

CMSC 447 TESTING DOCUMENTATION

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Customization Page Tests

Test	Description	Expected Output	Actual Output	Pass or Fail	Date
New User has 0 coins	Go to customize tab and see how many coins a new user has	0 coins displayed	New user has 0 coins	Pass	4/30/24
New User only has the first skin	Customize tab only shows the first brown dog skin equipped	Customize tab only shows the first brown dog skin equipped	Shows only the first skin	Pass	4/30/24
It is impossible to select more than 1 skin	Player can only select one skin	Attempting to equip another skin switches the skin	Only equips selected choices	Pass	4/30/24
No more than 1 cape	When the user selects another cape, it should only equip the most recently selected cape	UI should only allow 1 or 0 capes equipped	Only equips selected choices	Pass	4/30/24
No more than 1 hat	When the user selects another hat, it	UI should only allow 1 or 0 hats equipped	Only equips	Pass	4/30/24

	should only equip the most recently selected hat		selected choices		
Buying a new outfit equips it and reduces coin count by cost	The player should not be able to buy the same outfit twice	UI should decrease the coin count by the correct amount and change status to equipped	Decreases the coin count correctly	Pass	4/30/24
Leaving the customization menu and coming back should not change anything	Saves the user's purchase data	The UI should save what the user selected	All purchases are saved	Pass	4/30/24
The player's outfit should match their customization	The avatar equips the cape/skin/hat selected by the user	After selecting customization, playing the game should reflect their choices	Shows choices as expected	Pass	4/30/24
Home button in customize menu takes you back home	Pressing the home button brings up the main menu	The user should be navigated to the play screen	Works as expected	Pass	4/30/24
Preview correctly displays character	Shows chosen customization options	The preview should look correct depending on the things equipped	Shows chosen customization options	Pass	5/1/24

Level Select Tests

Test	Description	Expected Output	Actual Output	Pass or Fail	Date
Level select starts on the first level	Level displayed is "Wild West" when clicking level select in the home menu	Starting level is "Wild West"	Works as expected	Pass	4/30/2024
Left button moves levels back	Goes to the level to the left	"Wild West" -> "Speed Run"	"Wild West" -> "Speed Run"	Pass	4/30/2024
Right button moves levels forward	Goes to the level to right	"Wild West" -> "Lost in Space"	"Wild West" -> "Lost in Space"	Pass	4/30/2024
Home button takes you to play screen	Goes to the home screen	The user is navigated to the home screen	Works as expected	Pass	4/30/2024
Attempting to play a level that has not been unlocked prompts the user	It tells the user that the level hasn't been unlocked yet.	A alert popup should appear telling the user their action is forbidden	A alert popup should appear telling the user their action is forbidden	Pass	4/30/2024
Playing a level takes them into the game	Choosing a level in the level select starts the level.	Clicking the play button on "Wild West" starts the "Wild West" level	Clicking the play button on "Wild West" starts the "Wild West" level	Pass	4/30/2024

Levels previews should match the level	Previews the hovered level	All previews should show an image of that level	Shows levels as expected	Pass	4/30/24
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Game Play Tests

Test	Description	Expected Output	Actual Output	Pass or Fail	Date
New User starts at first level	Hitting the play button as a new player should start them at level 1	Level 1 starts	Level 1 starts	Pass	4/30/24
Logging in as an existing user should restore all settings	Keeps save data	Customization should be the same, last level should be the same, etc	Works as expected	Pass	4/30/24
Play button should take the user to the next level they haven't beat	Play sends to the next level that hasn't been beat	If they beat "Wild West" then play will take them to "Lost in Space"	Play's the next unbeaten level	Pass	4/30/24
After beating "Speed Run" the play button will only navigate to "Speed Run"	The play button defaults to the final level after beating all the levels	Play button should only take the user to "Speed Run"	After beating all the levels, play sens to "Speed Run"	Pass	5/1/2024
Hitting the left edge of the screen should kill the player	The player dies when they reach the left side of the screen	The game over screen should start	Works as expected	Pass	4/30/24

Falling off the top or bottom the the screen should kill the player	The player dies when they fall off the screen	The game over screen should start	Works as expected	Pass	4/30/24
Hitting space should reverse gravity	The player flips and now moves on the ceiling	The dog sprite should flip and move in the other vertical direction	Works as expected	Pass	4/30/24
Home button should navigate the the play screen	Goes to the home screen when pressed	The user is navigated to the home screen	Works as expected	Pass	4/30/24
Collecting a coin should make it disappear	Coin no longer appears after collecting	Coins should not collide with the play, but instead disappear on collection	Works as expected	Pass	4/30/24
Reaching the right edge of the screen should make the player win	When the player reaches the goal, the stage ends with a win	The level complete screen should appear	Works as expected	Pass	4/30/24
Hitting a spike should kill the player	Player dies after collision with spike	The game over screen should appear	Works as expected	Pass	4/30/24
Colliding with a vertical wall should push the player back	Player does not move forward when against a wall	Player should move towards the left of the screen	Works as expected	Pass	4/30/24

The player should only be able to reverse gravity when they are touching the ground	Player cannot reverse gravity in the air	The space bar should do nothing if the player is in the air	Works as expected	Pass	4/30/24
Score should increase as the player collects coins	Coins increase score	Points should increase by 20 for each coin	Works as expected	Pass	4/30/24
Screen should stop scrolling when the player reaches the end of the level	After reaching the goal, the stage does not pan past the end.	The level should stop scrolling	Works as expected	Pass	4/30/24
Tutorial Text should appear on the first level	The first level shows a guide on how to play the game	The text should only appear on the first level	Works as expected	Pass	5/1/24

Game Over Tests

Test	Description	Expected Output	Actual Output	Pass or Fail	Date
Retry button should restart the current level	Clicking the retry button restarts the current level	The player should go back to the start of the level with 0 points	The player goes back to the start of the level with 0 points	Pass	4/30/2024
Pressing r should restart the level	Shortcut to restarting level	The player should go back to the start of the level with 0 points	Works as expected	Pass	4/30/2024
The score should match the points in the game	Points are counted correctly	The points value is the same as what it was before the player died	Works as expected	Pass	4/30/2024
The coins should be correct	Coins are counted correctly	Coins = points / 20	Works as expected	Pass	4/30/2024
Main Menu button should take the player back to the main menu screen	Goes back to the home screen after pressing the button	The user should be navigated to the play screen	Works as expected	Pass	4/30/24
Completion percentage should be less than 100%	Completion does not reach 100%	The value for the completion should be less than 100%	Works as expected	Pass	4/30/24

