Test Document for Russian Roulette

UI Based Simple Game

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| **Functionality** | **Test Scenario** | **Expected Outcome** | **Actual Outcome** | **Result**  **(Pass /Fail)** |
| Intro - user can select profile | Select Profile | UserName Combobox changes and picturebox changes to profile | UserName Combobox changes and picturebox changes to profile | Pass |
| Intro - User select profile picture | Select Profile Picture | Picturebox changes to selected image | Picturebox changes to selected image | Pass |
| Intro - Exit game button | Click on Exit Game | Game Closes | Games Closes | Pass |
| Intro - Continue | Click on Continue | Profile settings are saved and Menu Form opens | Settings are saved and Menu Form was already in the process of opening | Pass |
| Menu - Stats are loaded | Form opens | All the stats from the user profile are loaded if the user has no profile then defaults are loaded instead | Expected values are loaded | Pass |
| Menu - Profile pic is displayed | Form opens | The picture the user chose is displayed | Most instances the profile picture is displayed except in certain circumstances | (Mostly Pass, Except if user didn’t choose a Picture and chose a new name for profile then it fails) |
| Menu - Exit Game | Click on Exit Game | Game Exits | Game Exits | Pass |
| Menu - High Scores | Click on High Scores | A new form opens with previous players stats | A new form opens with previous players stats | Pass |
| Menu - New Player | Click on New Player | The form that lets user choose their profile opens up  And Menu is updated with any changes | Expected | Pass |
| Menu - New Game | Click on New Game | The Game form opens up and user can play game | The Game form opens up and user can play game | Pass |
| Menu - Cheats | User presses Ctrl+Alt+C | The Menu form changes to display a cheat menu where they can choose cheats | The Menu form changes to display a cheat menu where they can choose cheats | Pass |
| Menu - Move Cheats | User clicks on a cheat in the Available cheats section | The cheat gets moved to the Active Cheats section | The cheat gets moved to the Active Cheats section | Pass |
| Scoreboard - Details are loaded | Form loads | The “score.csv” file is loaded, parsed and displayed in the datagridview | The “score.csv” file is loaded, parsed and displayed in the datagridview | Pass |
| Scoreboard - Save | Cheats are enabled | The Save button which is usually disabled/hidden is revealed | The Save button which is usually disabled/hidden is revealed | Pass |
| Scoreboard - Save | Click on Save | The changes made to the Highscore board are saved to the “score.csv” file | The changes made to the Highscore board are saved to the “score.csv” file | Pass |
| Game - Loads intro | Form load | Intro animation plays | Intro animation plays | Pass |
| Game - Interaction | User clicks on game screen at certain points of the game | The game responds with appropriate responses | Expected | Pass |
| Game - Sounds | Events occur in game that require a sound | Sounds play | Sounds play | Pass |
| Game - Animation | Animation ends | The ending of one animation prompts the transition into another animation | The ending of one animation prompts the transition into another animation | Pass |
| Game - Score | Game events prompt changes in score | Score is kept track of and saved at the end of every game | Score is kept track of and saved at the end of every game | Pass |