GENERAL SETUP FOR TESTCASES

System: Archer Game

Instructions:

1. Install Android Studio.

2. Install Android Virtual Device Manager, minimum API 24, on Windows.

3. Install the Pixel 3 XL device.

Testcase 1

System: Android Studio Phase: 2 to 4

Application start up with the interface user

Severity: 1

Instructions:

1. Run the application

Expected result:

1. The user interface with the background and all the three button(Play Now, High Score and About)
2. The user can click on all the three buttons

Testcase 2

System: Android Studio Phase: 2

The button PLAY NOW is functional

Severity: 1

Instructions:

1. Repeat the test case 1.
2. Click on the PLAY NOW button.

Expected result:

1. The game start with the character and few monsters.

Testcase 3

System: Android Studio Phase: 2

The button HIGH SCORE is functional

Severity: 1

Instructions:

1. Repeat the test case 1
2. Click on the HIGH SCORE button.

Expected result:

1. New interface display with 4 numbers (score).

Testcase 4

System: Android Studio Phase: 2

The About button is functional

Severity: 1

Instructions:

1. Repeat Test case 1.

2. Click on the About button.

Expected results:

1. The application display a new interface with a text (Story).

Testcase 5

System: Android Studio Phase: 2

Attack and Jump

Severity: 2

Instructions:

1. Repeat the Test case 2

2. Click on right screen.

3. Click on the left screen.

Expected results:

1. The character attack (with an arrow and bow).

2. The character jump.

Testcase 6

System: Android Studio

Test Ennemies

Severity: 2

Instructions:

1. Repeat Test Case 5 (attack)

2. Attack an enemy

Expected results:

1. The enemy will disappear.

Testcase 7

System: Android Studio Phase: 2 and subsequent

Death

Severity: 3

Instructions:

1. Start a game (Test Case 2).

2. Wait for the enemy to touch the character.

Expected result:

1. The character stop moving.

2. A “Game OVER” should appear.

3. Goes back to main menu.

Testcase 8

System: Android Studio Phase: 2 and 3

Screen Game check

Severity: 2

Instructions:

1. Start a game(Test case 2).
2. Play some time.

Expected results:

1. The score display goes higher.

2. When arrows are use the counter deplete by the number of arrows used.

WARNING - Server has stopped listening for connections.