

Manual Testing guide

Test name	Related requirements	Steps to be followed	Expected outcome	Notes
manualInteract	UR_Interact FR_Building_Activities FR_Interact FR_Time_Sleep FR_Map_Location_Display	Open the game and check each type of building can be interacted with. Check the counter in bottom right changes as expected and check the activity location is at the correct building.	When having enough energy/time the counter in bottom right is incremented. Only 1 activity per building Activity is at correct building	Backend is all tested, including whether or not it has enough energy. This solely tests that when pressing the interact button it is incrementing the counter successfully. Tests check that an activity location is within the map, but not if it is at the location of associated building on map.
manualCheckMap	UR_MAP NF_DISPLAY FR_Map_Location_Display	Check map has loaded correctly, and display is top down	Map looks as expected and display meets requirements	Assets are checked to exist by unit tests, but not the substance of them, e.g. incorrect asset uploaded with wrong filename. Or previous version was added by accident should result in this manual test failing.
manualAvatarMovement	UR_Movement, FR_Movement, FR_Sprite	Open the game and move the character around. Move to edges of map and between zones. Move into objects that should stop player.	When the player moves the avatar should face in that direction. Player should stop at edge's of the map. Player should not be able to run on top of buildings or water	Automated testing checks parts of calculations of movement. However it was not possible to test tileblocking. The selection of the zone that should be loaded is tested however it was not possible to check the zone loading in playscreen.

manualColourBlind	NF_Colour	Check common colour blindness colours are not together in a problematic way	That colour blindness does not cause difficulty playing the game	
manualUserTesting	FR_Difficulty, FR_Simplicity, FR_Background_Display FR_Interaction, UR_Access, UR_Appearance UR_Easy_Play, UR_Enjoy, UR_Time, NF_Graphics, NF_Difficulty, NF_Background_Display	This can be completed by either developers or by people unrelated to the project. player, after doing a run through, determines how simple the game was to play, whether they enjoyed it, and the quality of the graphics (How easy text is to read and whether it looks good). The playthrough should be timed to check the game is completed with 5-10 minutes.	Subjective answers on playability, quality, and difficulty of playing the game.] Time taken to play.	Great deal of subjectivity in measuring the adherence to these requirements
manualCheckTutorial	FR_Controls, FR_Tutorial	Open the game and enter the tutorial screen via the tutorial button in the main screen. Check the information provides the controls and other information required to play the game.	Displays controls, and how to win the game	The tutorial screen is just a png. Automated tests check if the asset exists, however manual tests are required to check if the png is the correct one, and that it displays all the information necessary for the game to fulfil the requirements.
manualCheckButtons	FR_Scalability,	Open the game and check each of the buttons has the desired output	Play button brings to game, tutorial opens tutorial, leaderboard goes to leaderboard etc.	As the buttons are in screen classes it was difficult to create automatic tests to ensure that they are moving the game to the intended screen.

manualCheckGUI	FR_Energy_Display, FR_In_Game_Time, FR_Menu_Screen, FR_Time_Display, FR_End_Message, FR_Score_Display	<p>Open the game and check if the GUI is as intended. There should be a clock in the right hand corner of the playscreen which details the amount of energy, current time, times studied, eaten and relaxed that day, and the day.</p> <p>Additionally check the interaction icons appear for each activity.</p>		
manualCheckMusic	NF_MUSIC NF_SFX	<p>Open game and have users listen to the music and rate whether they enjoy it.</p> <p>Check that sound effects happen when doing interactions</p>	Music should sound good to improve enjoyment, and sound effects should play when doing interactions	This was not implemented.