

Test Case Description		Testing the GUI	
Related requirements		<ul style="list-style-type: none"> - UR_ACCESSIBILITY - UR_MAP_LOCATIONS - UR_GAME_ART - FR_PERSPECTIVE 	
Category	User Interface	Author	Leyi Ye
Test steps:			
<ol style="list-style-type: none"> 1. Launch game 2. Navigate through the entire map 			
Expected outcome:			
<ul style="list-style-type: none"> - The avatar and buildings in the game should be distinguishable by shape and colour. - The text through the game should be legible. - The map will represent at least some of the Heslington East campus with one location each for sleeping, eating, studying, relaxing. - The components and the background of the game should be bright, colourful, and welcoming. - The user must be able to view the game from a top-down perspective. 			
Actual outcome:			
<ul style="list-style-type: none"> - All objects (avatars and buildings) on the map are distinguishable. - The text through the game is legible. - The map design is inspired by the actual Heslington East campus and has at least one location for each activity (sleeping, eating, studying, relaxing). - The overall design of the game is bright, colourful, and welcoming. 			
Status:		Pass	

Test Case Description		Testing the transitions between screens	
Related requirements		<ul style="list-style-type: none"> - UR_PAUSE_MENU_VISIBILITY - UR_MAIN_MENU_NAVIGATION - UR_LEADERBOARD - UR_SCORE - FR_FINISH 	
Category	Performance	Author	Leyi Ye
Test steps:			
<ol style="list-style-type: none"> 1. Launch the game. 2. Play through the game and click pause at different moments. 3. Once finished, make sure the score is shown and the game returns to the main menu. 4. Access the leaderboard at the end of the game. 			

Expected outcome:	
<ul style="list-style-type: none"> - The user should be able to access the pause menu throughout the game. - The user shall be able to access the main menu throughout the game and will be able to adjust the volume of the game, start, pause the game, view credits, and select avatar. - At the end of the game, the score the player has achieved must be shown to the player. - The player must be able to access a leaderboard with the highest scores recorded in the game. - Upon ending the game returns to the main menu. 	
Actual outcome:	
<ul style="list-style-type: none"> - Automatically returns to the main menu once the game is finished. - It is possible to pause the game at any point of the game. - The score is shown at the end of the game. - Before starting the game and once finished, it is possible to access the leaderboard - The game returns to the main menu once it ends. 	
Status:	Pass

Test Case Description		Testing the existence of certain objects/features/screens	
Related requirements		<ul style="list-style-type: none"> - UR_ENERGY_TIME_FEATURE - UR_RECREATIONAL_ACTIVITY_TASK - UR_RECEIVE_FEEDBACK - UR_STREACKS_ACHIEVABLE - FR_SOUND - FR_PAUSE_MENU - FR_INTRODUCTION - FR_LEADERBOARD_DISPLAY 	
Category	User Interface	Author	Leyi Ye
Test steps:			
<ol style="list-style-type: none"> 1. Launch the game. 2. Check if there is any sort of introduction to the game. 3. Check if there is a progress bar that shows the energy consumption and time capability. 4. Navigate through the map and count the amount of recreational activities. 5. Check if there is feedback once an activity is complete. 6. Study twice in one day to achieve the “bookworm” streak. 			
Expected outcome:			
<ul style="list-style-type: none"> - In a progress bar, the user will be able to see how each activity costumes energy and time capability. 			

<ul style="list-style-type: none"> - At least one recreational activity must be available for interaction on the map, this cannot be sleeping. - The player should receive feedback after completing some activities. - The player must be able to earn streaks throughout the playthrough. - The game has sound. - The game has a pause menu. - The user is introduced to the game upon starting. - There must be a leaderboard screen the user can access from the main menu. 	
Actual outcome:	
<ul style="list-style-type: none"> - There exists a progress bar that shows the energy consumption and time capability of each activity. - There are 5 places for recreational activities. - Feedback is received after completing each activity (eating, recreational, studying, and sleeping). - The streak is achieved after studying twice in one day. - The game has sound. - The game has a pause menu. - There are instructions about the game upon starting. 	
Status:	Pass

Test Case Description		Control Testing	
Related requirements		<ul style="list-style-type: none"> - UR_SOUND_CONTROL - UR_CUSTOMISE_AVATAR 	
Category	Performance	Author	Leyi Ye
Test steps:			
<ol style="list-style-type: none"> 1. Launch the game. 2. Choose and name the avatar. 3. Pause the game and check if sound can be incremented/decremented at different moments of the game. 			
Expected outcome:			
<ul style="list-style-type: none"> - The player should be able to always control the sound in the game. - The sound controls should be visible and easy to navigate. - The player should be able to name and customise their avatar. 			
Actual outcome:			
<ul style="list-style-type: none"> - Throughout the playthrough, it is always possible to change the volume. - It is easy to locate and navigate. - It is possible to name and customise the avatar at the beginning of the game. 			
Status:		Pass	

Test Case Description		General functionalities testing	
Related requirements		<ul style="list-style-type: none"> - UR_GAME_DURATION - FR_ANIMATIONS 	
Category	Performance	Author	Leyi Ye
Test steps:			
<ol style="list-style-type: none"> 1. Start a timer 2. Launch the game 3. Play through the entire game attempting to get the highest score possible. 4. Stop the timer when ending the 7th day. 5. Check if it is around 5-10 minutes. 			
Expected outcome:			
<ul style="list-style-type: none"> - The game lasts for 7 days with each day ending when the avatar sleeps. The game is over when the 7th day is over. - The real-time playthrough for the game should last for about 5 -10 min. - The game must have some level of animations 			
Actual outcome:			
<ul style="list-style-type: none"> - There exists some level of animation in the game. - The game lasts for 7 days and it ends on the 7th day. - The game ends around 5 minutes. 			
Status:		Pass	