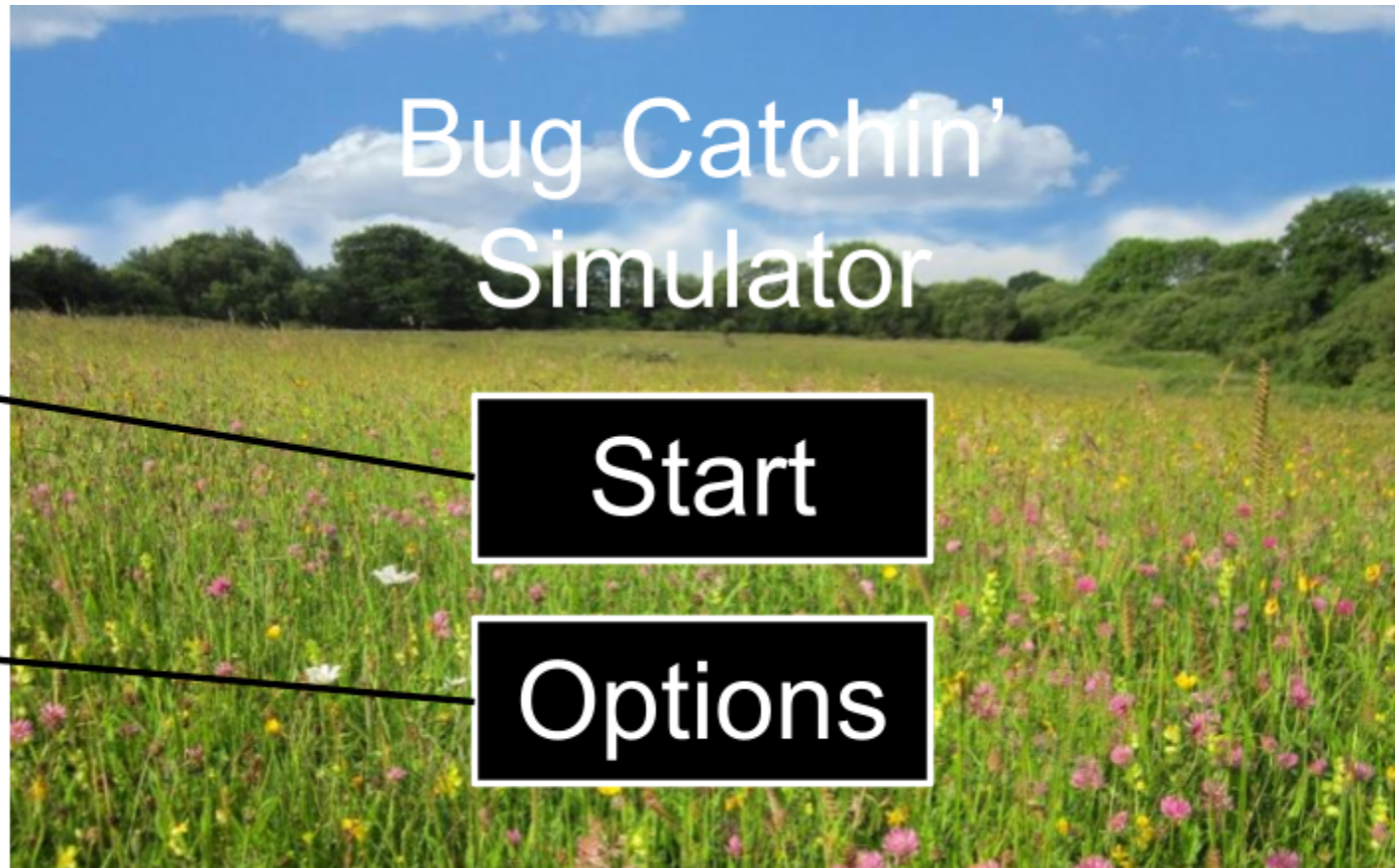# Page Layout for Different Screens

Start Window (the first page that is shown to the user)

Purpose: To allow the user to either start a new game or alter options

Button that will take the user to the game

Button that will take the user to the options window

Options Window (accessible through the <u>Start</u> Window)

Purpose: To allow the user to change the game length and volume of the game. This also shows the controls

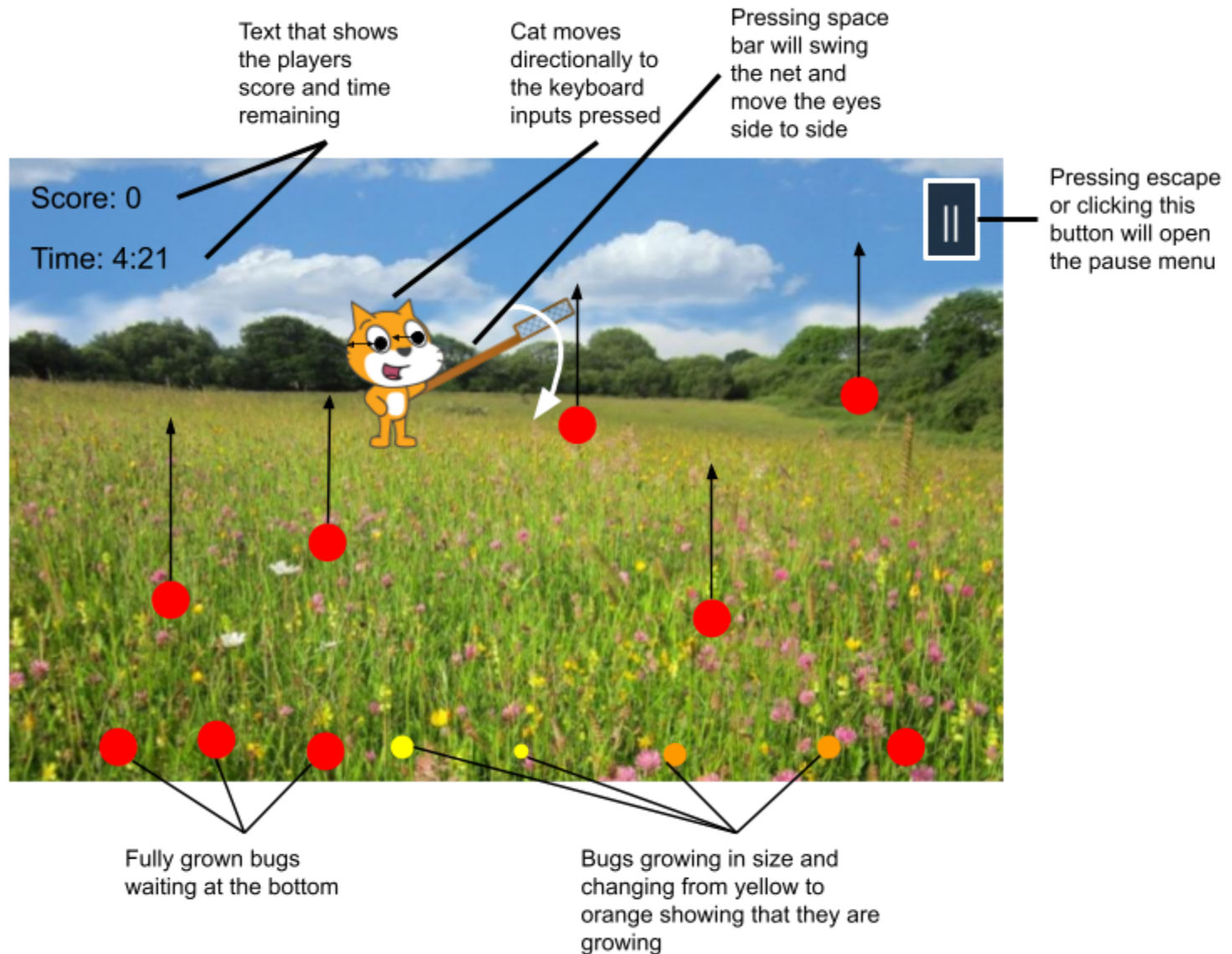Button that will take the user to the main game window

<

Options

Volume: [slider] 50

Game Length: [slider] 1

Controls

Arrow Keys   Mr X Movement

Space   Swing Net

Slider which changes the volume

Slider which changes the game length

Game Window (accessible through the Start Window)

Text that shows the players score and time remaining

Cat moves directionally to the keyboard inputs pressed

Pressing space bar will swing the net and move the eyes side to side

Purpose: To allow the user to play the interactive game

Pressing escape or clicking this button will open the pause menu

Score: 0

Time: 4:21

Hitting a bug with the net would collect it and increase the score by one and play a happy sound

A bug hitting the player would collect it and decrease the score by one and play a sad sound.

Fully grown bugs waiting at the bottom

Bugs growing in size and changing from yellow to orange showing that they are growing

Pause Window (accessible through the Game Window)

Purpose: To allow the user to quit, resume or change volume the interactive game

Arrow Key, Bug movement and time is stopped during when this window is active

Score: 0

Time: 4:21

Paused

Volume: 50

Resume

Quit

Slider which changes the volume

Clicking this button or pressing escape will returns the user to the Game Window

Clicking this button returns the user to the Start Window

Game Over Window (accessible after Time on the Game Window reaches 0)

Shows the current score and high score

Purpose: To allow the user to quit or restart the interactive game after a round is finished

Arrow Key, Bug movement and time is stopped during when this window is active

Score: 12

Time: 0:00

Game Over

Score: 12
Old High Score: 10

New High Score!

New Game

Quit

Clicking this button will returns the user to the Game Window but starts a new game

Clicking this button returns the user to the Start Window

Test Cases Part 2

Game Start Screen Testing

System: Bugz Catchin' Simulator
Testing Type: Manual Test Case Name: Game Start Screen Testing Purpose: To test the responsive of the Start screen of the game and to see if it works correctly.

Pre-conditions:
The user opens website with the game. The system displays the start screen of the game.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Click on "Options" option.	The system displays the "Options" page.	PASS	
2	Click on "Start" option.	The system displays the "Stock-Take" panel.	PASS	

Post-Conditions:

Game Option Screen Testing

System: Bugz Catchin' Simulator
Testing Type: Manual Test Case Name: Game Option Screen Testing Purpose: To test the responsive of the first page of the game and to see if it works correctly.

Pre-conditions:
The user opens website with the game. The user opens the "Options" page. The system displays the start screen of the game.

Step	Action	Expected System Response	Pass/Fail	Comment

	1	Click on any yellow point in the "Volume" bar.	The volume number has changed. The game sounds have been set to a volume percentage based on that number.	PASS	
	2	Click on any yellow point in the "Game Length" bar.	The game length number has been changed. The game length has been updated to that number in terms of minutes.	PASS	

Post-Conditions:

The volume has been changed.
The game length has been changed.

Game Play Screen Testing

System: Bugz Catchin' Simulator

Testing Type: Manual
Test Case Name: Game Play Screen Testing
Purpose: To test the responsive of the Play screen of the game and to see if it works correctly.

Pre-conditions:

The user opens website with the game.
The system displays the start screen of the game.
The user opens the "Play" screen.

Step	Action	Expected System Response	Pass/Fail	Comment
1	*NULL*	The game plays the game start sound. Bugs start to form before moving upwards. The timer starts 10s above the selected time, giving time for the player	PASS	
2	Press the Down-arrow key on the keyboard.	The character moves downwards.	PASS	
3	Press the Up-arrow key on the keyboard.	The character moves upwards.	PASS	
4	Press the Right-arrow key on the keyboard.	The character moves to the right.	PASS	
5	Press the Left-arrow key on the keyboard.	The character moves to the left.	PASS	
6	Press the Spacebar key on the keyboard.	The character swings his net.	PASS	

7	Move the character into the path of a bug.	The game plays the "bug-hit" sound and decreases the score by one.	PASS	
8	Move the character to near a bug and press the Spacebar key on the keyboard.	The character swings his net over the bug. The bug disappears and the game plays the "collect" sound. The score is increased by one.	PASS	
9	Press the Escape key on the keyboard.	The game timer pauses, and the pause menu is shown.	PASS	
10	Click on the "Pause" icon.	The game timer pauses, and the pause menu is shown.	PASS	
11	*The timer has finished.*	The game shows the Game-Over screen and plays the "end_sound" sound. The high score is updated if necessary.	PASS	

Post-Conditions:

 There is a high score.

Game Game-Over Screen Testing

System: Bugz Catchin' Simulator

Testing Type: Manual
Test Case Name: Game Game-Over Screen Testing
Purpose: To test the responsive of the Game-Over screen of the game and to see if it works correctly.

Pre-conditions:

The user opens website with the game.
The system displays the start screen of the game.
The user opens the "Play" page.
The game timer has reached 0.
The game displays the Game-Over page.

Step	Action	Expected System Response	Pass/Fail	Comment
1	*NULL*	The game displays the score from the most recent game, as well as the high score.	PASS	
2	Click on "New Game" option.	The game restarts.	PASS	
3	Click on "Quit" option.	The game displays the Start screen.	PASS	

Post-Conditions:

Game Pause Screen Testing

System: Bugz Catchin' Simulator
Testing Type: Manual Test Case Name: Game Pause Screen Testing Purpose: To test the responsive of the first page of the game and to see if it works correctly.

Pre-conditions:
The user opens website with the game. The system displays the start screen of the game. The user opens the "Play" page. The user pauses the game. The game displays the pause screen.

Step	Action	Expected System Response	Pass/Fail	Comment
1	Click on any yellow point in the "Volume" bar.	The volume number has changed. The game sounds have been set to a volume percentage based on that number.	PASS	
2	Click on "Resume" option.	The game resumes by resuming the timer and hiding the pause screen.	PASS	
3	Click on "Quit" option.	The game displays the Start screen.	PASS	

Post-Conditions:
The volume has been changed.

Wireframes for Game Page

Wireframe for the overall game page

Project 2

Interactive Game

ISCG 6420 Assignment 2
By Carson and Jesse