Synoptic Project B
Maze Game

Testing

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Test Plan

Test	Expected Result	Actual Result	Pass (P) or Fail (F)
Application loading speed	The application should load and render the appropriate content within a suitable time frame.	All the content is loaded correctly within a suitable time frame.	**P**
Browser Support – Internet Explorer	The application will render and run correctly no matter which browser the user chooses.	The application does not render when opened using Internet Explorer. This is due to React not supporting browsers that don't support ES5 methods.	**F**
Browser Support – Chrome	The application will render and run correctly no matter which browser the user chooses.	The application renders as it should when loaded using Chrome.	**P**
Click on 'Start Game' button	Once the 'Start Game' button has been clicked the 'Start' screen will be displayed.	The 'Start' screen is loaded within a suitable time frame and the content is rendered as defined.	**P**
Click on 'New Game' button	Once the 'New Game' button has been clicked, the 'Title' screen will be loaded, the timer will be reset to 5 seconds and the score displayed will be set to 0.	When the 'New Game' button is clicked the application loads the 'Title' screen, the time remaining displayed was reset to 5 seconds, and the total score displayed was reset to 0.	**P**
Click 'Quit Game' button	Once the 'Quit Game button has been clicked then 'Quit' screen will be loaded along with the correct score.	When the 'Quit Game' button was clicked the application loaded the 'Quit' screen with the correct total score displayed	**P**
Click 'Start Maze' button	Once the 'Start Maze' button has been clicked then the 'Maze' screen will be loaded, the countdown timer will start and the level 1 maze will be displayed.	When the 'Start Maze' button was clicked the application loaded the 'Maze' screen with the level 1 maze displayed and the countdown timer was started.	**P**
Click 'Next Level' button	Once the 'Next Level' button is clicked the next timer within the array is displayed, the timer is started and the 'Maze' screen is	When the 'Next Level' button was clicked the timer was set to the correct time limit for each level and the 'Maze' screen was	**P**

	displayed with the next maze within the array.	loaded with the correct maze for each level displayed.	2
The timer reaches 0 seconds	If the user runs out of time and the timer reaches 0 then the application will display the 'Lose' screen and the timer is reset back to 5 seconds.	When the countdown timer reached 0 on each level it automatically displayed the 'Lose' screen and the time remaining displayed was reset to 5 seconds.	**P**
The user goes outside the maze boundaries	If the user fails the maze and goes outside the maze boundaries then the application will display the 'Lose' screen and the timer will be reset back to 5 seconds.	When the mouse was moved outside the maze boundaries on each level, the application automatically displayed the 'Lose' screen and the time remaining displayed was reset to 5 seconds.	**P**
The user completes levels 1-4 within the allotted time	If the user completes the maze before the timer reaches 0 then the application will display the 'Win' screen and the time remaining will be added to the current score	When levels 1-4 were completed, the application loaded the 'Win' screen was displayed and the remaining time was added to the total score displayed.	**P**
The user completes the level 5 maze within the allotted time	If the user completed the level 5 maze within the given time then application will display the 'Completed' screen with the user's total score displayed	When level 5 was completed, the application displayed the 'Completed' screen along with the correct total score.	**P**
User's score is assigned the correct value from the time remaining and displayed correctly	The user should receive the correct score for each level dependant on the time remaining in milliseconds. This score should be displayed at the bottom of the screen along with the time remaining.	A score was awarded at the end of each level and added to the total score displayed. The score award was also inline with the time remaining for each level.	**P**
The countdown timer should be triggered and count down in seconds	The countdown timer should be triggered when the 'Maze' screen is shown and should be displayed to the user in seconds.	The countdown timer was triggered correctly, counted down at the correct rate and was displayed in seconds.	**P**