

Test Reference	Test Type	Description	UR_TUTORIAL	UR_START_GAME	UR_UX	UR_SETTINGS	UR_OFFLINE	UR_USER_TIME	UR_GAME_COMPLETION
AchievementLogicTest	Unit	Tests achievement logic, including unlocking behaviour, position updates, movement clamping, and visibility state management.							
BookLogicTest	Unit	Tests book interaction logic, including search behaviour, quiz triggering, timing, and one-time interaction handling.							
CodePageLogicTest	Unit	Tests code page interaction logic, including proximity checks and toggle behaviour.							
DeanLogicTest	Unit	Tests dean behaviour logic, including movement, collision handling, catch detection, and position reset.							
DeanPenaltyIntegrationTest	Integration	Verifies integration between Dean catch behaviour and final score penalty calculation.							
DeanRepellentLogicTest	Unit	Tests Dean repellent discovery, usability, and collection behaviour.							
FinalScoreLogicTest	Unit	Tests final score calculation logic, including time-based scoring, penalties, and bonus application.							
GameOverInputLogicTest	Unit	Tests input handling logic on the game over screen.							X
GameTimerTest	Unit	Tests countdown timer logic, including decrementing, clamping, and time-up detection.							X
GooseLogicTest	Unit	Tests goose movement, stopping behaviour, and player interaction logic.							
GooseRewardIntegrationTest	Integration	Verifies the interaction between goose behaviour and timer rewards.							X
JSONHandlerTest	Unit	Tests leaderboard persistence, sorting, and formatting using JSON storage.							
LeaderBoardEntryTest	Unit	Tests correct initialisation of leaderboard entry data.							
LockerLogicTest	Unit	Tests locker interaction logic, including one-time search behaviour, temporary boosts, and message timing.							
MenuLogicTest	Unit	Tests menu input handling and correct action selection.			X				
MenuToGameIntegrationTest	Integration	Verifies that menu input actions correctly trigger game state transitions.			X				
NPCLogicTest	Unit	Tests NPC interaction logic, including message visibility based on player proximity and input.							
PlayerLogicTest	Unit	Tests player animation frame selection based on movement direction.							
QuizAchievementIntegrationTest	Integration	Verifies integration between quiz logic and achievement unlocking behaviour.							
QuizLogicTest	Unit	Tests quiz answer handling, result state, and timed exit behaviour.							
SafeLogicTest	Unit	Tests safe interaction logic, including proximity checks, code entry, and message handling.							
SettingsLogicTest	Unit	Tests settings logic, including volume initialisation and clamping.					X		
SlimeLogicTest	Unit	Tests slime collision detection between player and hazard area.							
TimerToGameOverIntegrationTest	Integration	Verifies integration between the game timer, game-over state, and user input handling.							X X
TimerToScoreIntegrationTest	Integration	Verifies integration between the game timer and final score calculation logic.							X
TutorialScreenLogicTest	Unit	Tests tutorial screen input handling and action selection.	X						
TutorialToGameIntegrationTest	Integration	Verifies integration between tutorial screen input logic and game start/exit transitions.	X	X					
WinScreenLogicTest	Unit	Tests win screen name input handling, confirmation logic, and cursor blinking behaviour.							
WinToLeaderboardIntegrationTest	Integration	Verifies integration between win screen name input and leaderboard persistence.							
MT-01	Manual	Verify sound.							
MT-02	Manual	Prolonged stability test							
MT-03	Manual	Character movement and collision test							
MT-04	Manual	Interaction radius test							
MT-05	Manual	Achievements testing							
MT-06	Manual	Screen transition tests		X		X			
MT-07	Manual	GameScreen object tests (bus ticket and bird seeds).							
MT-08	Manual	User experience, accessibility, and inclusivity evaluation testing.			X				
M-09	Manual	Test if game can be played offline						X	
		UNIMPLEMENTED							











