Test Cases Part 2

Game Start Screen Testing

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| 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. |

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

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| 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 |  |

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| Post-Conditions: |

Game Option Screen Testing

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| 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. |

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

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| 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 |  |

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| Post-Conditions:  The volume has been changed.  The game length has been changed. |

Game Play Screen Testing

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| 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. |

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

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| 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 |  |

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| Post-Conditions:  There is a high score. |

Game Game-Over Screen Testing

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| 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. |

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| 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. |

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| 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 |  |

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| Post-Conditions: |

Game Pause Screen Testing

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| 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. |

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| 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. |

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| 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 |  |

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| Post-Conditions:  The volume has been changed. |