

## Functional test

### T01 - test name saving

The purpose is to check that the name that we have given pet is stored correctly, and appears when we restart the application and continue the previous game.

1. Click Play
2. Click Create A New Pet
3. Give it a name
  - a. Write "Olle" in the TextField
  - b. Click Create Pet
4. Exit the game
  - a. Click the backward hardware button three times
  - b. Click Exit button
5. Restart the application by clicking on the Ready For A Pet icon in the app menu
6. Click Play
7. Click Continue Game

### Expected result:

1. The welcome message, that appears when you get to the activity in PetActivity, contains the String "Olle".

### Related user story:

1. As a user I want my dog's name to be saved until the next time I play

### T02 - moodbar increase - the same thing was checked with play and walk

The purpose is to check that the pet feels better, which is shown in the moodbar, when the pet eats.

**Precondition:** A dog must exist and the user is in the PetActivity

1. Click on the eat

### Expected result

Variation 1 - the dog is hungry

1. The mood increases with one step which is shown in the moodbar.

*Variation 2 - the dog is full*

1. The mood is not effected and the moodbar does not change.

### Related user story:

1. As a user I want to be able to press a button so that the dog eat and feels better which is shown in the moodbar.

### **T03 - textView when eating - the same thing was checked with play and walk**

The purpose is to check that a textView appears with a message when the pet eats.

Precondition: A dog must exist and the user is in the PetActivity

1. Click on the eat

#### **Expected result**

*Variation 1 - the dog is hungry*

1. The pet says: "yeey"

*Variation 2 - the dog is full*

1. The pet says: "I'm full!"

#### **Related user story:**

1. As a user I want to receive a message if the dog is eating or not

### **T04 - test for audio in the playmode**

**Precondition: A pet is created.**

The purpose is that when you press "continue game" or "create new pet" that you can hear audio and when you leave this activity the music will stop.

1. Click Continue game
2. Check that you hear audio
3. Click the backward button
4. Check that the audio stops
5. Click Create new pet
6. Check that you hear audio
7. Click the backward button
8. Check that the audio stops

**Expected result:** The music should start play when pressing the two buttons and stop play when leaving the activity or press the backward button.

### **T05 - Test that a picture of a bone appears when eating**

The purpose is to see that the a bone appears when the dog is eating.

**Precondition: A pet is created and the pet is a dog.**

1. Click on the eat button in PetActivity

**Test result**

Variation 1 - when the dog is hungry a bone appears in the right down corner

Variation 2 - when the dog is full the bone does not appear

**T06 - Test for getting a question when creating a new pet**

**Precondition: A pet is created.**

1. Click on create new pet
2. Check that an alert is created that asks if you really want to create a new dog.

Expected result: The user gets an alert when trying to create a new pet when not having a pet already.

**T07 - test mood saving**

The purpose is to check that the mood that the pet has is stored correctly, and appears when we restart the application and continue the previous game.

1. Click Play
2. Click Create A New Pet
3. Give it a name
  - a. Write "Olle" in the TextField
  - b. Click Create Pet
4. Increase the mood for the dog by feeding it.
5. Exit the game
  - a. Click the backward hardware button three times
  - b. Click Exit button
6. Restart the application by clicking on the Ready For A Pet icon in the app menu
7. Click Play
8. Click Continue Game

**Expected result:**

The dog should have the same mood as when the application was closed.

**Related user story:**

As a user I want my mood to be saved until the next time I play.

## **T08 - quit game**

The purpose is to check that the the user can quit the game

**Precondition:** A game must earlier has been started, and the user is in the MainActivity

1.Click on quit

### **Expected result**

The game should quit.

### **Related user story:**

1. As a user I want to be able to press a quitbutton which makes the game end.