

	Play Tests							
	Test Identifier	Requirements Satisfied	Brief description	Steps followed	Expected Outcome	Actual Outcome	Pass/Fail	Comments
	PT_13	UR_MOVEMENT	The player is able to move the avatar around a 2D map.	We used the movement controls to move	Player avatar moves	Payer avatar moved	P	
	PT_14	UR_INTERFACE	The interface of the game is simple and displays all the necessary information clearly.	We conducted user testing	The users will not struggle to navigate and understand the game	The users did not struggle to navigate and understand the game	P	
	PT_15	UR_STUDYING	There are buildings (Max 2 buildings) that the avatar can interact with to study.	We studied in 2 different buildings	The game will register our studying across the different locations	The game registered our studying across the different locations	P	
	PT_16	UR_RECREATION	There is at least 3 buildings that the avatar can interact with to recreate.	We relaxed in 3 different buildings	The game will register our relaxation across the different locations	The game registered our relaxation across the different locations	P	
	PT_17	UR_SLEEPING	There is a building that the avatar can interact with to sleep.	We interacted with the sleep building	Screen fades, day count increases by 1	Screen faded, day count increased by 1	P	
	PT_18	UR_EATING	There are buildings (Max 3 building) that the avatar can interact with to eat.	We interacted with the buildings that offer eating options	Meal count is incremented	Meal count was incremented.	P	
	PT_19	UR_CONTROLS	The game's controls are intuitive and are clearly presented to the player.	We conducted user testing	The users intuitively understand the controls	The users intuitively understood the controls	P	
	PT_20	UR_ACCESSIBILITY	The game is for new players, so it is easy to understand and play with no prior experience.	We conducted user testing	The users will not struggle to navigate and understand the game	The users did not struggle to navigate and understand the game	P	
	PT_21	UR_STREAKS	The user is able to get extra points if they do a specific activity, multiple times throughout the week. There are at least 3 named streaks	We played through multiple times, attempting to make a pattern out of favoriting a given activity	We get streaks and extra points	We got streaks and extra points	P	
	PT_22	UR_OBJECTIVE	The objective of the game is presented clearly in a starting screen.	We did user testing	The users will understand the objective	The users did not understand the objective	F	
	PT_23	UR_GAME_LENGTH*	The game takes approximately 5-6 minutes to play.	We timed the length of our runs over a sample of 10 games	The average game lasts 5-6 minutes	The average game lasted 5-6 minutes	P	
	PT_24	UR_GAME_OVER*	A 'game over' screen is displayed if the player performs poorly.	we finished the game with a bad score	The game over text is displayed	The game over text was displayed	P	

	PT_25	UR_PLAYER_SCORE*	The score is calculated based on the activities the user completes. A 'grade' is awarded if the user passes all the correct criteria (for example: studying every day)	We played through multiple times, getting a different score each time	We would be awarded different 'grades'	We were not awarded different 'grades'	F	
	PT_26	UR_MAP_DESIGN	The map is a simplified version of the campus with space between each building.	we walked around the walkable area of the game	we witness the map	we witnessed the map	P	
	PT_27	UR_CAMPUS_BUILDINGS	It is obvious which activity can be completed in each building.	we did user testing	the users will know what each building can offer in terms of activities	the users did know what each building can offer in terms of activities	P	
	PT_28	UR_TIME_SCALE	One minute of real time is equal to one day in-game.	Timed the length of a day	The game day lasts 1 minute of real time	The game lasts 1 minute of real time	P	
	PT_29	UR_SYSTEM	The game should run efficiently for the user.	We tested the game on a variety of systems (Windows, MacOS, Arch Linux with X11)	the game runs efficient	The game runs suitably and efficiently on each system without issue	P	
	PT_30	UR_BACKSTORY	Information about the context of the game is presented briefly to the player at the start of the game.	we started the game	Information about the context of the game is presented briefly	Information about the context of the game was not presented briefly	P	
	PT_31	UR_CHARACTER	The player is able to change the look of their avatar at the start of the game.	Press the "Settings" button at the start of the game, then select either boy or girl to change the characters appearance	The player can change the characters appearance at the start of the game	They can	P	
	PT_32	UR_TIME_SKIP_ANIMATIONS	A short graphic or animation is displayed when the user is performing an activity.	Interact with various activities, and see if a short animation is played	The animation or short graphic is displayed	The animation was not always displayed	F	
	PT_33	UR_MUSIC	Music is relaxed and creates a study environment.	We did user testing	The users like the game music	The users liked the game music	P	
	PT_34	UR_ENDING	A positive and constructive message is displayed at the end of the game, regardless of the player's score.	We played until the end of the game	There is a constructive and positive message	There is no constructive/positive message displayed to the user at the end of the game	F	
	PT_35	UR_STUDY_GAME	A quick and fun mini game for the user to feel like they are doing a task when studying in the game.	Interact with a study activity and see if a minigame is presented to the user	there is fun quick minigame	there was fun quick minigame	P	