Maze Game Test Document

QA Software Development Synoptic Project

Chris Evans

5829035234

# Tests

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test No. | Test | Expected Result | Actual Result | Actions |
| 1 | Player Movement | Player moves in the direction of the associated arrow key, but only on their turn. | As expected | None |
| 2 | Enemy Movement | Enemies move on their “turn” after the player has made their move. | As expected, but sometimes moves at the same time as the player causing a permanent collision and player can no longer move | Added a delay between player and enemy turns |
| 3 | Traversing between rooms | Player can traverse between rooms by walking into an exit and the layout will change. The player should also appear on the opposite side as if entering a door. | As expected | None |
| 4 | Bidirectional rooms | When travelling to another room, the player should be able to go back the way they came to the previous room. | As expected | None |
| 5 | Acquiring wealth | When a player collides with treasure, the treasure should disappear and the players wealth should increase by 10. | As expected, but when leaving the room and returning, the treasure respawns so wealth can be accumulated infinitely. | When traversing rooms, store the “state” of the treasure of the previous room in memory (i.e. collected or not) and then check on return to the room whether or not treasure has been collected. |
| 6 | Colliding with traps | When a player tries to walk into a trap, they should remain in their current position but lose 5 wealth | As expected | None |
| 7 | Colliding with “statics” | When a player tries to walk into a space where there is a static objects such as a rock or wall, they player should not be able to pass into that space. | As expected | None |
| 8 | Wealth text updates to match the players wealth | When a player acquires or loses wealth, the text in the top left should update to match their current wealth (e.g. “Wealth: 25”) | As expected | None |
| 9 | Room text updates to match the room number | When a player enters a room, the room text should update to match the current room (e.g. “Room: 3”) | As expected | None |
| 10 | Enemy collides with player | When an enemy collides with the player on their turn, the players wealth should decrease by 5 | As expected | None |
| 11 | Coin drop | Coin should drop where the player stands when they press “X” | As expected | None |