SCAPE FROM MON Project

Test Cases

Version 1.1

**Revision History**

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 19/04/2022 | 1.0 | Draft 1 | SCAPE FROM MON |
| 11/06/2022 | 1.1 | Version 1.1 | SCAPE FROM MON |

Contents

[SCAPE FROM MON Project 1](#_Toc105860964)

[1. Change Settings Use Case Test Cases 4](#_Toc105860967)

[Test Case 1: Switching Successfully Sound on: 4](#_Toc105860968)

[Test Case 2: Switching Successfully Sound off: 4](#_Toc105860969)

[Test Case 3: Switching Successfully Language Turkish: 4](#_Toc105860970)

[Test Case 4: Switching Successfully Language English: 5](#_Toc105860971)

[2. Play Game Use Case Test Cases 5](#_Toc105860972)

[Test Case 5: Select Successfully Level: 5](#_Toc105860973)

[Test Case 6: Play Successfully Level 1: 5](#_Toc105860974)

[Test Case 7: Play Successfully Level 2: 6](#_Toc105860975)

[Test Case 8: Play Successfully Level 3: 6](#_Toc105860976)

[Test Case 9: Reach Successfully Game End: 6](#_Toc105860977)

[Test Case 10: The Level Unsuccessfully End: 7](#_Toc105860978)

# Change Settings Use Case Test Cases

# Test Case 1: Switching Successfully Sound on:

**Description**: A player should be able to successfully be turning on sound in the game.

**Pre-conditions:** The player must already be logged in to see the “Setting” screen.

**Post-conditions:** “On” Option selected for Sound: Game of the sound is turned on.

Test Steps:

1. Click ’Settings’ button

2. View the sound button

3. Click the sound button on

**Data required:** *The data is not required*

# Test Case 2: Switching Successfully Sound off:

**Description:** A player should be able to successfully be turning off sound in the game.

**Pre-conditions:** The player must already be logged in to see the “Setting” screen.

**Post-conditions:** “Off” Option selected for Sound: Game of the sound is turned off.

Test Steps:

1. Click ’Settings’ button

2. View the sound button

3. Click the sound button off

**Data required:** *The data is not required*

# Test Case 3: Switching Successfully Language Turkish:

**Description:** A player should be able to successfully be switching Turkish language in the game.

**Pre-conditions:** The player must already be logged in to see the “Setting” screen.

**Post-conditions:** “Turkish” Option selected for Language: Game of the language is turned on Turkish.

Test Steps:

1. Click ’Settings’ button

2. View the language options

3. Select the Turkish from the combo box

**Data required:** *The data is not required*

# Test Case 4: Switching Successfully Language English:

**Description:** A player should be able to successfully be switching English language in the game.

**Pre-conditions:** The player must already be logged in to see the “Setting” screen.

**Post-conditions:** “English” Option selected for Language: Game of the language is turned on English.

Test Steps:

1. Click ’Settings’ button

2. View the language options

3. Select the English from the combo box

**Data required:** *The data is not required*

# Play Game Use Case Test Cases

# Test Case 5: Select Successfully Level:

**Description:** A player should be able to successfully be select game levels in the game.

**Pre-conditions:** If it is not first release. The player must be logged in. It is not the last level.

**Post-conditions:** Level successfully selected.

Test Steps:

1. Click ‘Levels’ button

2. View the level options (Level 1 - 2)

3. Select the level from the combo box

4. The level is started

**Data required:** *The data is not required*

# Test Case 6: Play Successfully Level 1:

**Description:** A player should be able to successfully be select game level 1 in the game.

**Pre-conditions:** If it is not first release. The player must be logged in. It is not the last level.

**Post-conditions:** Level 1 successfully ended.

Test Steps:

1. Click ‘Levels’ button

2. Select the level 1 from the combo box

3. Load the Level 1

4. The level is started

5. The player reached the key to open the door

6. Level is successfully ended.

**Data required:** *The data is not required*

# Test Case 7: Play Successfully Level 2:

**Description:** A player should be able to successfully be select game level 2 in the game.

**Pre-conditions:** The player must pass Level 1

**Post-conditions:** Level 2 successfully ended.

Test Steps:

1. Click ‘Levels’ button

2. Select the level 2 from the combo box

3. Load the Level 2

4. The level is started

5. The player reached two keys to open the door

6.Level is successfully ended.

**Data required:** *The data is not required*

# Test Case 8: Play Successfully Level 3:

**Description:** A player should be able to successfully be select game level 3 in the game.

**Pre-conditions:** The player must pass Level 2

**Post-conditions:** Level 3 successfully ended.

Test Steps:

1. Click ‘Levels’ button

2. Select the level 3 from the combo box

3. Load the Level 3

4. The level is started

5. The player reached two keys to open the door

6.Level is successfully ended.

**Data required:** *The data is not required*

# Test Case 9: Reach Successfully Game End:

**Description:** A player should be able to successfully the last level in the game.

**Pre-conditions:** If it is not first release. The player must be logged in. It must be passed previous two levels.

**Post-conditions:** Last level successfully ended.

Test Steps:

1. The last level is started
2. The player solves the puzzle belonging to this level and overcomes the obstacles.

3. The last level is successfully ended.

4. The game shows a video about the journey of the space shuttle.

**Data required:** *The data is not required*

# Test Case 10: The Level Unsuccessfully End:

**Description:** A player should not be able to successfully the level in the game.

**Pre-conditions:** If it is not first release. The player must be logged in.

**Post-conditions:** Level unsuccessfully ended.

Test Steps:

1. The level is started
2. The player does not solve the puzzle belonging to this level and overcomes the obstacles.

3. The player receives a failure message

4. Re-play current level.

**Data required:** *The data is not required*