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| **<Client> Test Script** | | | (*front sheet*) | |
| **Project ID** |  | | | |
| **AUT Name** |  | **Version** | |  |
| **Iteration ID** |  | **Date of Test** | |  |

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| **Test ID** | Themis Game Start |
| **Purpose of Test** | Ensure game starts correctly |
| **Test Environment** |  |

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| **Test Steps** | 1.Open Game  2. Press play button  3. Input User Data  4. Press Start Button |
| **Expected Result** | 1. The Game opens, presents splash screen  2. Transitions splash screen to user data screen  3. User data appears in correct boxes on screen  4. Game transitions to new game start screen |
| Page of Pages | |

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| **<Client> Test Script** | | (*continuation sheet*) |
| **Project ID** | CISC 275 – Themis | |

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| **Test ID** | Themis Tutorial |
| **Purpose of Test** | Ensure Tutorial displays as intended at the beginning of a new game |
| **Test Environment** |  |
| **Test Steps** | 1. Complete Game Start test  2. Game displays tutorial screen  3. Player clicks while text is writing  4. Player clicks when text stops writing  5. Repeat steps 3 and 4 until tutorial stops |
| **Expected Result** | 1. Display tutorial  2. YouDee character appears, text begins writing on tutorial background  3. Click speeds up text writing while mouse held down  4. Text is cleared, new text begins writing  5. Tutorial screen is hidden, game screen is displayed |
| Page of Pages | |

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| **<Client> Test Script** | | (*continuation sheet*) |
| **Project ID** | CISC 275 – Themis | |

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| **Test ID** | Themis Movement Test |
| **Purpose of Test** | Ensure that player character moves as expected |
| **Test Environment** |  |
| **Test Steps** | 1. Complete Tutorial test  2. User clicks top center of game screen  3. User clicks top left of game screen  4. User clicks center left of game screen  5. User clicks bottom left of game screen  6. User clicks bottom center of game screen  7. User clicks bottom right of game screen  8. User clicks center right of game screen  9. User clicks top right of game screen |
| **Expected Result** | 1. Game is started, tutorial is removed  2. Player character displays “UP” walk animation, game environment scrolls down  3. Player character displays “LEFT” walk animation, game environment scrolls right and down  4. Player character displays “LEFT” walk animation, game environment scrolls right  5. Player character displays “LEFT” walk animation, game environment scrolls right and up  6. Player character displays “DOWN” walk animation, game environment scrolls up  7. Player character displays “RIGHT” walk animation, game environment scrolls left and up  8. Player character displays “RIGHT” walk animation, game environment scrolls left  9. Player character displays “RIGHt” walk animation, game environment scrolls left and down |
| Page of Pages | |

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| **<Client> Test Script** | | (*continuation sheet*) |
| **Project ID** | CISC 275 – Themis | |

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| **Test ID** | Themis NPC Interaction test |
| **Purpose of Test** | Ensure that classes are working as expected and desired |
| **Test Environment** |  |
| **Test Steps** |  |
| **Expected Result** |  |
| Page of Pages | |

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| **<Client> Test Script** | | (*continuation sheet*) |
| **Project ID** | CISC 275 – Themis | |

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| **Test ID** | NPC Quiz |
| **Purpose of Test** | Ensure that classes are working as expected and desired |
| **Test Environment** |  |
| **Test Steps** |  |
| **Expected Result** |  |
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| **<Client> Test Script** | | (*continuation sheet*) |
| **Project ID** | CISC 275 – Themis | |

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| **Test ID** | Button Interaction |
| **Purpose of Test** | Ensure that classes are working as expected and desired |
| **Test Environment** |  |
| **Test Steps** |  |
| **Expected Result** |  |
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| **<Client> Test Script** | | (*continuation sheet*) |
| **Project ID** | CISC 275 – Themis | |

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| **Test ID** | | Doorway Interaction | |
| **Purpose of Test** | | Ensure that classes are working as expected and desired | |
| **Test Environment** | |  | |
| **Test Steps** | |  | |
| **Expected Result** | |  | |
| Page of Pages | | | |
| **<Client> Test Script** | | | (*continuation sheet*) |
| **Project ID** | CISC 275 – Themis | | |

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| **Test ID** | Data logging and Restart game |
| **Purpose of Test** | Ensure that classes are working as expected and desired |
| **Test Environment** |  |
| **Test Steps** |  |
| **Expected Result** |  |
| Page of Pages | |