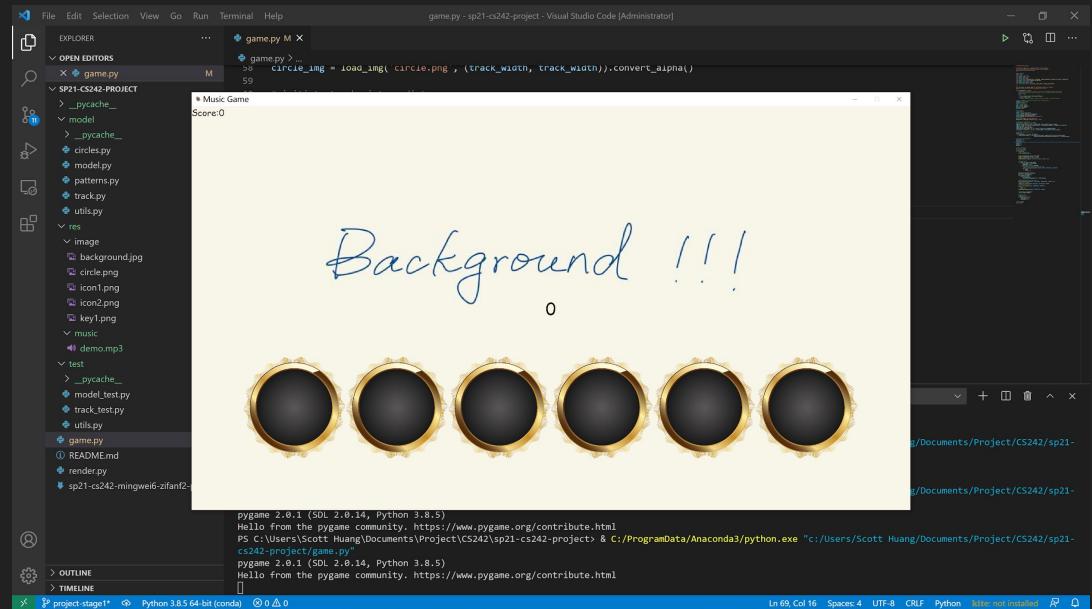


Manual Test Plan 1

Mingwei Huang

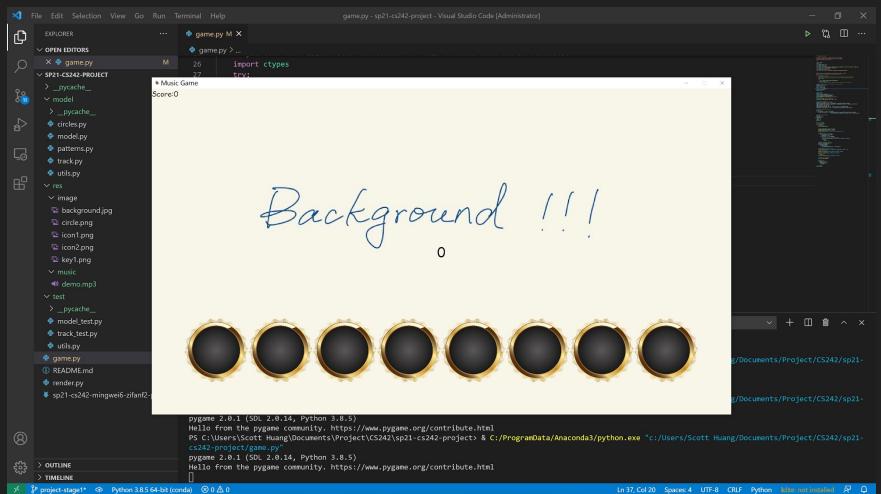
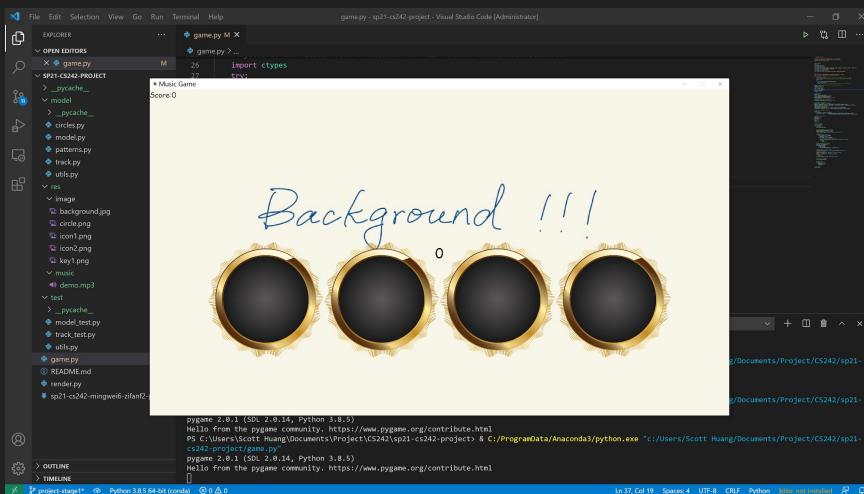
Layout Test

Test whether all components are displayed normally.



Layout Different Keyset Test

Test the layout with different keysets.



Layout Different Size Test

Test the layout with different sizes.

The screenshot shows a Visual Studio Code interface with the following details:

- File Explorer:** Shows the project structure:
 - SP21-CS242-PROJECT
 - game.py
 - gameplay.py
 - model.py
 - patterns.py
 - track.py
 - utils.py
 - view.py
 - image
 - music
 - test
 - Pygame
 - README.md
 - render.py
 - sp21-cs242-mingw64-zfanf2-project
- Code Editor:** The file `game.py` is open, displaying Pygame code. A handwritten note "Background !!!" is overlaid on the code editor area.
- Terminal:** The terminal window shows the command used to run the project: `python -m sp21-cs242-project`.
- Status Bar:** Shows the file name `project-stage1.py`, Python version `3.8.5 64-bit (conda)`, and other status indicators.

Music Test

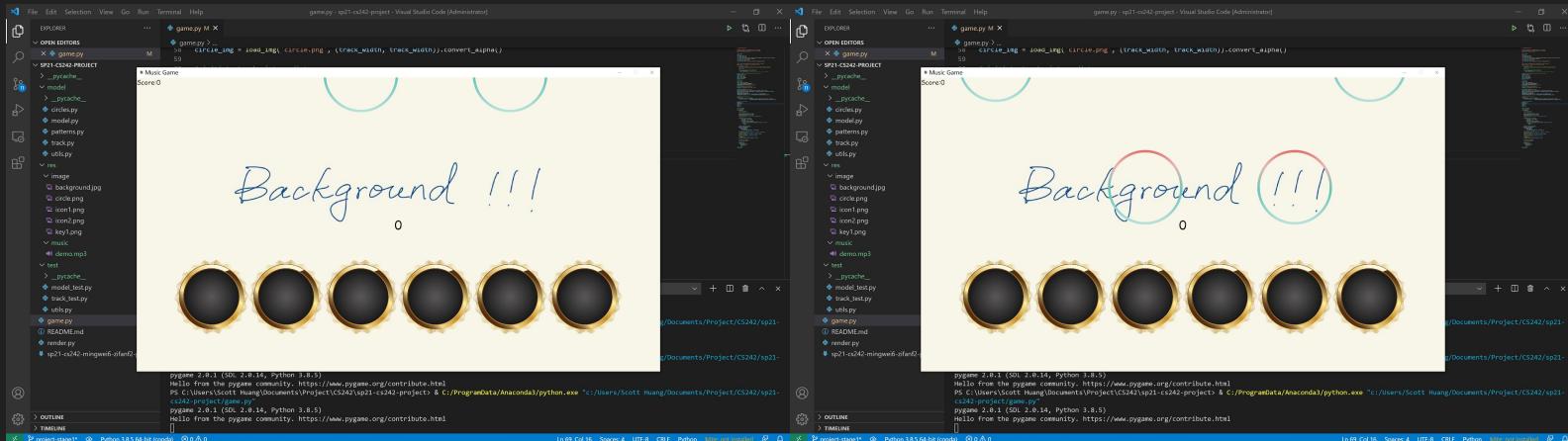
Test whether music can be played.

Well, I cannot show it by a screenshot, but the music is being correctly played.



Circle Test

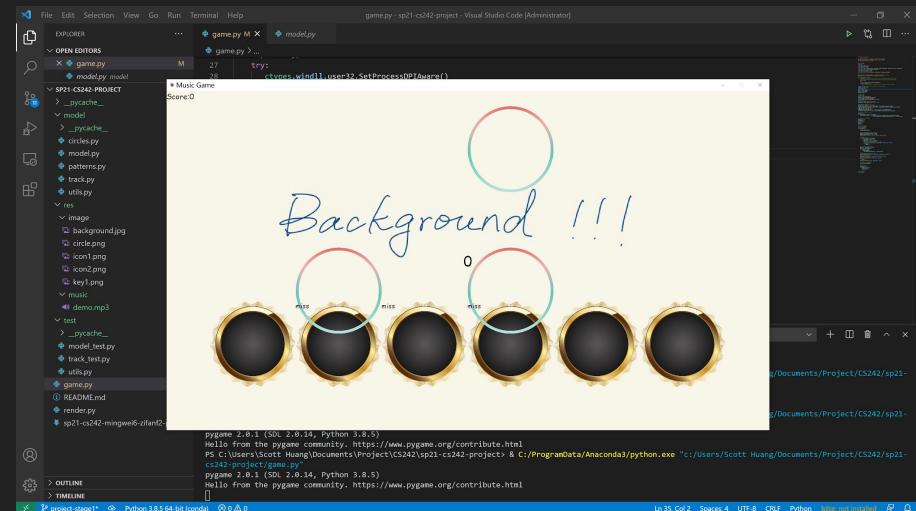
Test whether circles fall normally in the track.



Circle Miss Test

Test text miss will be displayed when circles are missed.

The missed circles are removed when displaying the text, which is the expected behavior.



Circle Miss Test 2

Test whether the miss text will disappear after a period.

The screenshot shows the Visual Studio Code interface with two tabs open: 'game.py' and 'model.py'. The 'game.py' tab contains Python code for a game loop. The game window displays a background with three red circles and a row of five black circles with gold frames. Handwritten text 'Background !!!' is overlaid on the background. A 'miss' label is positioned above the third circle from the left. The 'model.py' tab shows a class definition for a model.

```
game.py (SOL 2.0-14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
PS C:\Users\Scott Huang\Documents\Project\CS242\sp21-cs242-project> & C:/ProgramData/Anaconda3/python.exe "c:/Users/Scott Huang/Documents/Project/CS242/sp21-cs242-project/game.py"
Hello from the pygame community. https://www.pygame.org/contribute.html
pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
```

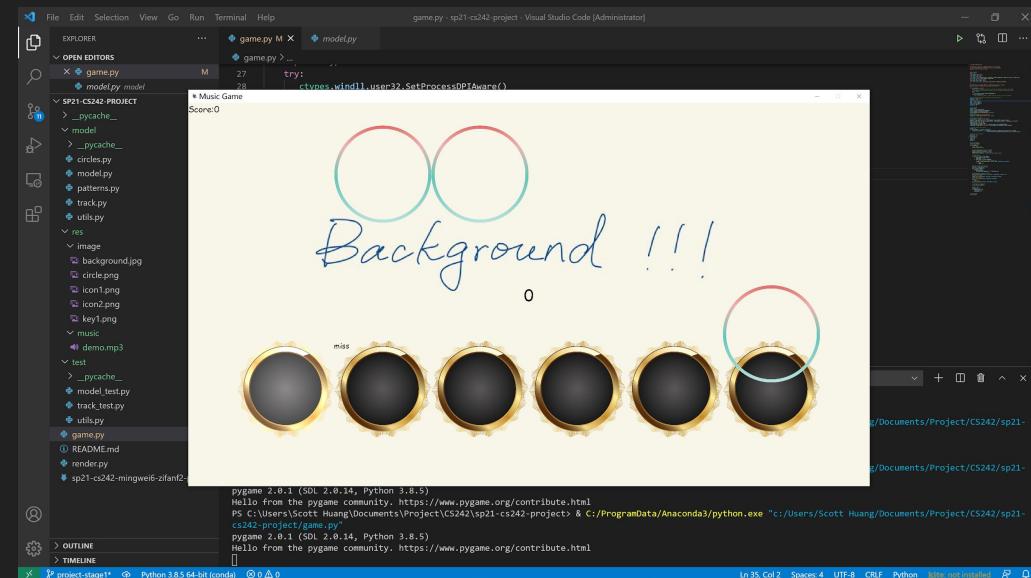
The screenshot shows the Visual Studio Code interface with two tabs open: 'game.py' and 'model.py'. The 'game.py' tab contains Python code for a game loop. The game window displays a background with three red circles and a row of five black circles with gold frames. Handwritten text 'Background !!!' is overlaid on the background. A 'miss' label is positioned above the third circle from the left. The 'model.py' tab shows a class definition for a model.

```
game.py (SOL 2.0-14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
PS C:\Users\Scott Huang\Documents\Project\CS242\sp21-cs242-project> & C:/ProgramData/Anaconda3/python.exe "c:/Users/Scott Huang/Documents/Project/CS242/sp21-cs242-project/game.py"
Hello from the pygame community. https://www.pygame.org/contribute.html
pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
```

Key Effect Test

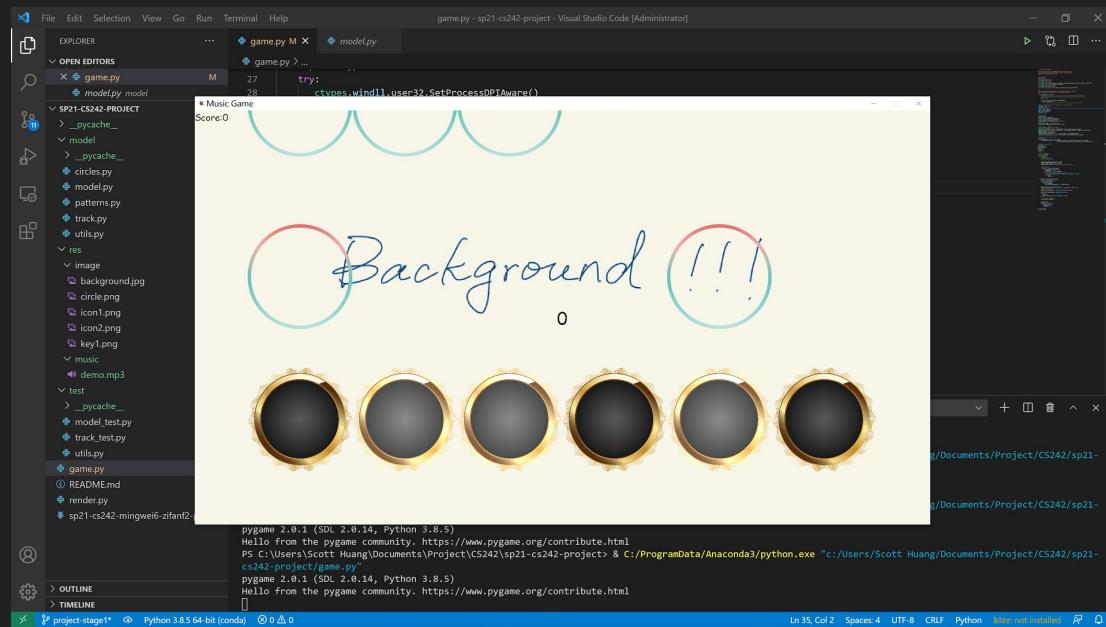
Test the key is lightened when being pressed.

(I pressed the key in the left.)



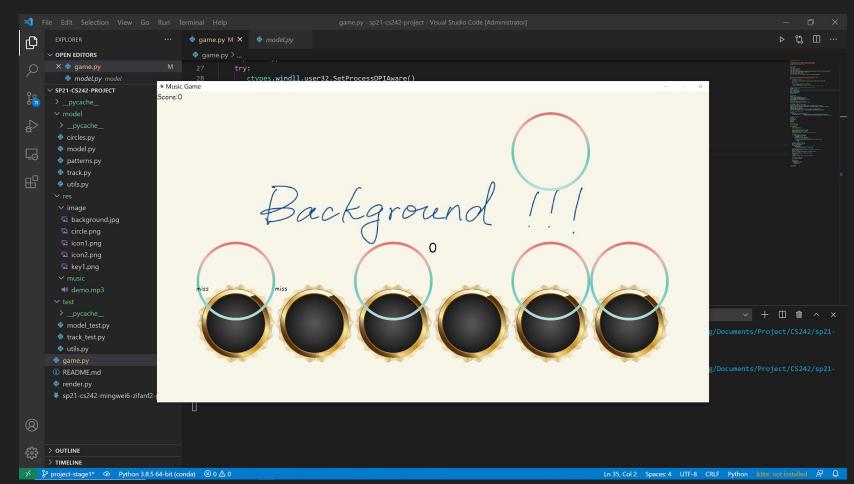
Key Effect Test 2

Test the case when multiple key is pressed.



Key Effect Test 3

Test the key is restored when stopping to be pressed.



Key Effect Test 4

Test multiple complicated key pressing.

File Edit Selection View Go Run Terminal Help game.py - sp21-cs242-project - Visual Studio Code (Administrator)

OPEN EDITORS game.py M model.py

SP21-CS242-PROJECT

- pycache_
- model
- circles.py
- model.py
- patterns.py
- track.py
- utils.py
- image
- background.png
- circle.png
- icon.png
- icon2.png
- key.png
- music
- demo.mp3
- test
- pycache_
- model
- track
- utils
- game.py
- README.md
- render.py
- sp21-cs242-mingw6-zlib2

Music Game Score: 0

Background !!!

0

pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
PS C:\Users\Scott Huang\Documents\Project\CS242\sp21-cs242-project & C:/ProgramData/Anaconda/python.exe "C:/Users/Scott Huang/Documents/Project/CS242/sp21-cs242-project/game.py"
pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html

In 37, Col 20 Spaces: 4 UTF-8 CR/LF Python file not saved

File Edit Selection View Go Run Terminal Help game.py - sp21-cs242-project - Visual Studio Code (Administrator)

OPEN EDITORS game.py M model.py

SP21-CS242-PROJECT

- pycache_
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- sp21-cs242-mingw6-zlib2

Music Game Score: 0

Background !!!

0

pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
PS C:\Users\Scott Huang\Documents\Project\CS242\sp21-cs242-project & C:/ProgramData/Anaconda/python.exe "C:/Users/Scott Huang/Documents/Project/CS242/sp21-cs242-project/game.py"
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In 37, Col 20 Spaces: 4 UTF-8 CR/LF Python file not saved

File Edit Selection View Go Run Terminal Help game.py - sp21-cs242-project - Visual Studio Code (Administrator)

OPEN EDITORS game.py M model.py

SP21-CS242-PROJECT

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- track
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- game.py
- README.md
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Music Game Score: 0

Background !!!

0

pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
PS C:\Users\Scott Huang\Documents\Project\CS242\sp21-cs242-project & C:/ProgramData/Anaconda/python.exe "C:/Users/Scott Huang/Documents/Project/CS242/sp21-cs242-project/game.py"
pygame 2.0.1 (SDL 2.0.14, Python 3.8.5)
Hello from the pygame community. https://www.pygame.org/contribute.html

In 37, Col 20 Spaces: 4 UTF-8 CR/LF Python file not saved

Combo Test

Test whether combo is reset when there is a missed circle.

