R16: Demo Realease 1.0 Run 1 (smoke test)

Release 1.0 - Demo Status

Created On	4/15/2024
Completed	Yes
Completed On	4/21/2024

Passed	Blocked	Untested	Retest	Failed
88% (22/25)	0% (0/25)	0% (0/25)	0% (0/25)	12% (3/25)

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 1.0	Cinipa A.	2m	Low	T3577	Passed
Ensure that the 'front_idle' position of the character displays the correct images		Demo 1.0	Cinipa A.	2m	Low	T3578	Passed
Ensure that the 'left_idle' position of the character displays the correct images		Demo 1.0	Cinipa A.	2m	Low	T3579	Passed
Ensure that the 'right_idle' position of the character displays the correct images		Demo 1.0	Cinipa A.	2m	Low	T3580	Passed
Ensure that the 'back_run' position of the character displays the correct images		Demo 1.0	Cinipa A.	2m	Low	T3581	Passed
Ensure that the 'front_run' position of the character displays the correct images		Demo 1.0	Cinipa A.	2m	Low	T3582	Passed
Ensure that the 'left_run' position of the character displays the correct images		Demo 1.0	Cinipa A.	2m	Low	T3583	Passed
Ensure that the 'right_run' position of the character displays the correct images		Demo 1.0	Cinipa A.	2m	Low	T3817	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 1.0	Cinipa A.	20m	Low	T3588	Failed

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 1.0	Cinipa A.	2m	Low	T3844	Passed
Ensure that the elapsed game time is displayed correctly.		Demo 1.0	Cinipa A.	2m	Low	T3847	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 1.0	Cinipa A.	5m	Medium	T3850	Passed
Verify that upon completing the treasure hunt, the displayed tracked time is accurate.		Demo 1.0	Cinipa A.	5m	Medium	T3853	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 1.0	Cinipa A.	2m	Low	T3856	Passed
Verify that the correct number of keys is displayed after their usage		Demo 1.0	Cinipa A.	2m	Low	T3859	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 1.0	Cinipa A.	2m	Medium	T3862	Passed
Verify that using the key on a door results in the correct deduction from the total count		Demo 1.0	Cinipa A.	2m	Medium	T3865	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 1.0	Cinipa A.	10m	Low	T3868	Passed
Verify that the correct message is displayed upon collecting the discoverable items		Demo 1.0	Cinipa A.	10m	Low	T3877	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 1.0	Cinipa A.	10m	Medium	T3871	Failed

Audio   1

Title	Defects	Version	Tested By	Elapsed	Priority	ID	Status
Verify that the background game sound plays consistently throughout the gameplay		Demo 1.0	Cinipa A.	2m	Low	T3874	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 1.0	Cinipa A.	5m	High	T3880	Failed

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 1.0	Cinipa A.	20m	High	T3883	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 1.0	Cinipa A.	20m	Medium	T3646	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 1.0	Cinipa A.	20m	High	T3886	Passed