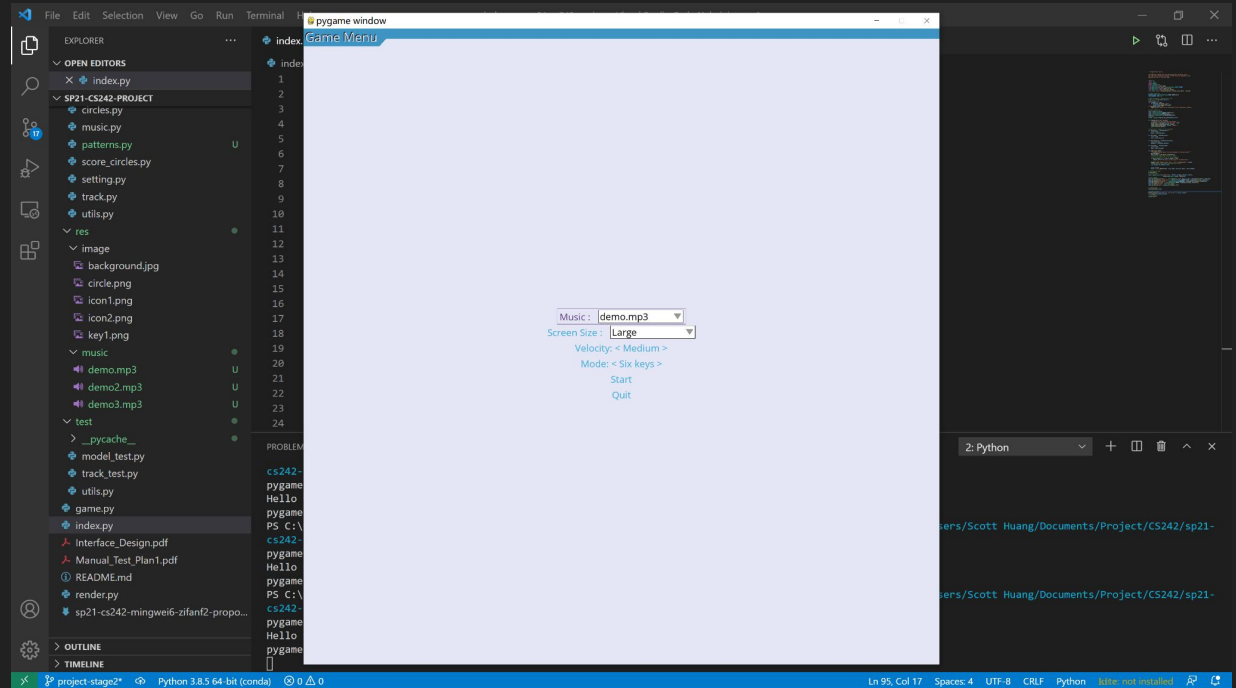


Manual Test Plan 2

Mingwei Huang

Menu Layout Test

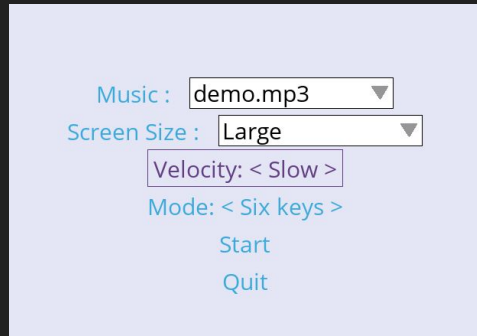
Check whether the menu is displayed successfully.



Menu Parameter - Velocity Test

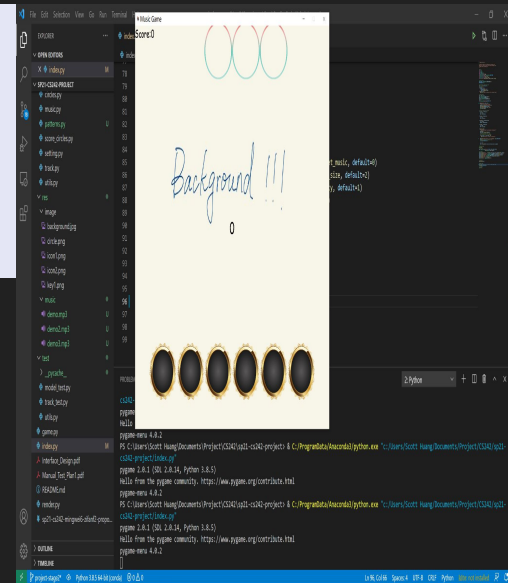
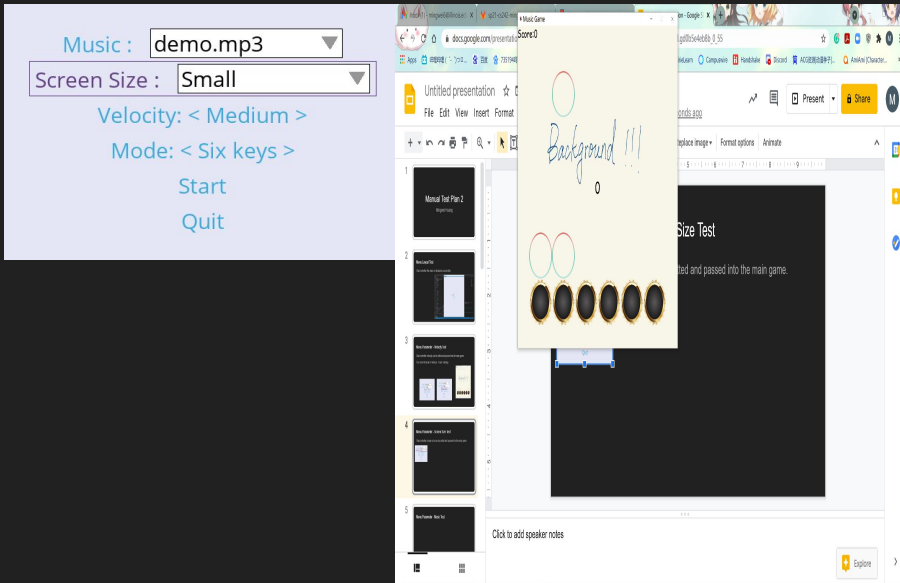
Check whether velocity can be setted and passed into the main game.

The circle fell faster in Velocity: <Fast> settings



Menu Parameter - Screen Size Test

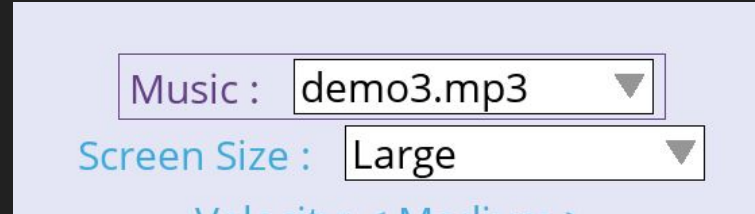
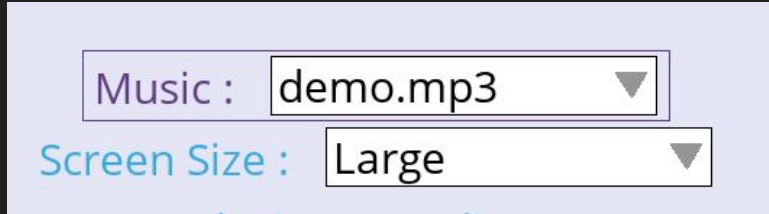
Check whether screen size can be setted and passed into the main game.



Menu Parameter - Music Test

Check whether music can be setted and passed into the main game.

Cannot use screen shots to show different music, but there are different music played.



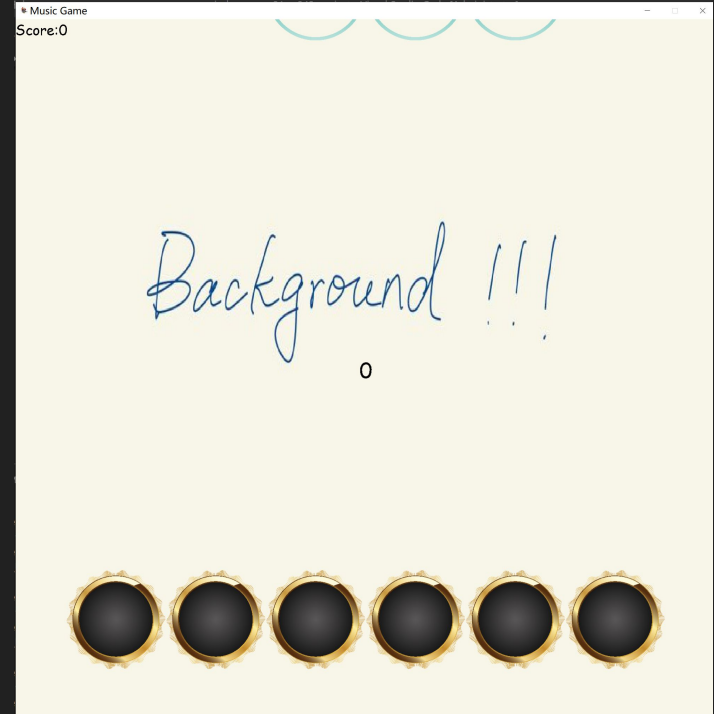
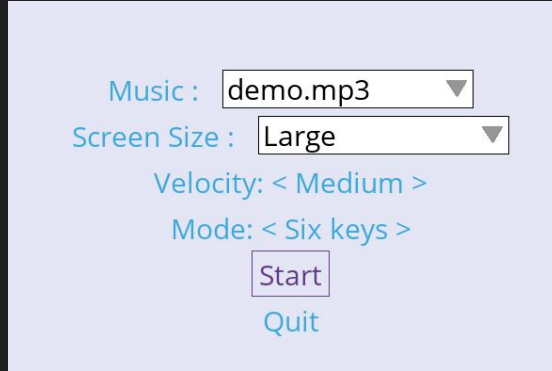
Menu Parameter - Mode Test

Check whether mode can be setted and passed into the main game.



Start Game Test

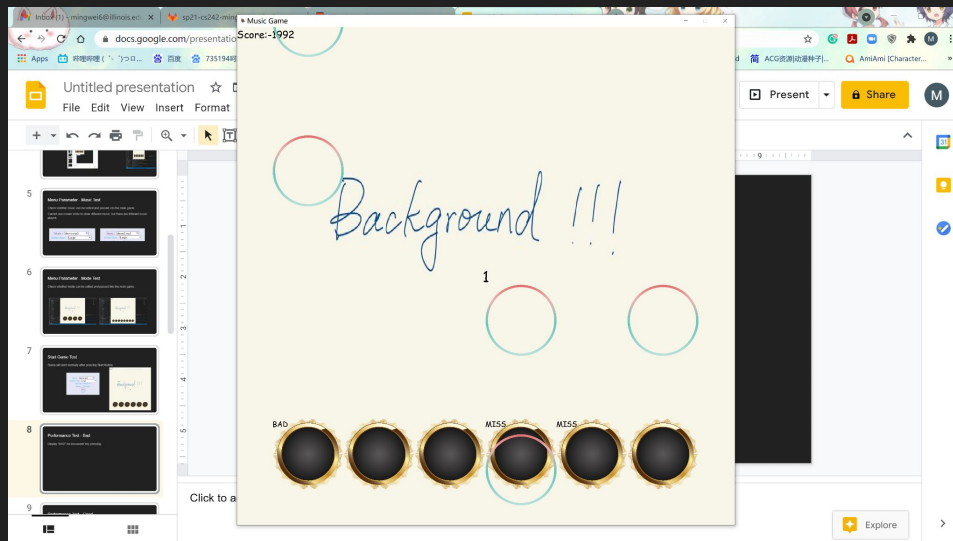
Game will start normally after pressing Start Button.



Performance Test - Bad

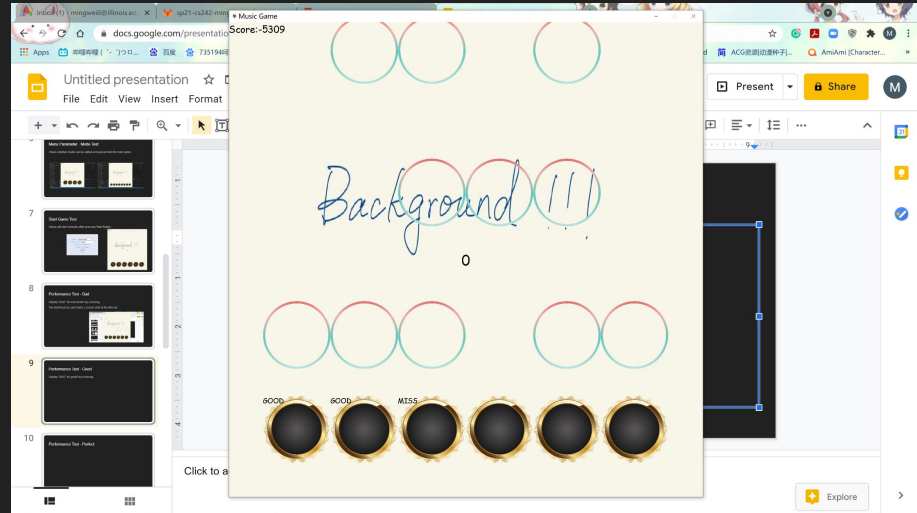
Display “BAD” for inaccurate key pressing.

Too hard to press and make a screen shot at the time lol.



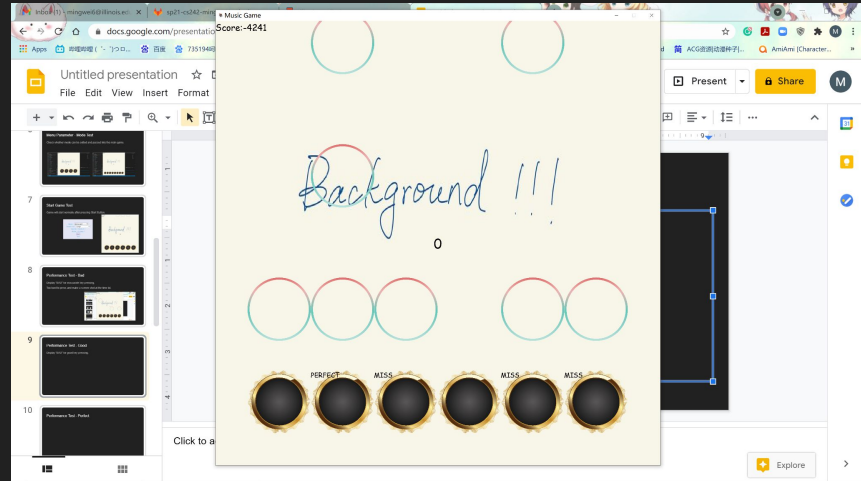
Performance Test - Good

Display “GOOD” for good key pressing.



Performance Test - Perfect

Display “PERFECT” for perfect key pressing.



Performance Test - Mixture

The displaying performance will be altered when a new one comes.



Score Test

Score will be changed when making key pressing or missing circles.

I have just copied the result from last test. We can also see the score has been changed according to the performances.



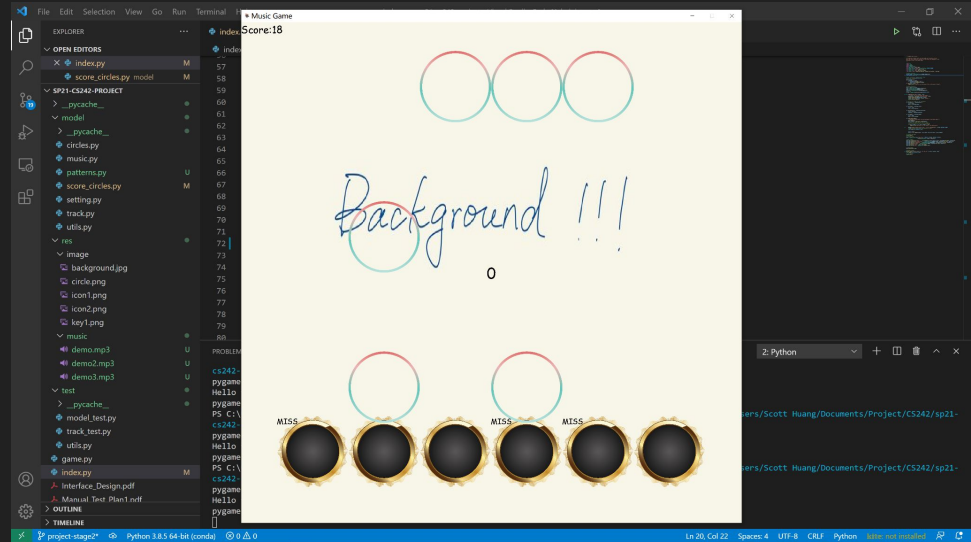
Combo Test 1

Combo num will accumulate for continuous correct key pressing.



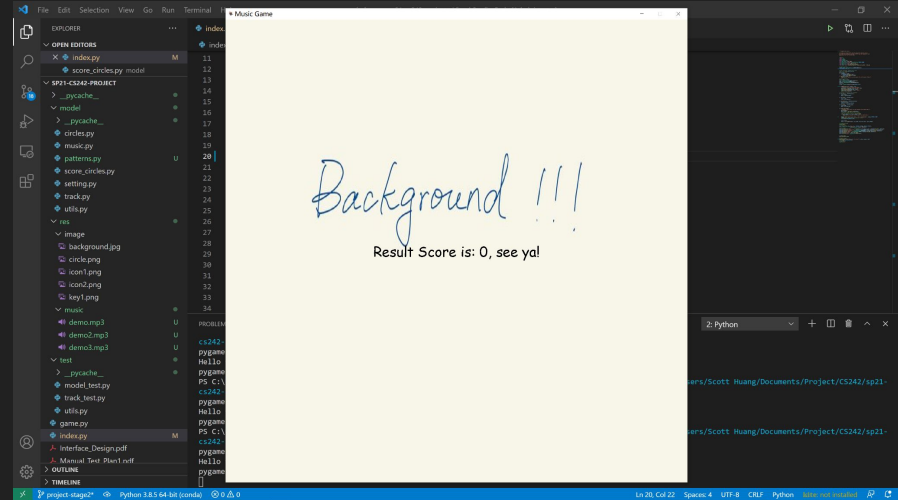
Combo Test 2

Combo num will be reset to 0 if there is a missed circle.



End Game Test

The game ends normally with a displayed score.



Entire Game Play

I will make demo with a 10s music.

Here is the link to the game play demo:

<https://drive.google.com/file/d/14O4yM6hJ2P6KriILHNTYzSQggEAmEwdk/view?usp=sharing>.