**SCAPE FROM MON Project**

**Test Scripts**

**Version 1.3**

**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/04/2022 | 1.0 | Draft 1 | SCAPE FROM MON |
| 20/05/2022 | 1.1 | Version 1.1 | SCAPE FROM MON |
| 10/03/2022 | 1.2 | Version 1.2 | SCAPE FROM MON |
| 11/06/2022 | 1.3 | Version 1.3 | SCAPE FROM MON |

Contents

[**Test Case 1: Switching Successfully Sound on** 4](#_Toc101479033)

[**Test Case 2: Switching Successfully Sound off** 5](#_Toc101479034)

[**Test Case 3: Switching Successfully Language Turkish** 6](#_Toc101479035)

[**Test Case 4: Switching Successfully Language English** 7](#_Toc101479036)

[**Test Case 5: Select Successfully Level** 8](#_Toc101479037)

[**Test Case 6: Reach Successfully Game End** 9](#_Toc101479039)

[**Test Case 7: The Level Unsuccessfully End** 12](#_Toc101479040)

[**Test Case 8: The Level successfully End** 9](#_Toc101479041)

| **Test Name** | | | Switching Successfully Sound on | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Change Settings | | | |
| **Test 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. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Click ’Settings’ button | | | View ‘Setting’ button and click it. | P |  |
|  | View the sound button | | | View the sound button. | P |  |
|  | Click the sound button on | | | Game of the sound is turned on. | P |  |

**Test Case 1: Switching Successfully Sound on**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required |  |  |

**Test Case 2: Switching Successfully Sound off**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required |  |  |

| **Test Name** | | | Switching Successfully Sound off | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Change Settings | | | |
| **Test 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 off. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Click ’Settings’ button | | | View ‘Setting’ button and click it. | P |  |
|  | View the sound button | | | View the sound button. | P |  |
|  | Click the sound button on | | | Game of the sound is turned off. | P |  |

**Test**

**Test Case 3: Switching Successfully Language Turkish**

| **Test Name** | | | Switching Successfully Language Turkish | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Change Settings | | | |
| **Test Description:** | | | A player should be able to successfully switch 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. | | | |
| **Notes:** | | This case is not implemented backend. It is implemented frontend side. | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Click ’Settings’ button | | | View ‘Setting’ button and click it. | P |  |
|  | View the language options | | | View the language options. | P |  |
|  | Select the Turkish from the combo box | | | Game of the language is turned on Turkish. | P |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required |  |  |

**Test Case 4: Switching Successfully Language English**

| **Test Name** | | | Switching Successfully Language English | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Change Settings | | | |
| **Test Description:** | | | A player should be able to successfully switch the 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 in English. | | | |
| **Notes:** | | This case is not implemented. | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Click ’Settings’ button | | | View ‘Setting’ button and click it. | P |  |
|  | View the language options | | | View the language options. | P |  |
|  | Select the English from the combo box | | | Game of the language is turned on English. | P |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required |  |  |

**Test Case 5: Select Successfully Level**

| **Test Name** | | | Select Successfully Level | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game Use Case | | | |
| **Test Description:** | | | A player should be able to successfully select game levels in the game. | | | |
| **Pre-conditions** | | | If it is not the first release. The player must be logged in. It is not the last level. | | | |
| **Post-conditions** | | | Level successfully selected. | | | |
| **Notes:** | | This case is not implemented. | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
| 1. | Click ‘Levels’ button | | | View ‘Level’ button and click it. | P |  |
| 2. | View the level options | | | View the levels options. | P |  |
| 3. | Select the level from the combo box | | | The level is selected. | P |  |
|  | The level is started | | | The game is loaded for each level. | P |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required | The data is not required |  |

**Test**

**Test Case 6: Level 1 successfully End**

| **Test Name** | | | The Level 1 Successfully End | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game Use Case | | | |
| **Test Description:** | | | A player should be able to successfully level 1 in the game. | | | |
| **Pre-conditions** | | | If it is not the first release. The player must be logged in. | | | |
| **Post-conditions** | | | Level 1 successfully ended. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | The level 1 is started | | | The level 1 is loaded. | P |  |
|  | The player solves the puzzle belonging to this level and overcomes the obstacles. | | | The obstacles are loaded right timing according to the level. The player reaches the key to open the door. | P |  |
|  | Re-play current level. | | | All obstacles are not overcome. | P |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required |  |  |

**Test Case 7: Level 2 successfully End**

| **Test Name** | | | The Level 2 Successfully End | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game Use Case | | | |
| **Test Description:** | | | A player should be able to successfully level in the game. | | | |
| **Pre-conditions** | | | The player must pass Level 1 | | | |
| **Post-conditions** | | | Level 2 successfully ended. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | The level 2 is started | | | The level 2 is loaded. | P |  |
|  | The player solves the puzzle belonging to level 2 and overcomes the obstacles. | | | The obstacles are loaded right timing according to the level. The player reaches two keys to open the door. | P |  |
|  | Re-play current level. | | | All obstacles are not overcome. | P |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required |  |  |

**Test Case 8: Level 3 successfully End**

| **Test Name** | | | The Level 3 Successfully End | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game Use Case | | | |
| **Test Description:** | | | A player should be able to successfully level in the game. | | | |
| **Pre-conditions** | | | The player must pass Level 2 | | | |
| **Post-conditions** | | | Level 3 successfully ended. | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | The level 3 is started | | | The level 3 is loaded. | P |  |
|  | The player solves the puzzle belonging to level 3 and overcomes the obstacles. | | | The obstacles are loaded right timing according to the level. The player reaches three keys to open the door. | P |  |
|  | Re-play current level. | | | All obstacles are not overcome. | P |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required |  |  |

**Test Case 9: Reach Successfully Game End**

| **Test Name** | | | Reach Successfully Game End | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game Use Case | | | |
| **Test Description:** | | | A player should be able to successfully reach the last level in the game. | | | |
| **Pre-conditions** | | | If it is not the first release. The player must be logged in. It must have passed the previous two levels. | | | |
| **Post-conditions** | | | The game is ended. | | | |
| **Notes:** | | This case is not implemented. | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **In Complete** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | The last level is started | | | The last level is loaded. | P |  |
|  | The player solves the puzzle belonging to this level and overcomes the obstacles. | | | The obstacles are loaded right timing according to the level. | P |  |
|  | The last level successfully ended. | | | All obstacles are overcome. | P |  |
|  | The game shows a video about the journey of the space shuttle. | | | Watching the end intro. |  | I |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required | The data is not required |  |

**Test Case 10: The Level Unsuccessfully End**

| **Test Name** | | | The Level Unsuccessfully End | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game Use Case | | | |
| **Test Description:** | | | A player should not be able to successfully level in the game. | | | |
| **Pre-conditions** | | | If it is not the first release. The player must be logged in. | | | |
| **Post-conditions** | | | Level successfully selected. | | | |
| **Notes:** | | This case is not implemented. | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Fail** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | The level is started | | | The level is loaded. | P |  |
|  | The player does not solve the puzzle belonging to this level and overcomes the obstacles. | | | The obstacles are loaded right timing according to the level. | P |  |
|  | The player receives a failure message | | | All obstacles are not overcome. |  | F |
|  | Re-play current level. | | | The game returns the level beginning | P |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| No Data Field | The data is not required | The data is not required | The data is not required | The data is not required |  |