Functional Testing Guidelines:

Note:

These tests are *functional* and are only intended to test functionality exposed to end users of the software. The end goal is to test and ensure that the *average user* has the correct experience, not to attempt to intentionally break the software.

Primary Test:

1. Load the game from the executable:
   1. Does the game properly load and initialize?
   2. How long does it take to initialize?
2. Begin the game from the main menu:
   1. Does the main menu load?
   2. Does the music play?
3. Check the stats:
   1. Do they properly load?
   2. Can the popup be exited?
4. Start the game:
   1. Does the game properly transition to the first board?
   2. Does the first board load?
5. Roll the dice:
   1. Does the game transition to the dice scene?
   2. Do the dice roll?
   3. Do the dice give the proper result once rolled?
6. Watch the player move:
   1. Does the player actually move?
   2. Does the player move the correct number of spaces?
   3. Does the question load?
      1. Are the answers correct for the given question?
7. Answer the question correctly:
   1. Does the game acknowledge the answer as correct?
8. Repeat the dice roll test:
9. Answer the next question incorrectly:
   1. Does the game move the player back to the previous location?
   2. Is the next question different from the previous question within a statistically random chance?
10. Finish the first level by answering questions both correctly and incorrectly:
    1. Does the game give you the correct score?
    2. Does it transition to the next level?
11. Repeat the play test for the next level, mixing both correct and incorrect answers:
    1. Does the game allow you to “win”?
    2. Does the game submit your score?
    3. Does the game allow you to restart?
    4. Does the game allow you to quit?