressing Back Button

9. How to Play Button Testing

| Test Case | 9 |
|---------------|---------------------------------|
| Action | How to Play button was pressed. |
| Expect Result | How To Play Panel to open. |
| Actual Result | How to Play Panel was opened. |
| Conclusion | Successful |

Table 9: Testing How to Play Button

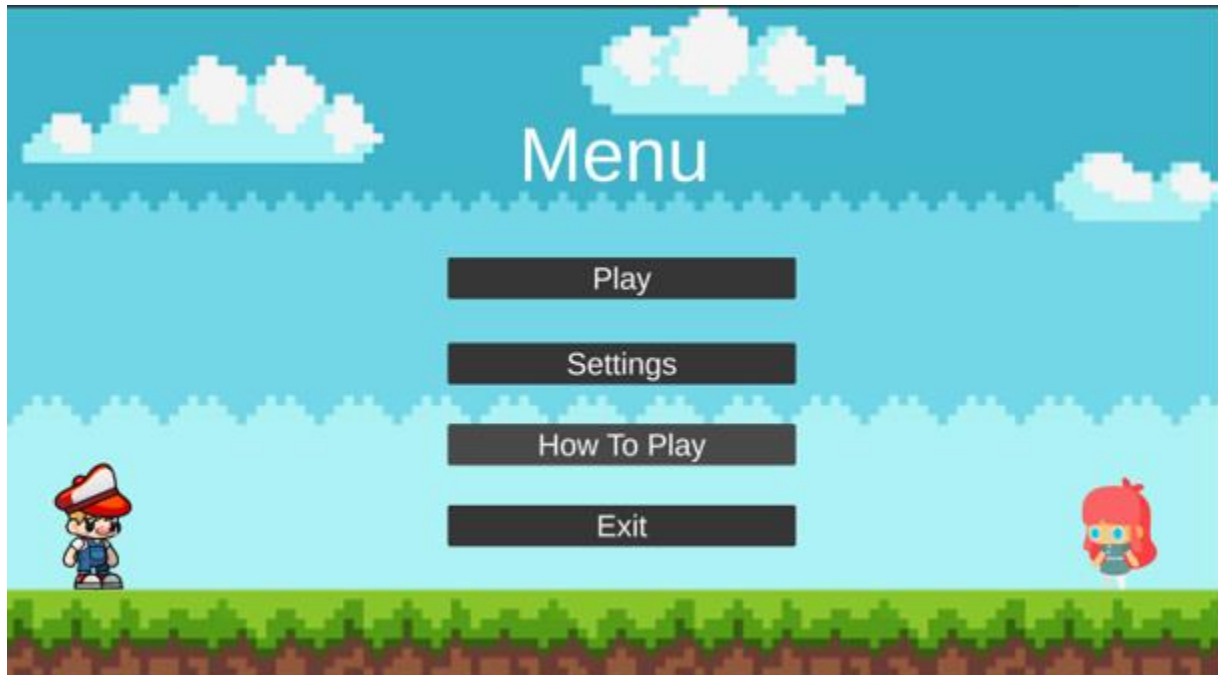


Figure 17: Before Pressing the How to Play button

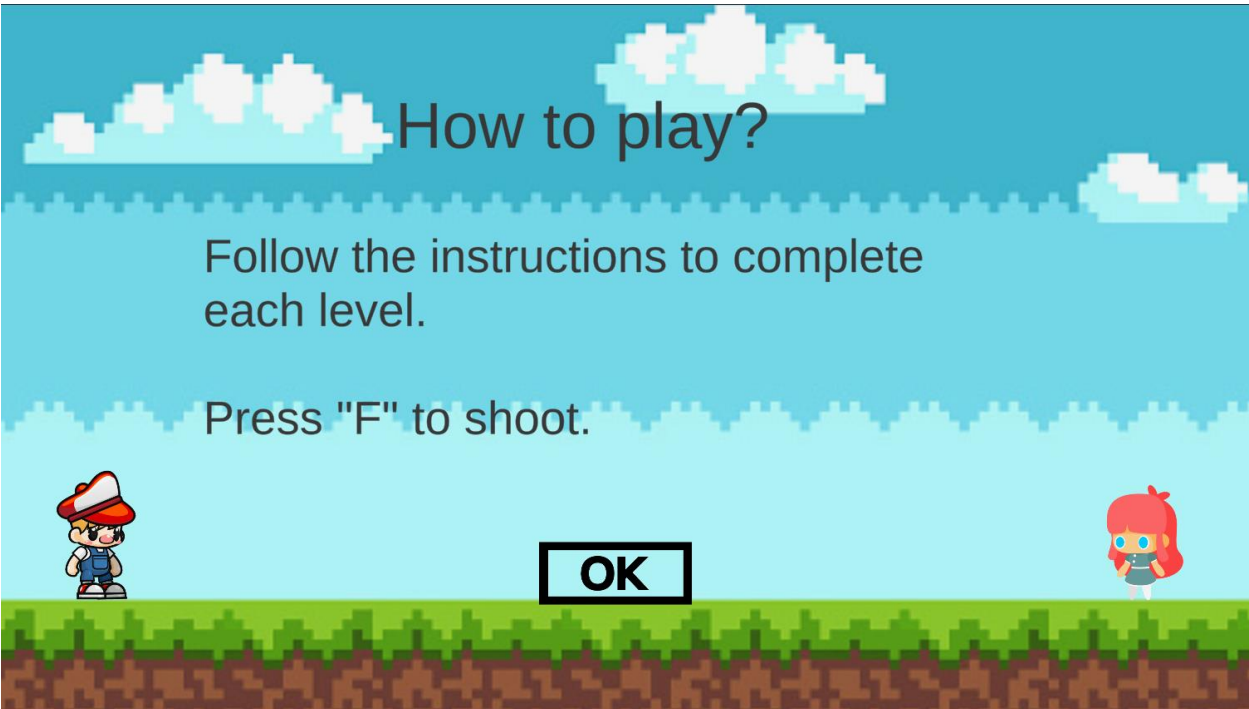


Figure 18: After Pressing the How to Play Button

10. OK Button of How to Play Panel Testing

| Test Case | 10 |
|---------------|-----------------------|
| Action | OK was pressed. |
| Expect Result | Main Menu to open. |
| Actual Result | Main Menu was opened. |
| Conclusion | Successful |

Table 10:Testing Okay button of How to Play Panel

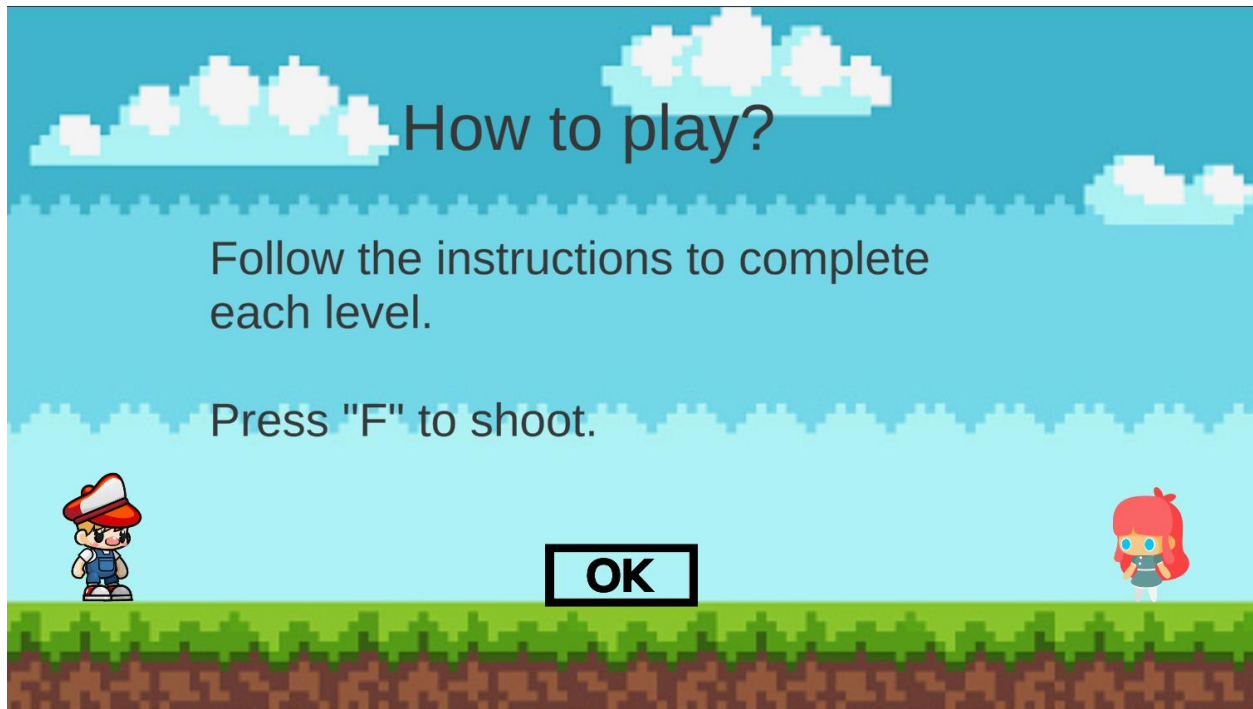


Figure 19: Before Pressing OK Button

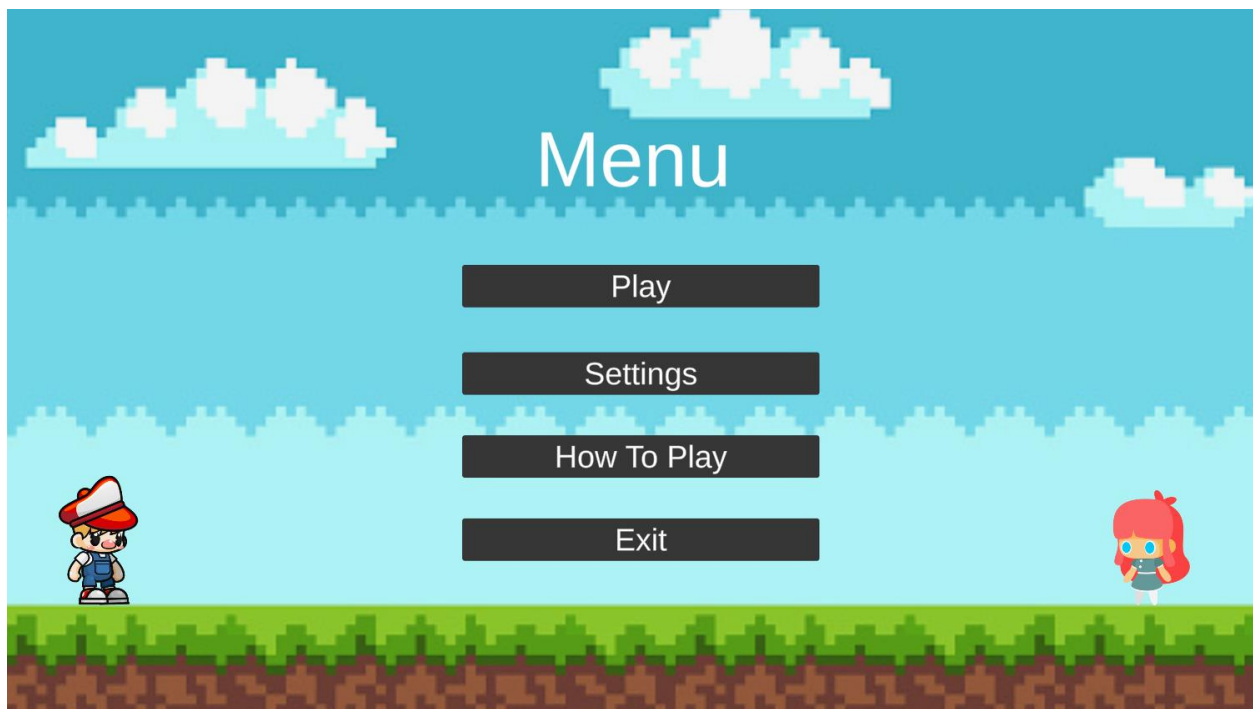


Figure 20: After Pressing OK Button

11. Exit Button Testing

| Test Case | 11 |
|---------------|-------------------|
| Action | Exit was pressed. |
| Expect Result | Game to closed. |
| Actual Result | Game was closed. |
| Conclusion | Successful |

Table 11: Testing Exit Button

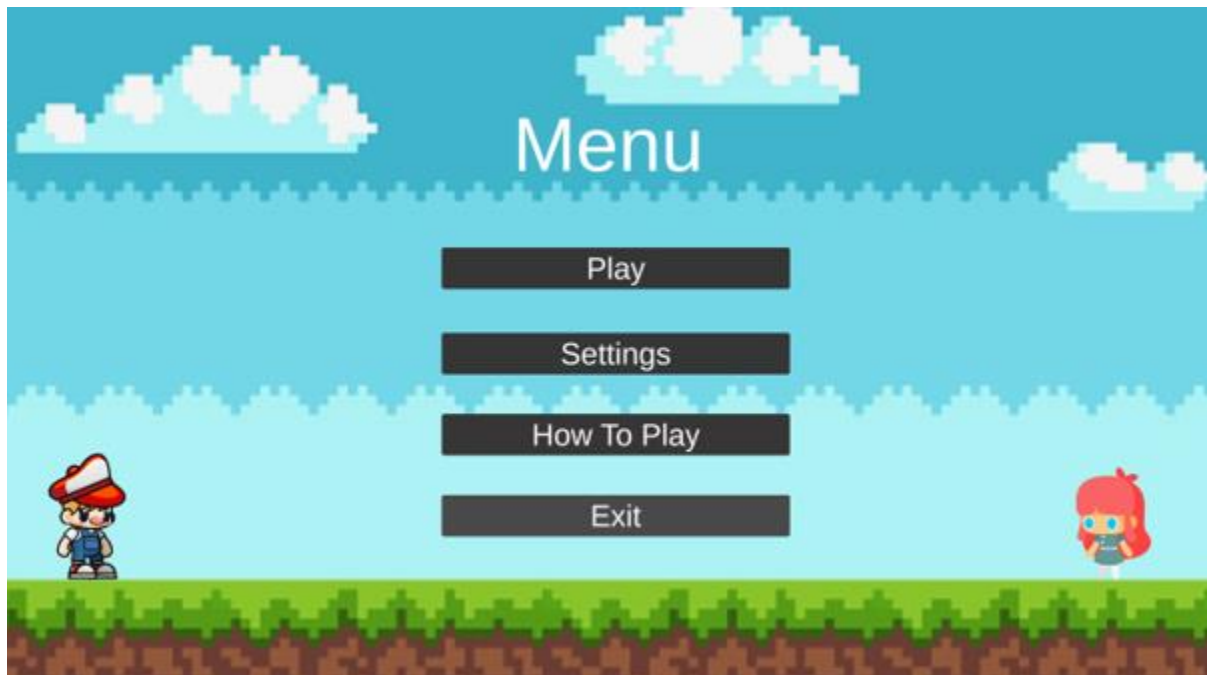


Figure 21: Before Pressing the Exit Button

12. Hover for Next button Testing

| Test Case | 12 |
|---------------|-----------------------------------|
| Action | Next Button was hover. |
| Expect Result | Color of the button to be change. |
| Actual Result | Color of the button was changed. |
| Conclusion | Successful |

Table 12: Testing Hover for Next button

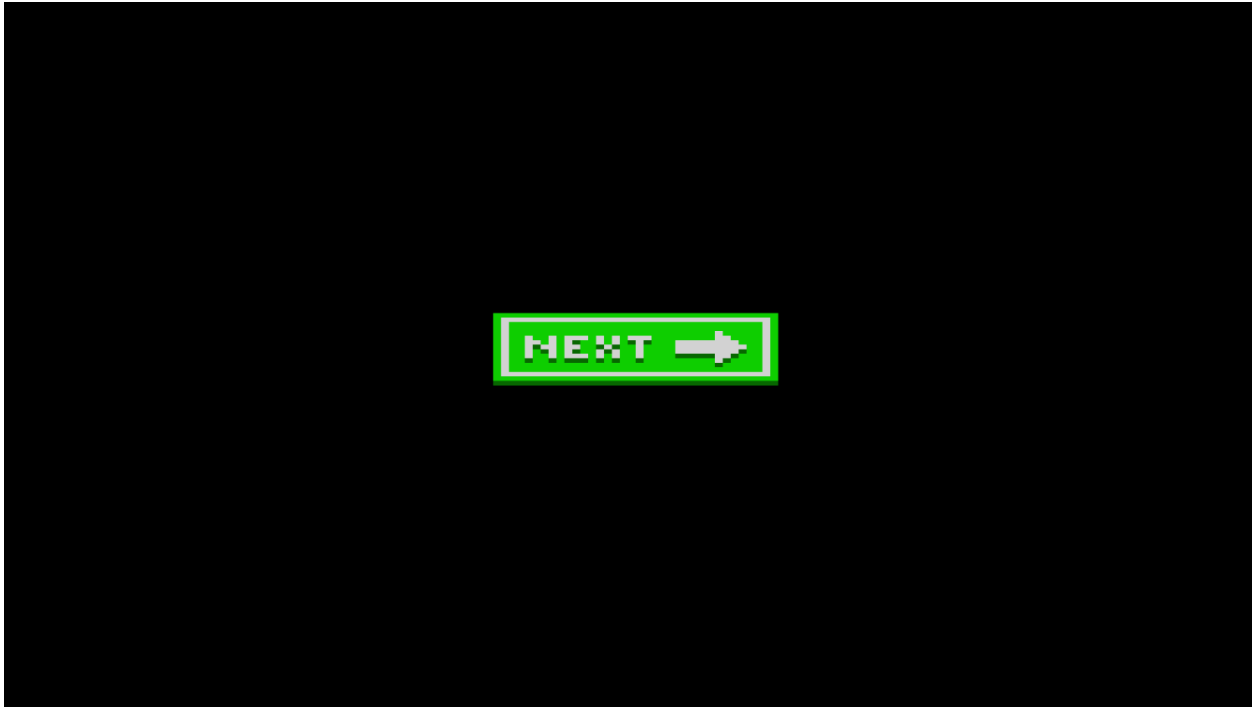


Figure 22: Before Hover

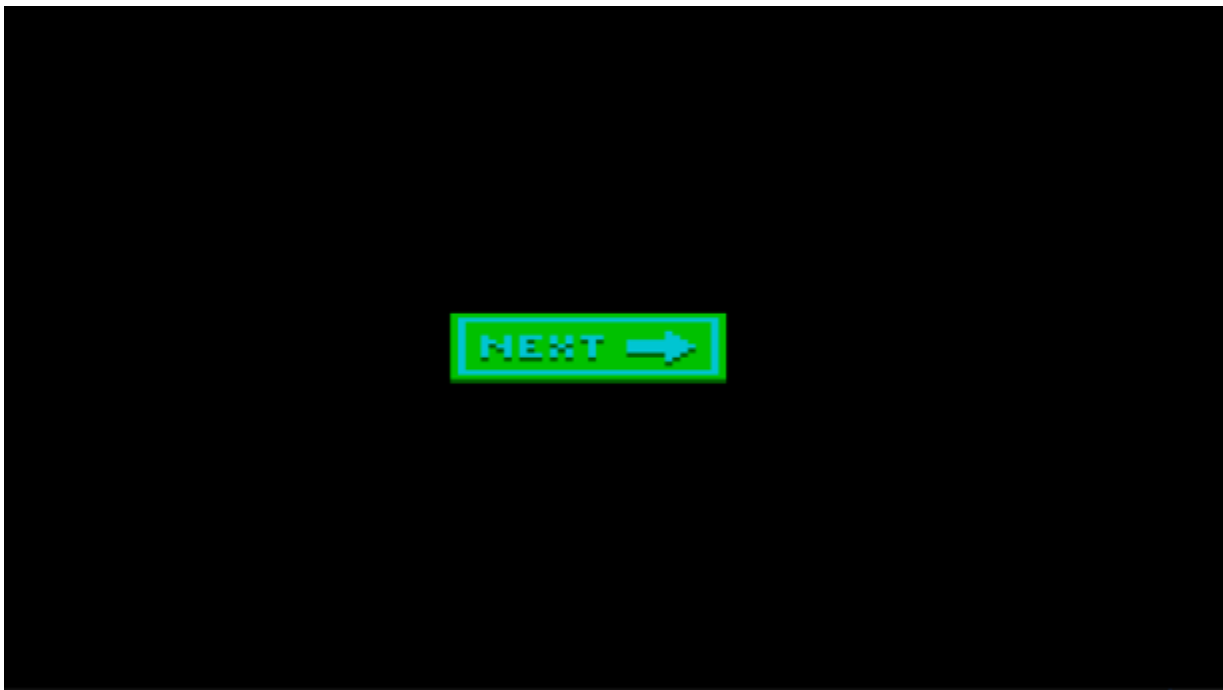


Figure 23: After Hover

13. Next Button Testing

| Test Case | 13 |
|---------------|--------------------------|
| Action | Next Button was pressed. |
| Expect Result | Next Scene to be open. |
| Actual Result | Next scene was opened. |
| Conclusion | Successful |

Table 13: Testing Next Button

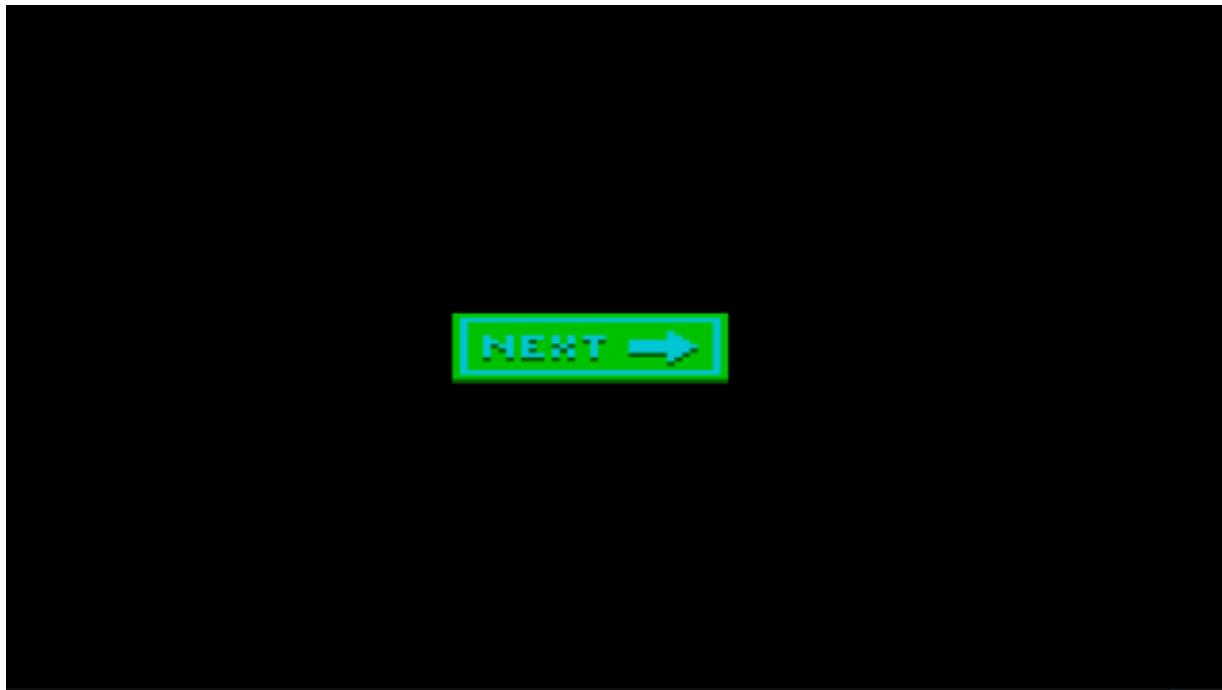


Figure 24: Before Next Button was pressed

Gravity

Gravity is an invisible force that pulls objects toward each other. Earth's gravity is what keeps you on the ground and what makes things fall.

Sir Issac Newton Discovered the gravity in 1665 A.D.

TUTORIAL 2: FALL FROM THE GROUND WITH THE GRAVITY OF 9.8 M/S^2 TO REACH ANOTHER TUTORIAL



Figure 25: After Next Button Was Pressed

14. Movement Button Testing

| Test Case | 14 |
|---------------|-----------------------|
| Action | Movement was pressed. |
| Expect Result | Player to move. |
| Actual Result | Player moved. |
| Conclusion | Successful |

Table 14: Testing Movement Button

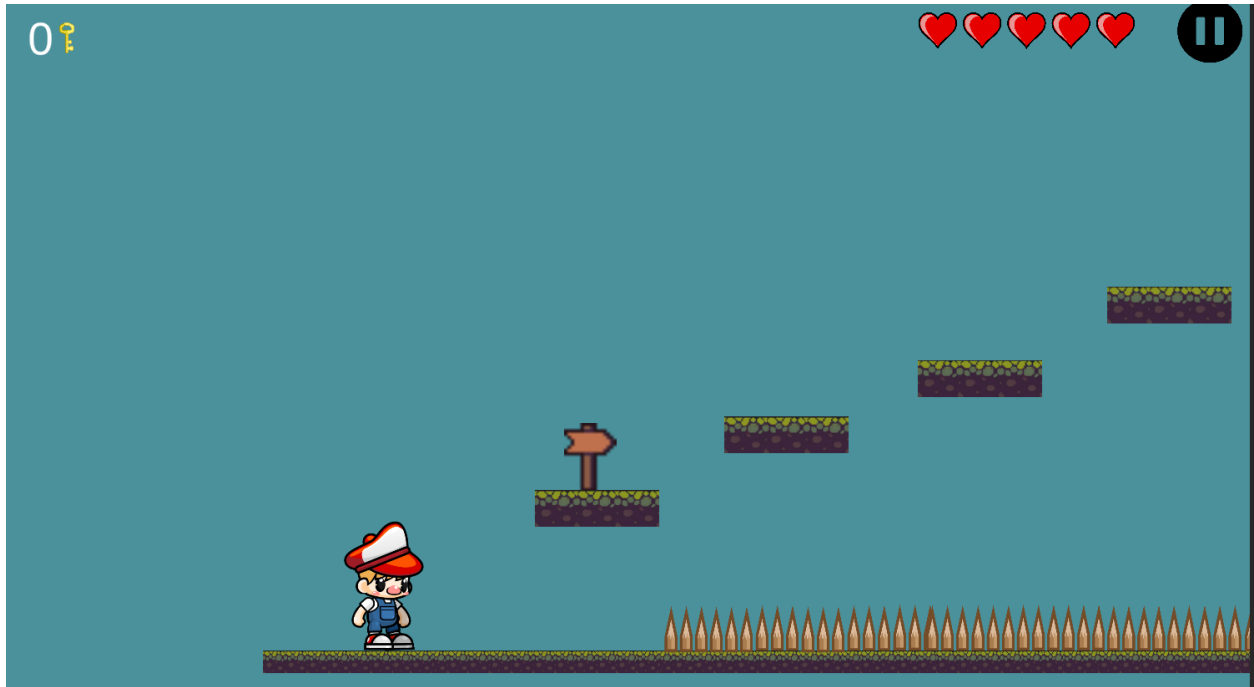


Figure 26: Before Pressing Movement Button

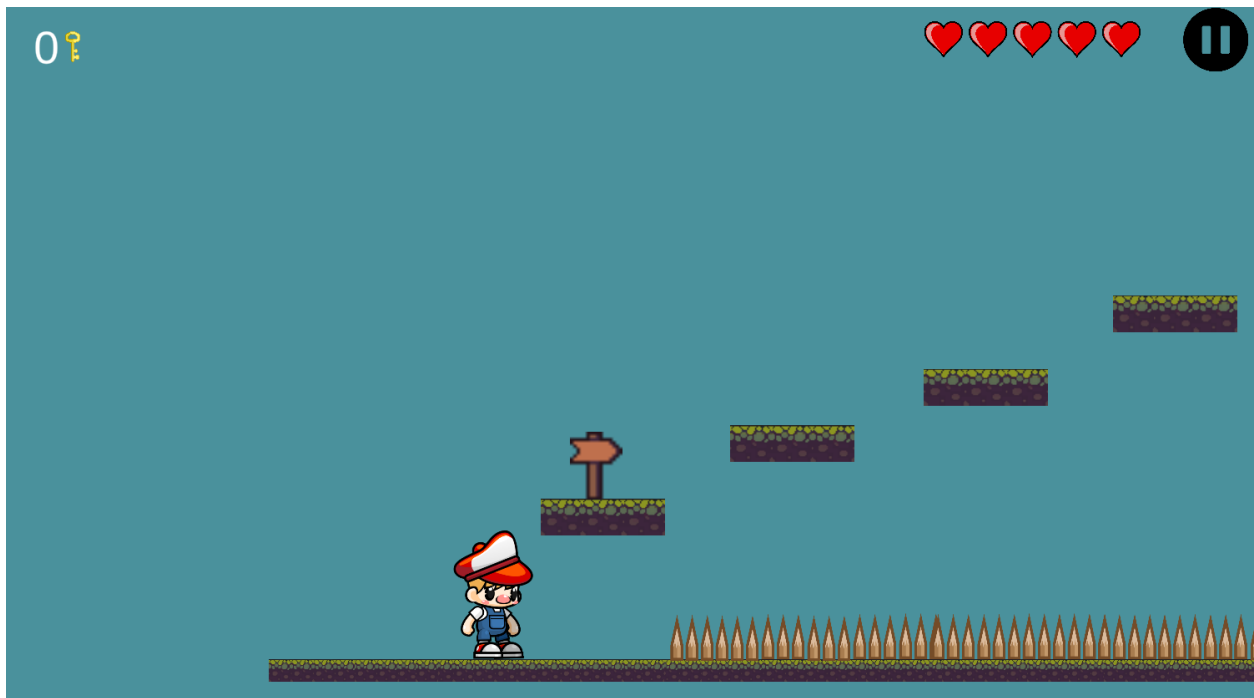


Figure 27: After Pressing Movement Button

15. Jump Button Testing

| Test Case | 15 |
|---------------|-------------------|
| Action | Jump was pressed. |
| Expect Result | Player to jump. |
| Actual Result | Player jumped. |
| Conclusion | Successful |

Table 15: Testing Jump Button

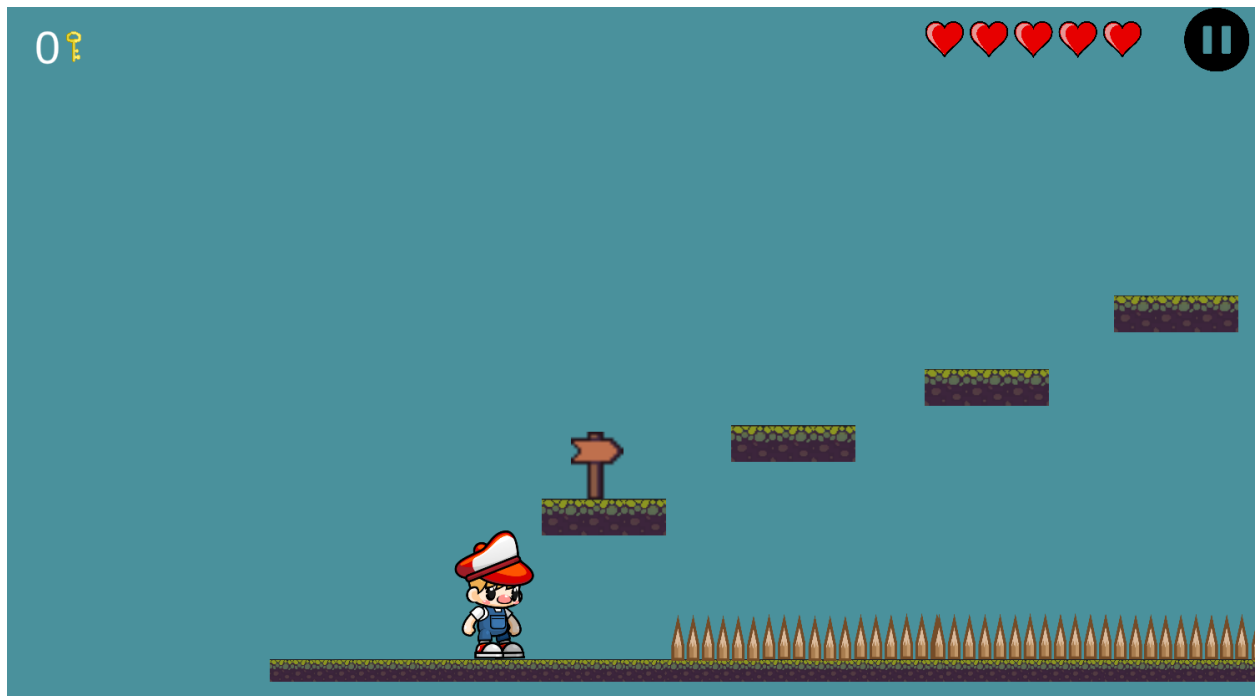


Figure 28: Before the Jump Button was pressed



Figure 29: After the Jump Button was Pressed

16. Pause Button Testing

| Test Case | 16 |
|---------------|-----------------------|
| Action | Pause was pressed. |
| Expect Result | Paused Panel to Open. |
| Actual Result | Paused Panel is Open. |
| Conclusion | Successful |

Table 16: Testing Paused Button

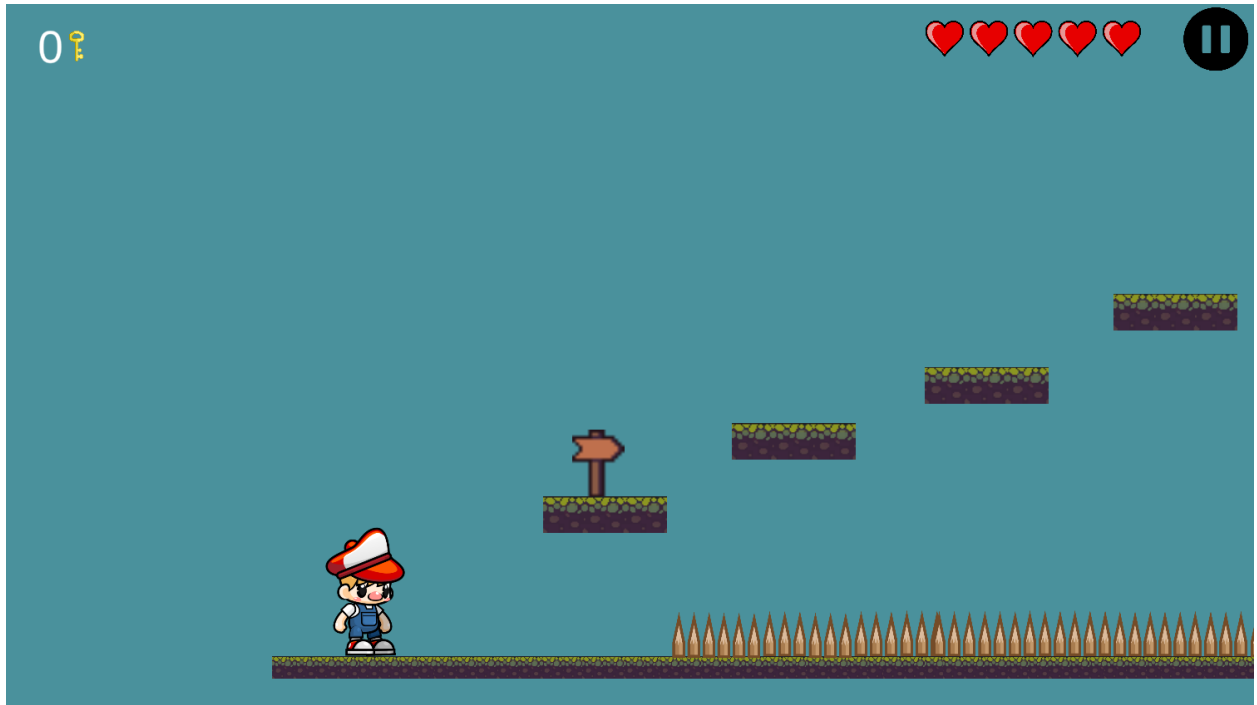


Figure 30: Before Paused Button

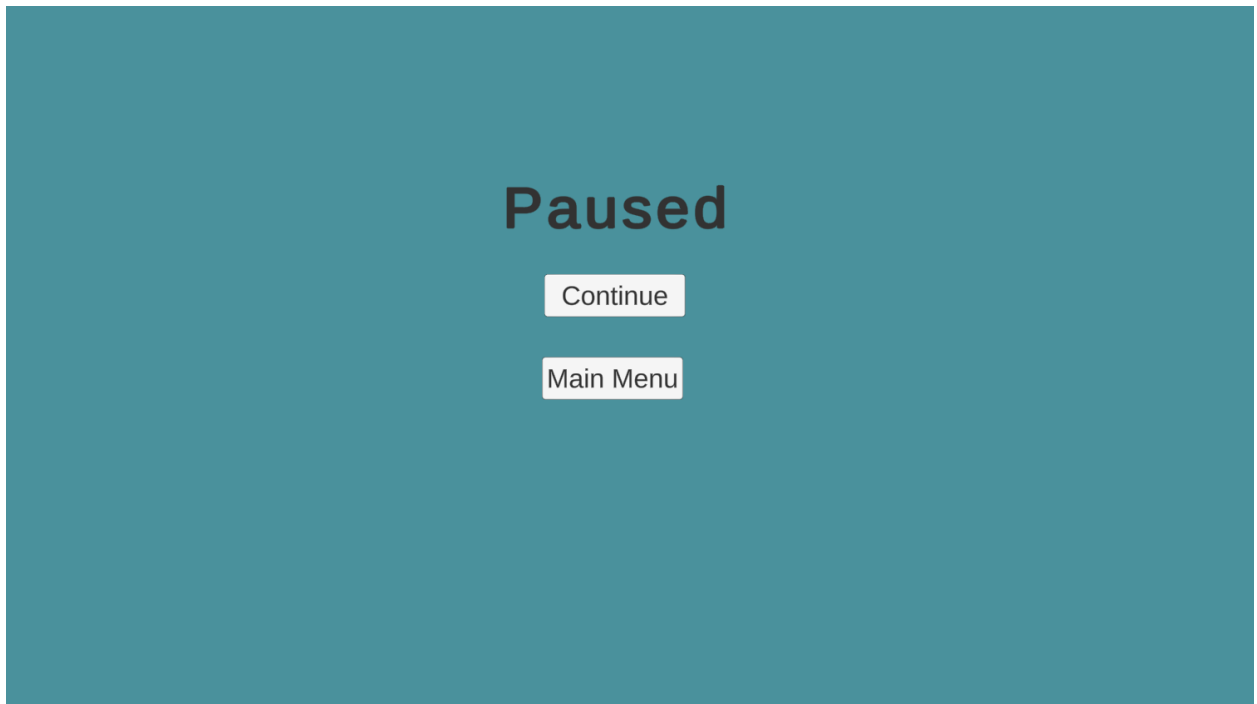


Figure 31: After Pressing Paused Button

17. Hover for Paused Panel Testing

| Test Case | 17 |
|---------------|------------------------------------|
| Action | Hover was over button. |
| Expect Result | Color of the button to be changed. |
| Actual Result | Color of the button is changed. |
| Conclusion | Successful |

Table 17: Testing Hover for Paused Panel

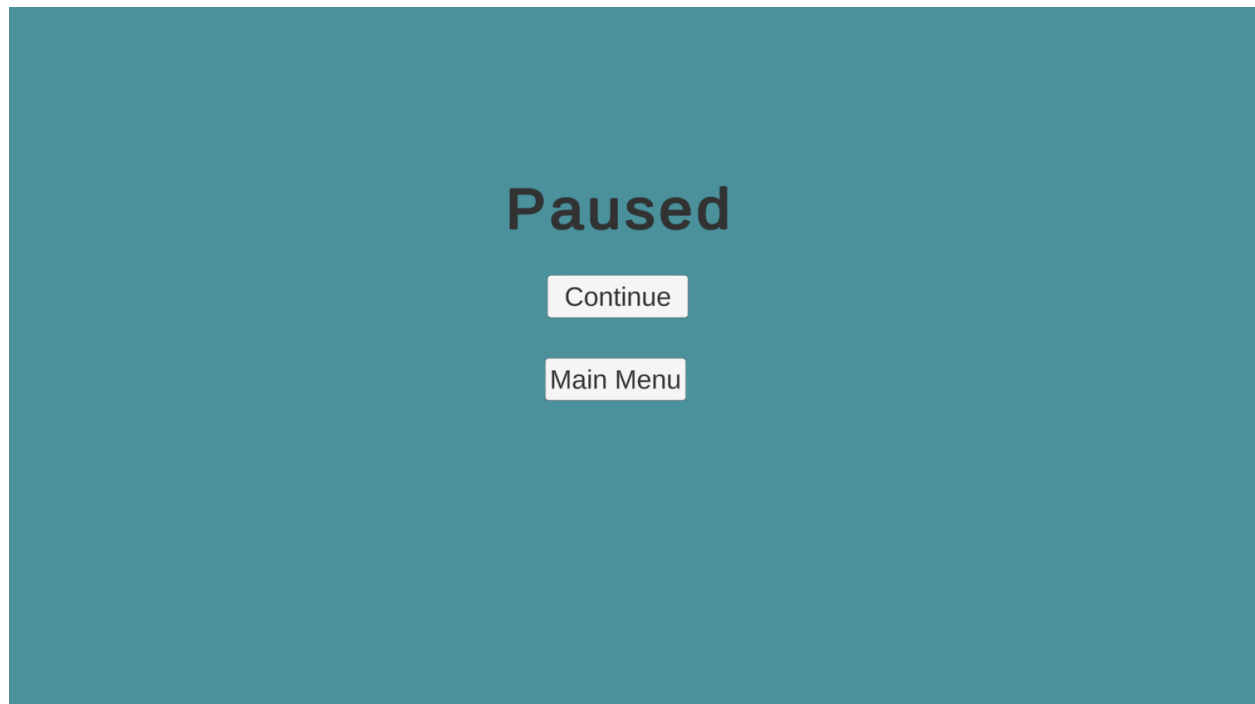


Figure 32: Before Hovering Continue Button



Figure 33: After Hovering Continue Button

18. Continue Button of Paused Panel Testing

| Test Case | 18 |
|---------------|---------------------------------|
| Action | Continue Button was pressed. |
| Expect Result | To take back to the Game scene. |
| Actual Result | Nothing happened. |
| Conclusion | Failed |

Table 18: Testing Continue Button of Paused Panel

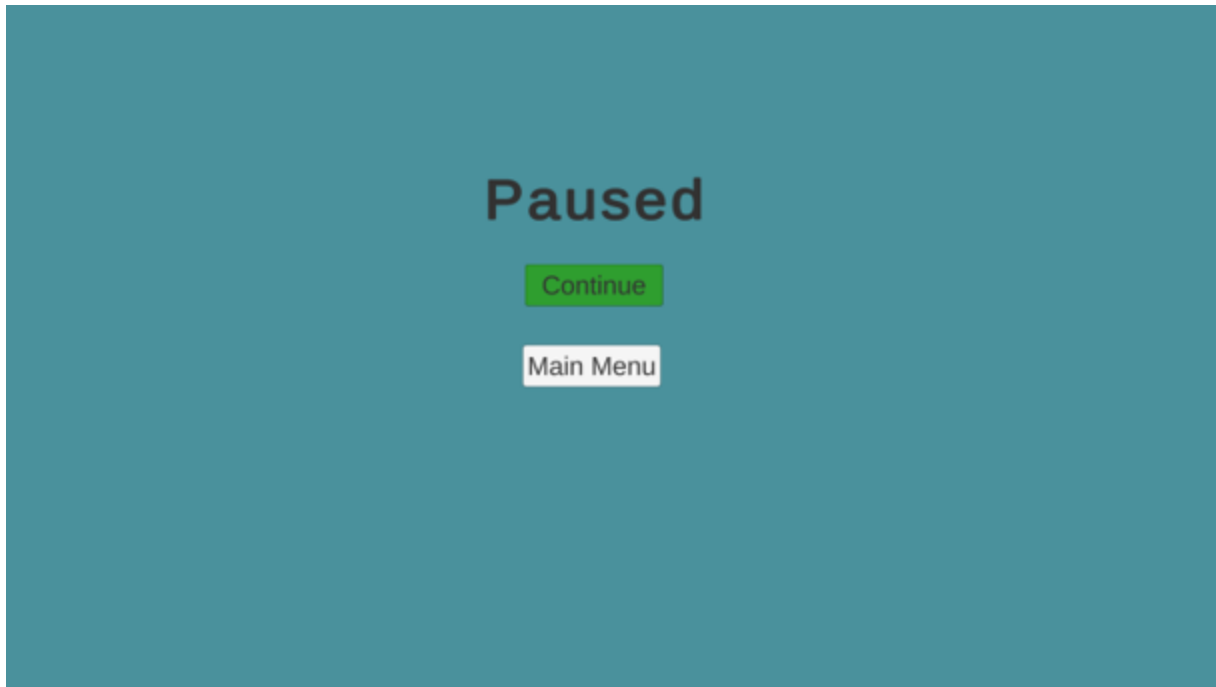


Figure 34: Before Pressing Continue Button

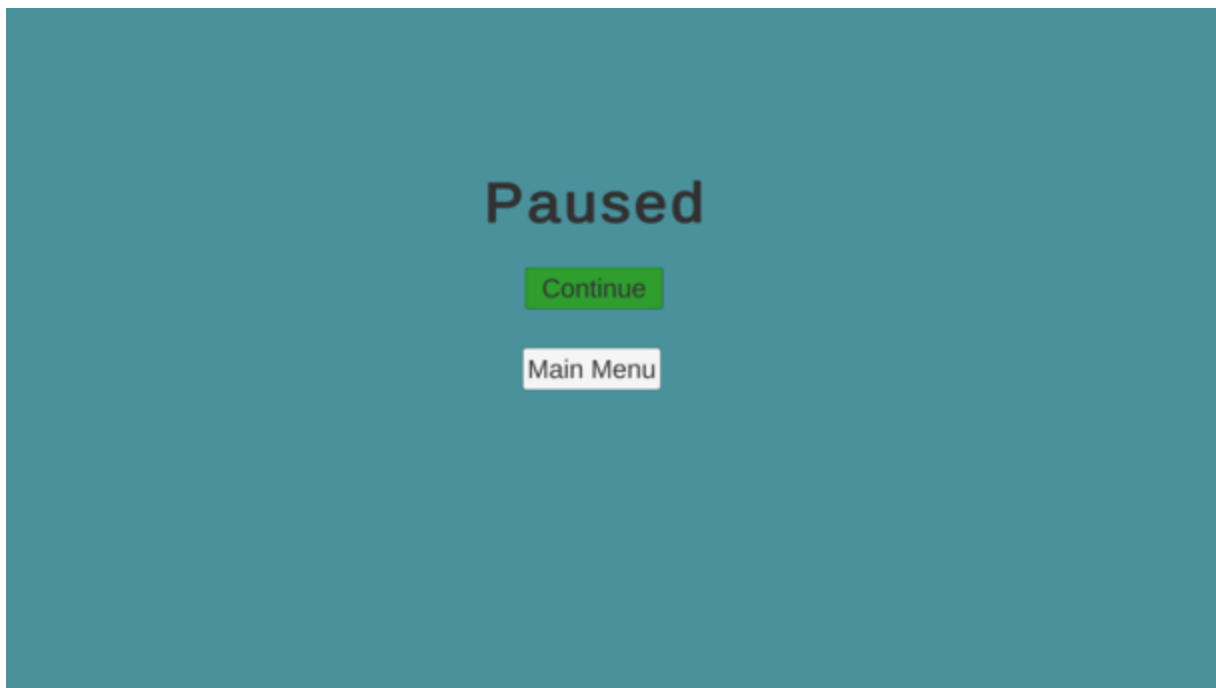


Figure 35: After Pressing Continue Button

Fixing the Continue Button:

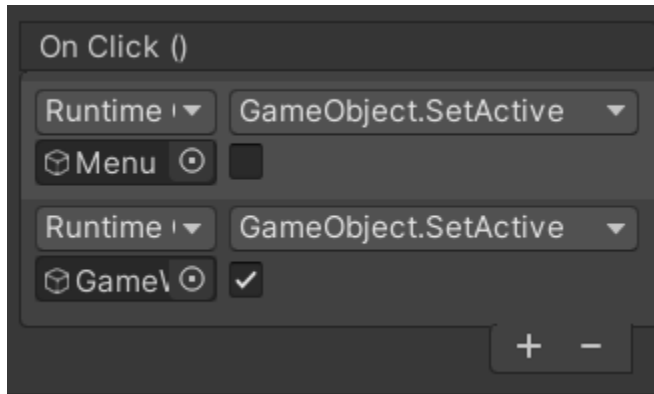


Figure 36: Setting on click () Function for Continue button

Testing again after fixing the on click () function for the Continue Button:

| Test Case | 19 |
|---------------|---------------------------------|
| Action | Continue Button was pressed. |
| Expect Result | To take back to the Game scene. |
| Actual Result | Continued back to Game scene. |
| Conclusion | Successful |

Table 19: Testing Continue button of Settings Panel After Fixing

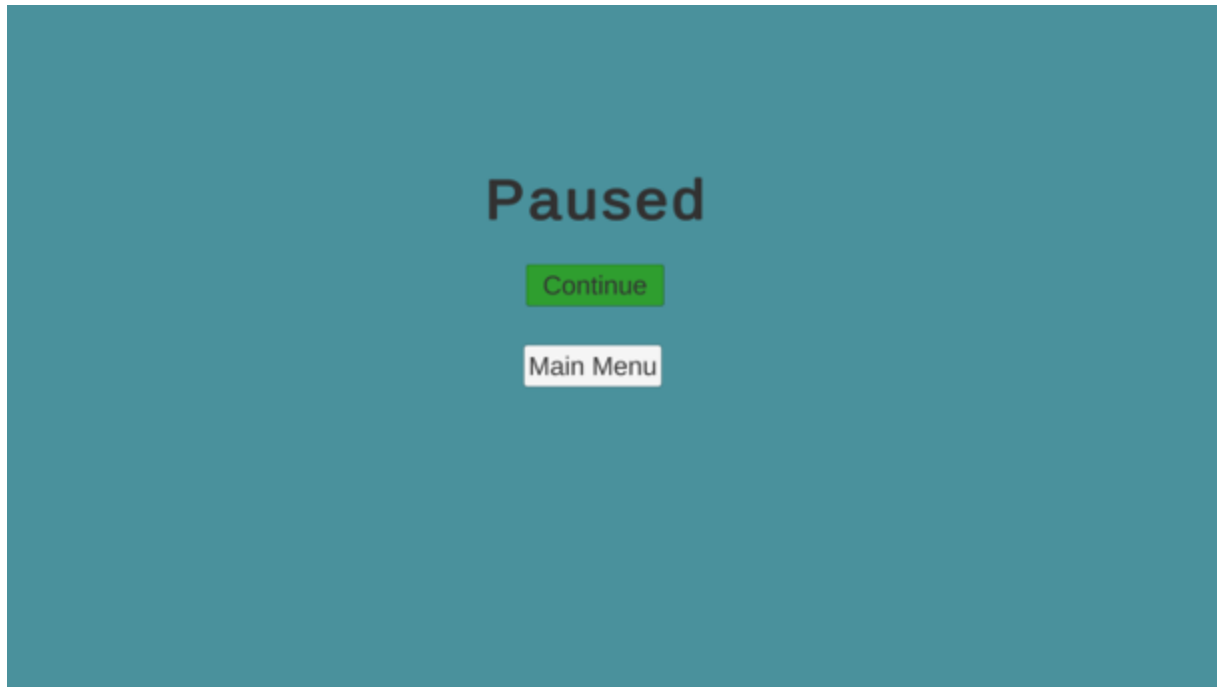


Figure 37: Before Pressing Continue Button, after getting fixed

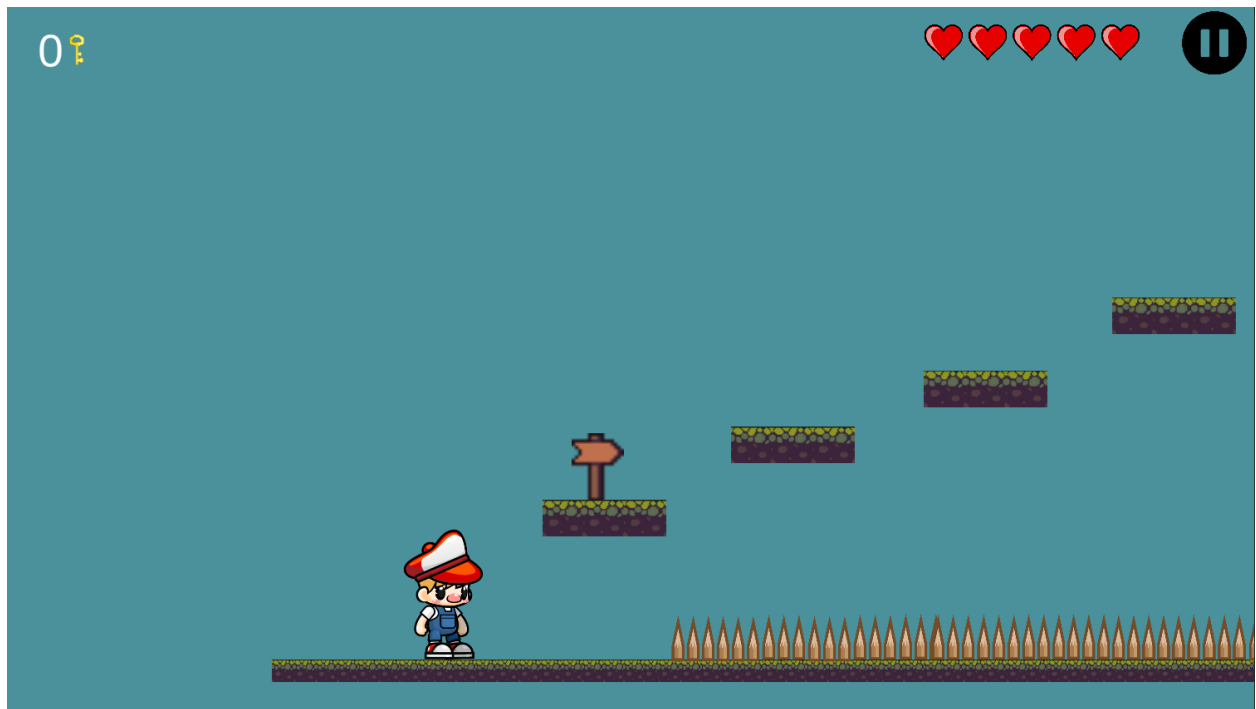


Figure 38: After Pressing the Continue Button, after getting fixed

19. Main Menu button Testing

| Test Case | 20 |
|---------------|--------------------------------|
| Action | Main Menu Button was pressed. |
| Expect Result | To take back to the Main Menu. |
| Actual Result | Nothing happened. |
| Conclusion | Failed |

Table 20: Testing Main Menu Button

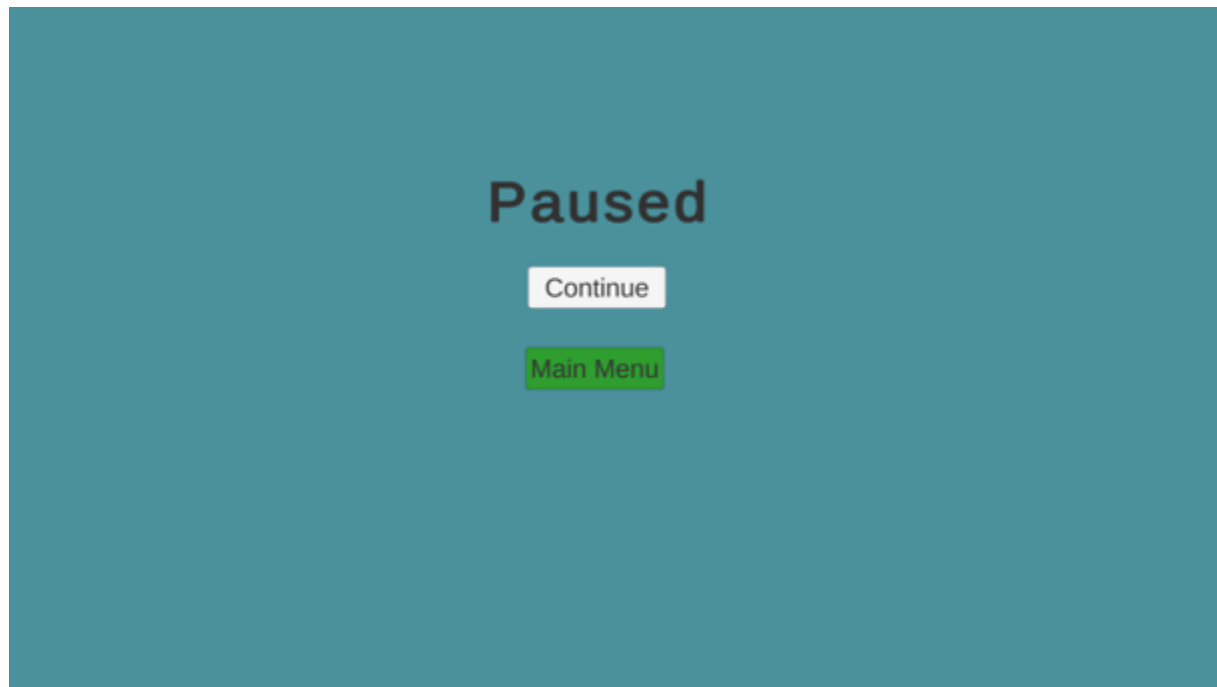


Figure 39: Before Pressing Main Menu Button

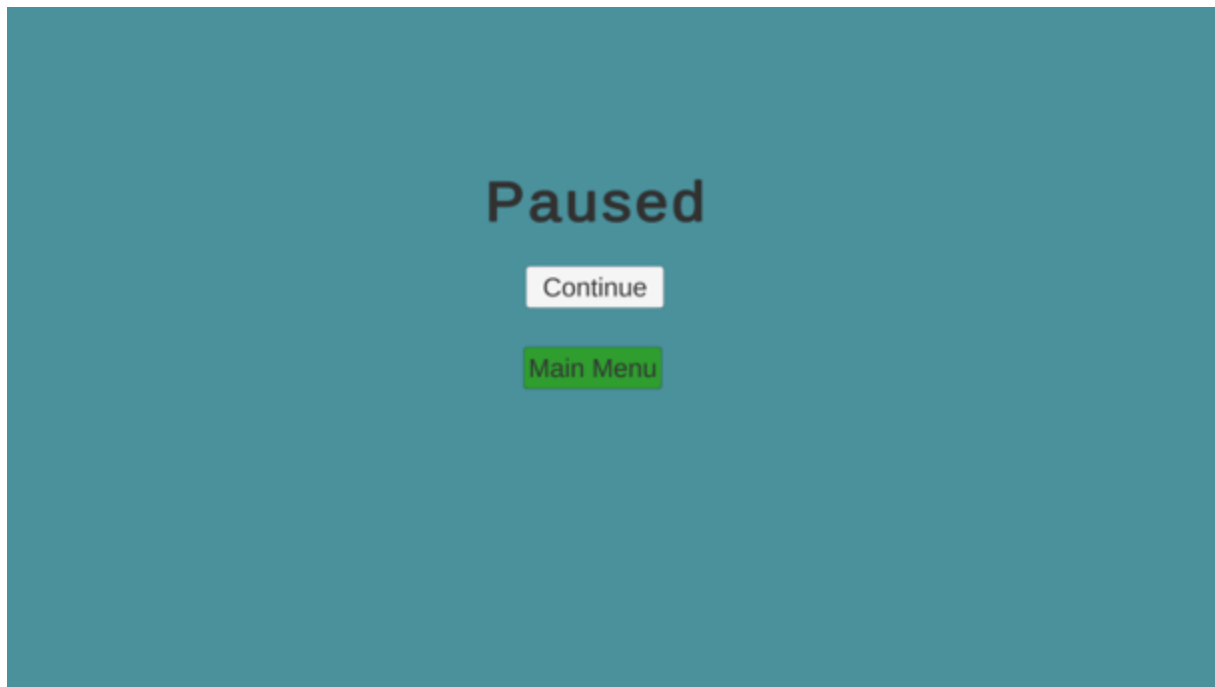


Figure 40: After Pressing Main Menu Button

Fixing the Main Menu Button:

```
public void MainMenu()  
{  
    SceneManager.LoadScene(0);  
}
```

Figure 41: Function is created in the script

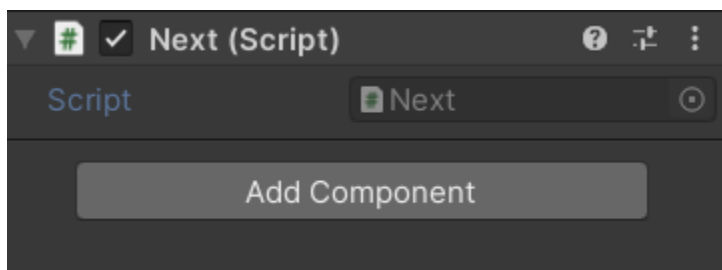


Figure 42: Putting Script in Menu Object

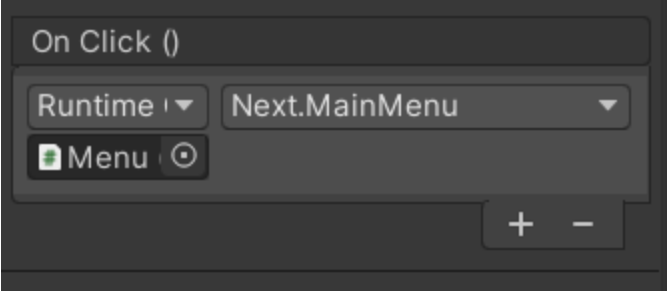


Figure 43: Using the MainMenu () Function from Next script which is the component of Menu Object

Testing after fixing the Main Menu Button

| Test Case | 21 |
|---------------|--------------------------------|
| Action | Main Menu Button was pressed. |
| Expect Result | To take back to the Main Menu. |
| Actual Result | Main Menu scene is opened. |
| Conclusion | Successful |

Table 21: Main Menu button Testing after fixing it

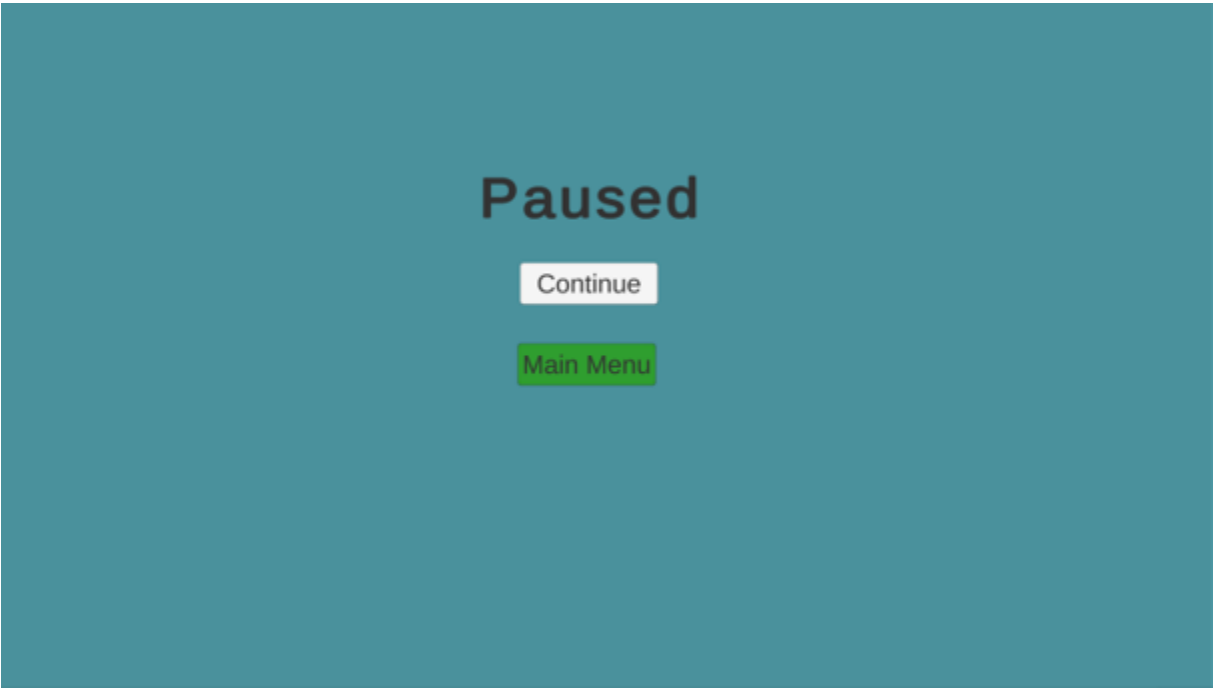


Figure 44: Before pressing the Main Menu Button, after fixing it

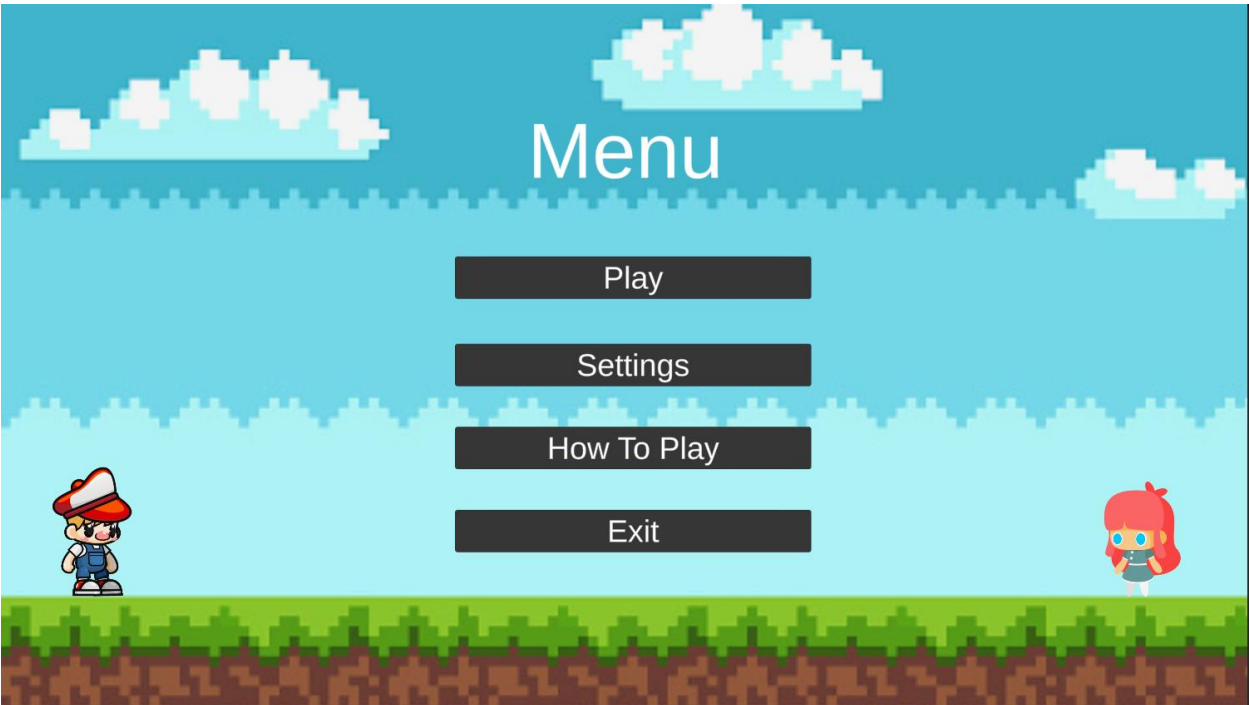


Figure 45: After pressing the Main Menu Button After fixing it

20. OK Button Testing in Congrats Scene

| Test Case | 21 |
|---------------|--------------------------------|
| Action | OK was pressed. |
| Expect Result | To take back to the Main Menu. |
| Actual Result | Main Menu scene is opened. |
| Conclusion | Successful |

Table 22: Testing OK Button in Congrats Scene

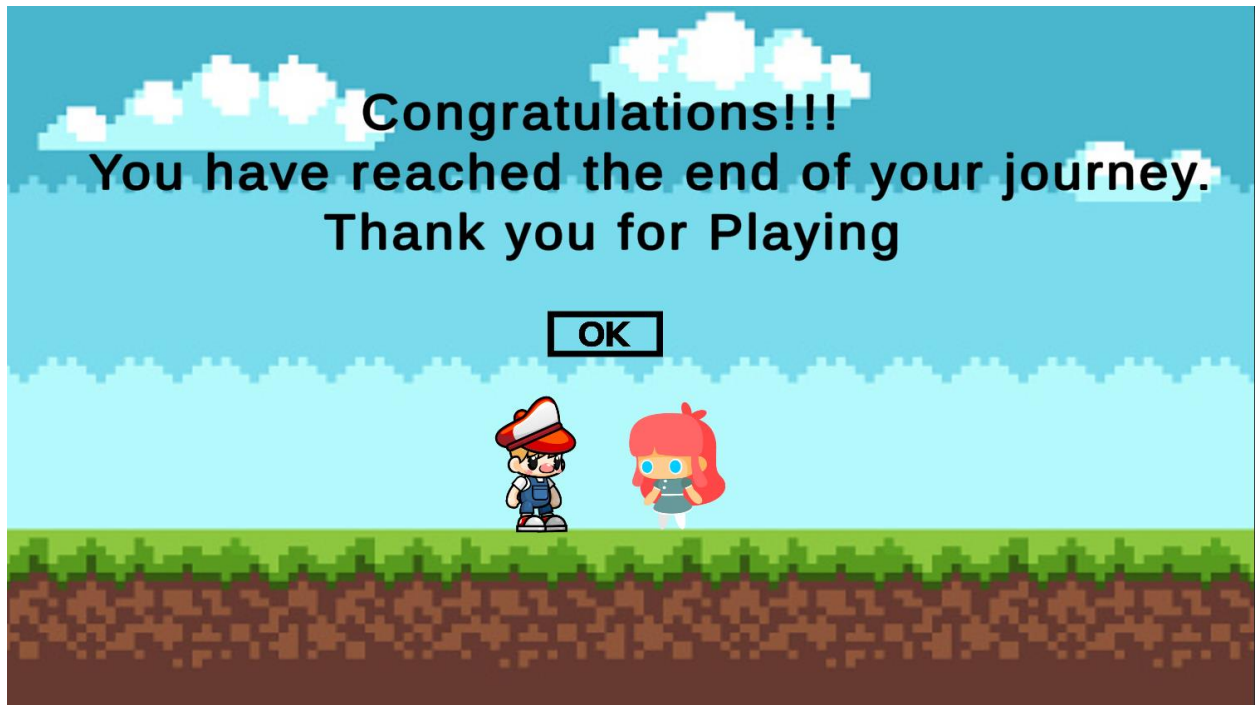


Figure 46: Before Pressing OK Button

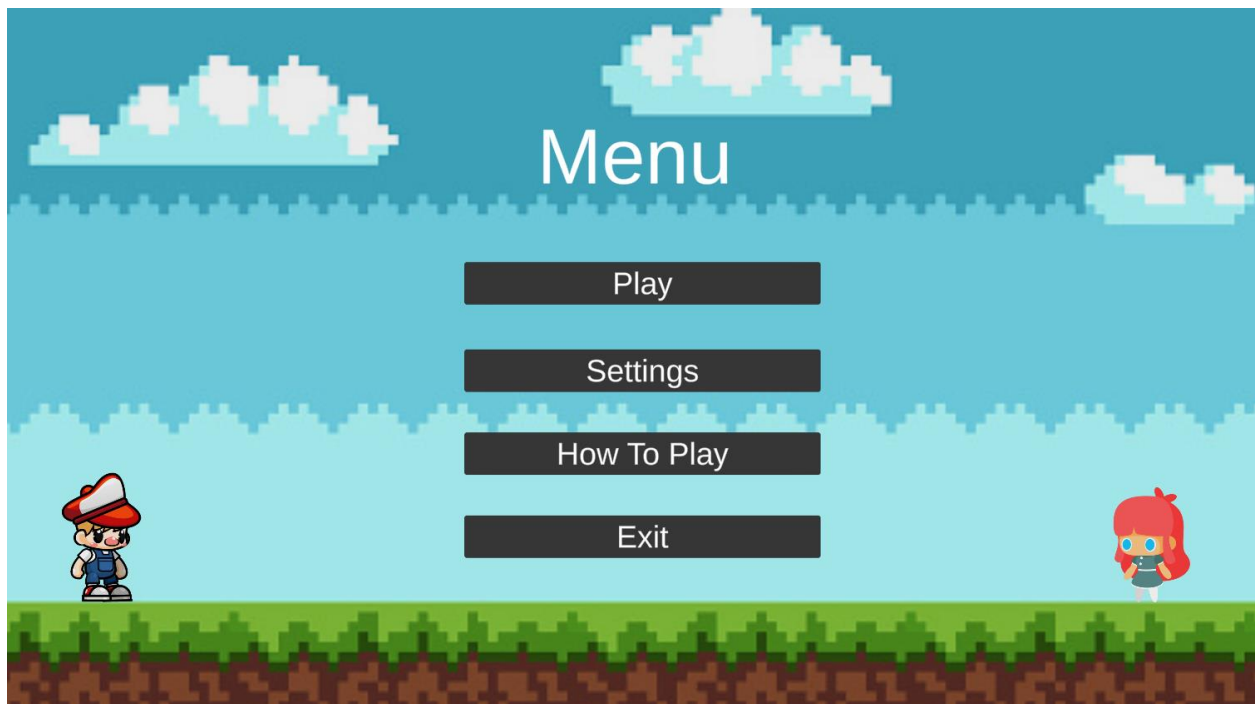


Figure 47: After Pressing Okay Button