



Testing

PREPARED FOR

Software Engineering (CS 301)

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Testing

Every single project requires a lot of testing and developing a video game is no different. There were many hours of tests behind all the components of the level, especially with the UI elements and the first person controller.

We have been testing the game since the very beginning to make sure that we were developing was working as intended.

The way we tested all the components was by working on different scenes building and running elements separately, integrating only when the element functions as per our needs. However, the worst part of the tests was the animations. From the very beginning there were many problems with the animations because of the wrong elements and this made the tests irrelevant. When an animation is played, it is visible in the animator component and it is possible to see how many frames of the animation have been played and when the next transition is going to start.

Another aspect that had to be tested was the performance of the game. Rendering being the critical part, it is what takes the longest, but in the end the overall performance was good.

Test Scenario	Test Case #	Test Summary	Test Steps	Test Data	Expected Result	Actual Result	Status
				-			
				-			
User Interface	1	Check in Landscape/Portrait mode	Changing the orientation of the device	-	Orientation should change as per the device	Orientation changed as per the device	Pass
	2	Check for animation, movement of character, graphics, etc	Trying to move the character using Dual touch inputs	-	First person camera should move as per touch inputs from the controller	First person camera moved as per touch inputs from the controller	Pass
	3	There should not be any clipping (cutted background)	Trying to change the Canvas that	-	The canvas and model should render without clipping	The canvas and model rendered with few clipping	Fail

			renders with the model				
	4	Test whether one object overlaps with another	Activated the animator manually	-	The objects should not overlap	The objects did not overlap	Pass
	5	Character should not move out of the screen/specified area	Tried to move the character across the wall	-	The wall will prevent the character to go through it	The character stops in the way	Pass
	6	Check for screen title	User will open the options tab and its title will change according to the settings category	-	Title changes according to the category	Title changes according to the category	Pass
	7	Check for message title, message description, label (should be appropriate)	The message window should be related to the error	-	Message should be according to its error	Message occurs according to its error	Pass
	8	Check scrolling	The user will be able to scroll in the options menu	-	The menu will scroll down	The menu scrolls down	Pass
				-			
Performance	1	Check the loading time of a game	Launch the game from the app drawer	-	Application should load very quickly	Application loads very fast	Pass
	2	Make sure that any action is not taking considerable time,	Switching scenes after	-	The next scene should load very	The next scene takes a bit time to load	Fail

		game flow should be fast	successful login		quick		
				-			
Multitasking	1	Switch b/w different apps and the user is still logged in the application	User will close the application and remove it from the Multi-Tasking Bar	-	The User is Logged in	The User still is Logged in	Pass
	2	Switch b/w different apps and the character is at the same place	User will close the application and remove it from the Multi-Tasking Bar	-	The User is at the same place	The user is at the default Positon	Fail
Pause	1	Checking the state of the scene whether active or not	Tried by pressing the options button	-	The options panel should appear	The options panel appears	Pass
				-			
Save Information	1	Turn off and ON device, check if settings are saved	User restarts the phone and check the user information	-	The information persists	The Information persists	Pass
	2	Log out /On , check same	User logs out from the application checks the user information	-	The information persists	The information persists	Pass
				-			
LogIn	1	User Name Field check	User puts in special characters or	-	There should a an error popup	An error pop sup indicating the only accepted characters for the	Pass

			numbers or space in username field			field	
	2	Password should be in masked	When the user enters password it should be masked	-	The password field character should be masked	The password field character is masked	Pass
				-			
Register	1	User Name Field check	User puts in special characters or numbers or space in username field	-	There should be an error popup	An error pops up indicating the only accepted characters for the field	Pass
	2	Password should be in masked	When the user enters password it should be masked	-	The password field character should be masked	The password field character is masked	Pass
	3	Password and confirm Password field should be same	User puts in different passwords in the fields		An error should popup	An error pops up indicating Password and confirm password should be same	Pass
				-			
Functionality	1	Check game area, game logic	Checked for every elements present in the UI	-	The panel should appear as per the UI elements clicked	Its respective panel should appear	Pass
	2	Check for multi-tap action	The user uses the application with two	-	Both the actions are performed successfully	Both the actions are performed successfully	Pass

			fingers for camera navigation and movement of the character				
	3	Different game modes/location	When the user opts to teleport option he/she should be teleport to that particular location	-	The user should teleport	The user teleports	Pass
				-			
About Screen	1	Should be in easily understandable format	Tried to change the aspect ratio of the device in the editor	-	Characters should be clearly visible to read	Characters are clearly visible to read	Pass
	2	free from spelling mistakes	Manually read the information	-	No spelling and grammar mistakes should be present	No spelling and grammar mistakes present	Pass
				-			
Network (n/w) check	1	N/w messages if n/w is not present	Tried to disconnect the internet connectivity from the device	-	Should display the No network Connection notification	Displays the No network connection notification	Pass
	2	check if what happens when n/w not present and user makes a move	Disconnecting the internet connection and tries to use the	-	As soon as the internet connection goes off a no internet panel should cover the entire	The no internet notification and panel appears	Pass

			controller		screen preventing the user from using the controller		
				-			
Wifi Status Check	1	Checks for internet connection from the wifi if connected	Tried by connecting to wifi with no internet connection	-	A no internet notification and panel should appear	The no internet notification and panel appears	Pass
				-			
Device , OS	1	Check in supported screen sizes and os versions	The aspect ratio of the game changes according to the Device	-			
	2	Complete functionality in different versions of Android OS versions	Application install on different Android Versions		The application should be fully functional	The Application is fully functional even in the lower ALLOWED versions	Pass
				-			
Depends on platform	1	Sometime we need to check as per OS guideliness as well. For ex in Wp7 we need to check in 2 background (light/dark).	Authentic atd for OS guidelines during installation	-	It should stop installation at that moment	Installation stopped	Pass
				-			
Interupti on	1	If app(game) is in running mode, then Check the behaviour of interuption like CALL	If user recieves interuption then minimize the app	-	The app will automatically get minimized if such interuption is encountered and the respective action will be performed and	It got minimised but did not resumed	Fail

					the app will resume after completion of task.-----		
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