

	Play Tests							
	Test Identifier	Requirements Satisfied	Brief description	Steps followed	Expected Outcome	Actual Outcome	Pass/Fail	Comments
	PT_1	FR_START_GAME, FR_START_SCREEN	Test that everything happens correctly when the game is first loaded up and the game can be started.	Open the game using the jar file. Click 'Start Game'	When the game opens, player is presented with a screen detailing the objectives, controls and context of the game. 'Start Game' button can be pressed to start the game.	Main menu is displayed with buttons for starting the game, controls, settings and exiting the game.	F	Whilst technically this failed, the objectives, controls and context of the game can still be found, just by clicking the 'controls' button. This information is on its own designated screen rather than just on the start-up screen.
	PT_2	FR_FULL_SCREEN	Test that the game has a full screen button, which makes the game fit to the size of the screen.	Open the game, Navigate to usual full screen button location, click the full screen button.	The game screen will be resized and put to full screen.	the game screen is resized and set to fit the screen.	P	Whilst this test passed, the screen does not scale with fixed dimensions, it is possible to stretch the window size will stretch differently on different monitors.
	PT_3	FR_SETTINGS_SCREEN	Test that the settings screen allows user to adjust music volume and change character.	Open game, navigate to settings screen, click button to adjust volume, note any change in volume. Change character, start the game and check that the character matches the one you selected.	Volume buttons allow music volume to be changed successfully, character change buttons successfully change the character sprite.	Volume buttons allowed music volume to be changed successfully, character change buttons successfully changed the character sprite.	P	
	PT_4	FR_CONTROLS_SCREEN	Test that the controls screen contains instructions on controls of the game, and some context of how to play the game.	Open game, navigate to controls screen, observe what is displayed.	Controls screen shows the game controls and some context behind the game.	Controls screen showed the game controls and some context behind the game.	P	
	PT_5	FR_MOVEMENT_KEYS	Test the W, A, S and D keys allow the player to move up, left, down and right respectively.	Open game, click start game button. Press W, A, S and D individually and note movement.	W moves up, A moves left, S moves down and D moves right.	W moved up, A moved left, S moved down and D moved right.	P	
	PT_6	FR_MOVEMENT_ARROWS	Test the UP, LEFT, DOWN and RIGHT arrow keys allow the player to move up, left, down and right respectively.	Open game, click start game button. Press UP, LEFT, DOWN and RIGHT arrow keys individually and note movement.	UP moves up, LEFT moves left, DOWN moves down and RIGHT moves right.	UP moved up, LEFT moved left, DOWN moved down and RIGHT moved right.	P	
	PT_7	FR_INTERACTION_TRIGGER	Test that when the avatar collides with a buildings entrance, an interaction menu appears on screen.	Open the game and start it, move to each interactable area entrance, note whether interaction pop-up appears.	Interaction pop-up appears at all interactable areas. The pop-ups are accurate for what that area does.	Interaction pop-up appeared at all interactable areas. The pop-ups were accurate for what that area does.	P	

	PT_8	FR_DISPLAY_TIME	Test that the day (out of 7) and time (HH:MM) is displayed clearly on the screen.	Open and start the game, check the the day and time is displayed clearly on the screen.	Day and time is displayed clearly on screen in correct format.	Day and time was clearly displayed with correct format.	P	
	PT_9	FR_TIME	Test that every 10 seconds, game clock will be incremented by 30 mins.	Open the game, click start, wait for the first 30 min tick, when it ticks over, start a stopwatch, stop when the time ticks over another 30s.	Time ticks over by 30 mins in 10s.	Time ticked over by 30 mins in 10s.	P	
	PT_10	FR_SAVE_PROGRESS	Test that there is no 'save game' mechanism.	Open and play game, see if there is a way to save the game.	There is no way to save the game	There was no way to save the game.	P	
	PT_11	FR_END	Test the game ends after 7 days and the end screen is displayed with leaderboards and streaks.	Open and play the game, ensure you get a score and some streaks. Check the game ends after 7 days, check the streaks and leaderboards are displayed correctly.	The game ends after 7 days with leaderboards and streaks successfully displayed on end screen.	The game ended after 7 days with leaderboards and streaks successfully displayed on the end screen.	P	
	PT_12	FR_LOSE_CONDITION	Test that 'game over' screen is displayed if the player performs poorly.	Open and start the game, wait until the game ends after day 7, achieving a score of 0.	Game over screen should display.	End screen was displayed, did not give any indication that player scored poorly other than that they couldn't put score on leaderboard.	F	The end screen was displayed however not in the correct way. There is no message saying whether you won or lost, instead you are shown your score. A good measure of your success is whether you have made it onto the top 10 leaderboard.