R8: Demo Realease 1.1 Run 2 (regressions)

Release 1.0 - Demo Status

Created On	4/8/2024
Completed	Yes
Completed On	4/21/2024

Passed	Blocked	Untested	Retest	Failed
80% (20/25)	0% (0/25)	0% (0/25)	20% (5/25)	0% (0/25)

Test Cases

Assets   0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status

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 1.1	Cinipa A.	2m	Low	T1792	Passed
Ensure that the 'front_idle' position of the character displays the correct images		Demo 1.1	Cinipa A.	2m	Low	T1793	Passed
Ensure that the 'left_idle' position of the character displays the correct images		Demo 1.1	Cinipa A.	2m	Low	T1794	Passed
Ensure that the 'right_idle' position of the character displays the correct images		Demo 1.1	Cinipa A.	2m	Low	T1795	Passed
Ensure that the 'back_run' position of the character displays the correct images		Demo 1.1	Cinipa A.	2m	Low	T1796	Passed
Ensure that the 'front_run' position of the character displays the correct images		Demo 1.1	Cinipa A.	2m	Low	T1797	Passed
Ensure that the 'left_run' position of the character displays the correct images		Demo 1.1	Cinipa A.	2m	Low	T1798	Passed
Ensure that the 'right_run' position of the character displays the correct images		Demo 1.1	Cinipa A.	2m	Low	T3816	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	25JD - 0001	Demo 1.1	Cinipa A.	10m	Low	T1803	Retest

In Game   0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status

Timer   0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status

UI   2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that the time position is accurately displayed.		Demo 1.1	Cinipa A.	5m	Low	T3843	Passed
Ensure that the elapsed game time is displayed correctly.		Demo 1.1	Cinipa A.	5m	Low	T3846	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 1.1	Cinipa A.	5m	Medium	T3849	Passed
Verify that upon completing the treasure hunt, the displayed tracked time is accurate.		Demo 1.1	Cinipa A.	5m	Medium	T3852	Passed

Inventory   0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status

UI   2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the keys are displayed accurately throughout the entire gameplay		Demo 1.1	Cinipa A.	5m	Low	T3855	Passed
Verify that the correct number of keys is displayed after their usage		Demo 1.1	Cinipa A.	5m	Low	T3858	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 1.1	Cinipa A.	5m	Medium	T3861	Passed
Verify that using the key on a door results in the correct deduction from the total count		Demo 1.1	Cinipa A.	5m	Medium	T3864	Passed

Discoverable Items   0

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status

UI   2

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that discoverable items throughout the game display the correct images		Demo 1.1	Cinipa A.	5m	Low	T3867	Passed
Verify that the correct message is displayed upon collecting the discoverable items		Demo 1.1	Cinipa A.	5m	Low	T3876	Passed

Functionality   1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Ensure that the effects specified for each found item are correct	25JD - 0002	Demo 1.1	Cinipa A.	5m	Medium	T3870	Retest

Audio   1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that the background game sound plays consistently throughout the gameplay		Demo 1.1	Cinipa A.	2m	Low	T3873	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	25JD - 0003	Demo 1.1	Cinipa A.	5m	High	T3879	Retest

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 1.1	Cinipa A.	20m	High	T3882	Retest

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 1.1	Cinipa A.	20m	Medium	T1861	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 1.1	Cinipa A.	20m	High	T3885	Retest