

R7: Demo Realease 1.2 Run 3 (fixes)

Release 1.0 - Demo Status

Created On	4/11/2024
Completed	Yes
Completed On	4/21/2024

Passed	Blocked	Untested	Retest	Failed
96% (24/25)	0% (0/25)	0% (0/25)	0% (0/25)	4% (1/25)

Test Cases

Assets 0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
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## Character assets 8

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the 'back_idle' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T1537	Passed
Ensure that the 'front_idle' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T1538	Passed
Ensure that the 'left_idle' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T1539	Passed
Ensure that the 'right_idle' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T1540	Passed
Ensure that the 'back_run' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T1541	Passed
Ensure that the 'front_run' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T1542	Passed
Ensure that the 'left_run' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T1543	Passed
Ensure that the 'right_run' position of the character displays the correct images		Demo 1.2	Cinipa A.	2m	Low	T3815	Passed

Enviroment assets 1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the environmental assets accurately display the corresponding images in accordance with the game's sprites		Demo 1.2	Cinipa A.	10m	Low	T1548	Passed

In Game 0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
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Timer 0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
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UI 2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that the time position is accurately displayed.		Demo 1.2	Cinipa A.	5m	Low	T3842	Passed
Ensure that the elapsed game time is displayed correctly.		Demo 1.2	Cinipa A.	5m	Low	T3845	Passed

Functionality 2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that the game's time functionality operates flawlessly throughout the entire gameplay.		Demo 1.2	Cinipa A.	5m	Medium	T3848	Passed
Verify that upon completing the treasure hunt, the displayed tracked time is accurate.		Demo 1.2	Cinipa A.	5m	Medium	T3851	Passed



Inventory 0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
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UI 2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the keys are displayed accurately throughout the entire gameplay		Demo 1.2	Cinipa A.	5m	Low	T3854	Passed
Verify that the correct number of keys is displayed after their usage		Demo 1.2	Cinipa A.	5m	Low	T3857	Passed

Functionality 2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the inventory slot updates correctly after picking up a key		Demo 1.2	Cinipa A.	5m	Medium	T3860	Passed
Verify that using the key on a door results in the correct deduction from the total count		Demo 1.2	Cinipa A.	5m	Medium	T3863	Passed

Discoverable Items 0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
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UI 2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that discoverable items throughout the game display the correct images		Demo 1.2	Cinipa A.	5m	Low	T3866	Passed
Verify that the correct message is displayed upon collecting the discoverable items		Demo 1.2	Cinipa A.	5m	Low	T3875	Passed

Functionality 1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the effects specified for each found item are correct	<u>25JD - 0002</u>	Demo 1.2	Cinipa A.	5m	Medium	T3869	Failed

Audio 1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that the background game sound plays consistently throughout the gameplay		Demo 1.2	Cinipa A.	2m	Low	T3872	Passed

Collision 1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the player's collision detection functions correctly for every element in the game world		Demo 1.2	Cinipa A.	20m	High	T3878	Passed



Animation 1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that all in-game elements, such as open world items and environmental features, accurately display their specified animations		Demo 1.2	Cinipa A.	20m	High	T3881	Passed

End-Game 1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that after completing the treasure hunt, the appropriate messages and statistics are displayed for the player		Demo 1.2	Cinipa A.	20m	Medium	T1606	Passed

Performance 1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the game maintains a consistent performance of 60 frames per second (fps)		Demo 1.2	Cinipa A.	20m	High	T3884	Passed