# Testing Plan

**Project Name:**

*UMA-ISE24-E1*

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## Test Case Overview

**Test Case ID:**

*TC\_CtrlNav.*

**Purpose:**

*Verify that user can navigate through the menues usign the selected controls in expected response time.*

*This test cases involves FR018(Controls), FR005(Main Menu), FR016(Boat Selection Menu) and NFR003(Low Latency Responses).*

**Test Case Description:**

*This test case evaluates the functionality of controls specifically for menu navigation within the game interface. It aims to ensure that players can traverse through main menu and boat selection screens and select options without encountering any issues or delays.*

*Related JUnit tests will check methods relative to the controls listeners and event handlers of the keyboard.*

### Pre-Conditions

**Prerequisites:**

*Game is installed and running succesfully.*

*User is in main menu.*

*Controls settings are set to default (Arrows).*

**Test Data:**

*Not applicable.*

### Test Steps

**Step Description:**

*1. Press up and down arrow keys and verify that the different menu options are highlihted.*

*2. Press enter key on "Boat selection" and verify that it is opened.*

*3. Press esc key and verify that the main menu is opened.*

*4. Press enter key on "Settings" and verify that the settings menu is opened.*

*5. Press esc key and verify that the main menu is opened.*

*6. Press ener key on "Tutorial" and verify that the tutorial is opened.*

*7. Press esc key and verify that the main menu is opened.*

*8. Press enter key on "Credits" and verify that the credits are opened.*

*9. Press esc key and verify that the main menu is opened.*

*10. Repeat navigation process multiple times to check for consistency and reliability.*

*11. Press enter key on "Exit" and verify that the game is closed.*

### Post-Conditions

**Expected Outcome:**

*Response time of each operation is less than 30 ms.*

**Cleanup:**

*Not applicable.*

### Notes

*This specific test can be performed with different control settings after the controls customization test is completed.*

## Test Case Overview

**Test Case ID:**

*TC\_BoatSel*

**Purpose:**

*Verify that user can select a boat from the boat selection menu.*

*This test cases involves FR018(Controls), FR016(Boat Selection Menu) and NFR003(Low Latency Responses).*

**Test Case Description:**

*This test case ensure that the user can select a boat from the boat selection menu. It verifies that the variable that stores the selected boat is updated correctly and that the game is able to load the selected boat.*

*JUnit tests will check methods related to the controls listeners and event handlers related to the keyboard and the change of playerBoat variable.*

### Pre-Conditions

**Prerequisites:**

*Game is installed and running succesfully.*

*User is in boat selection menu.*

*Controls settings are set to default (Arrows).*

**Test Data:**

*playerBoat*

### Test Steps

**Step Description:**

*1. Press left and right arrow keys and verify that the different boats are highlighted.*

*2. Press enter key on a boat and verify that it is selected.*

*3. Press enter key on other boats and verify that the selected boat is updated correctly.*

### Post-Conditions

**Expected Outcome:**

*playerBoat variable is updated correctly.*

*Response time of each operation is less than 30 ms.*

**Cleanup:**

*Set playerBoat to default value.*

*Close the game.*

### Notes

*This test can be performed with different control settings after the controls customization test is completed.*

## Test Case Overview

**Test Case ID:**

*TC\_CtrlCust.*

**Purpose:**

*Verify that user can customize the controls.*

*This test cases involves FR018(Controls).*

**Test Case Description:**

*This test case checks wether the above tests can be performed with different control settings.*

*JUnit tests related to this test case will check the methods that update the variables related to keyboard listeners.*

### Pre-Conditions

**Prerequisites:**

*Game is installed and running succesfully.*

*User is in settings.*

*Controls settings are set to default (Arrows).*

**Test Data:**

*Key bindings variables.*

### Test Steps

**Step Description:**

*1. Press "Customize Controls" in the settings screen.*

*2. Desired new key binding for UP, DOWN, LEFT, RIGHT, ENTER and ESC keys are selected whenever it is informed on screen.*

*3. Press "Save" and verify that the new key bindings are saved.*

*4. Perform the above tests with the new key bindings.*

### Post-Conditions

**Expected Outcome:**

*Key bindings variables are updated correctly.*

*Tests related to navigation and boat selection are performed successfully with the new key bindings.*

**Cleanup:**

*Set key bindings to default values.*

*Close the game.*

### Notes

*This test depends on the navigation and boat selection tests.*

## Test Case Overview

**Test Case ID:**

*TC\_Ply*

**Purpose:**

*Verify that boats have the correct properties.*

*This test cases involves FR016(Boat selection menu), FR018(Controls), FR002(Boats) and FR001(Player).*

**Test Case Description:**

*This test case checks wether the selected boat by the player exists and is accurate with the one selected by the boat selection menu and that the player is able to move perfectly.*

*JUnit tests related to this test case will check the numbers related to the player are equal to each property of the boat selected and with the test data, in case selection menu is incorrect. After this, test will ensure player only controls a unique player boat and that it follows all restrictions provided for the player for example altering its x and y values appropriately with its speed property.*

### Pre-Conditions

**Prerequisites:**

*Game is installed and running succesfully.*

*Boat is selected in selection menu.*

**Test Data:**

*Structure with n number of boats with their properties.*

### Test Steps

**Step Description:**

*1. Selecting the desired boat in the selection menu.*

*2. Movement of the player is tested.*

*3. Quitting the race.*

*4. Selecting the next desired boat.*

*5. Steps are repeated until all boats are tested.*

### Post-Conditions

**Expected Outcome:**

*JUnit test verifies and returns if all boat properties were the same or not inside player, selection menu and test data.*

*JUnit test verifies player can alter with input the properties it is allowed to change.*

**Cleanup:**

*Close the game.*

### Notes

*This test depends on the navigation, player and boat selection tests.*

## Test Case Overview

**Test Case ID:**

*TC\_Lanes*

**Purpose:**

*Verify that every player has its own space inside the race to clarify where the user must stay during the it.*

*This test cases involves FR020(Lanes).*

**Test Case Description:**

*This test evaluates the player's ability against the division of the entire map into lanes in order to check all illegal moves that the user may cause.*

*This ensures that players can stand their ground and that if they do not comply with this rule, we can penalize them for the illegal action they have committed.*

### Pre-Conditions

**Prerequisites:**

*Game is installed and running*

*User has already selected a boat and is inside a race*

**Test Data:**

*Not applicable*

### Test Steps

**Step Description:**

*1. Enter a race with the user selected boat*

*2. Check if the collision between the boat and the division lane is well implemented*

*3. Check that the lane collision penalty is correctly applied to the player*

### Post-Conditions

**Expected Outcome:**

*In case that the player collides with a division line, then the player must die and a Game Lost screen must pop up to tell the user that the race has ended because of an illegal movement.*

**Cleanup:**

*Close the game.*

### Notes

*This test can be performed with any controls and its just to verify that the lanes between competitors are not crossable*

## Test Case Overview

**Test Case ID:**

*TC\_Tut*

**Purpose:**

*Verify that all users have the opportunity to take a training run in order to familiarise themselves with the game methodology and learn the basic controls.*

*This test cases involves FR008(Tutorial).*

**Test Case Description:**

*With this test we will check the full functionality of the test run as well as the readiness it gives users to get involved in a real race.*

### Pre-Conditions

**Prerequisites:**

*Game is installed and running*

*User selects the tutorial section in the main menu*

*Control settings have been already modified(default as well if no modification is needed)*

**Test Data:**

*Not applicable.*

### Test Steps

**Step Description:**

*1. Enter the tutorial and check if its starts correctly*

*2. As long as the tutorial gives the user the instructions to move, check whether the controls are well specified or not(if user has changed its control inputs).*

*3. verify that all tutorial purposes can be completed without any system failures.*

*4. Finish the tutorial and check if the user is succesfully retreated to the main menu.*

*5. Pressing the "Exit" button in the middle of the tutorial to check if the user can end the tutorial whenever he wants.*

### Post-Conditions

**Expected Outcome:**

*After the tutorial is completed, the user must see a screen telling him that the tutorial has been succesfully completed and can return to the main menu.*

*If the user decides to close the tutorial, he must go back to the main menu screen.*

**Cleanup:**

*Close the game.*

### Notes

*This test may have multiple outcomes because the user has the privilege of exiting the tutorial whenever he wants.*

## Test Case Overview

**Test Case ID:**

*TC\_Crdts*

**Purpose:**

*Verify that the user can see a final with all the people involved in the creation of the proyect in the main menu section.*

*This test cases involves FR022(Credits).*

**Test Case Description:**

*This test ensures that the user is able to see the final credits screen from the main menu.*

### Pre-Conditions

**Prerequisites:**

*Game is installed and running.*

*User is in the main menu section.*

**Test Data:**

*Not applicable.*

### Test Steps

**Step Description:**

*1. Press the "Credits" button inside the main menu.*

*2. After the execution of the credits, press the return to main menu button.*

### Post-Conditions

**Expected Outcome:**

*The user, after pressing the credits button, must see the credits screen and when it finishes, then he must be redirected to the main menu section.*

**Cleanup:**

*Close the game.*

### Notes

*This test depends on the main menu section and the controls of the user in the menus.*

*The user can quit this section whenever he wants by pressing the pause button and selecting the return to main menu option.*