Final Project Validation Testing

Brookes Courts

Software Development 140

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Validation testing for my final project was straightforward considering the end users simply clicks on buttons to navigate through the program. No text input is required to play the game.

A toy figure with a red beard and mustache

Description automatically generated

On the title screen the user clicks on the “Click here to start your adventure!” button to advance to the next screen.

A toy figure with a red beard and hat

Description automatically generated

The user then selects the mission they would like to undertake by clicking on the mission button. Only one mission is available currently.

A desert with clouds and sun

Description automatically generated with medium confidence

On the mission information screen, the user reads the mission briefing and clicks the “Start Adventure” button to advance.

A white background with black text

Description automatically generated

The next screen features a user decision point. The user reads a prompt and selects between two options, “Left Path” or “Right Path” Buttons.

A skull wearing a pirate hat

Description automatically generated

The left path results in Yukon Jack’s death and the game is over.

A white screen with a black and white background

Description automatically generated with medium confidence

The right path button results in the second user decision point and features “Explore the Cave” and “Continue Along the Ridge” Buttons.

A skull wearing a pirate hat

Description automatically generated

The explore the cave option results in Yukon Jack’s death and the game is over.

A white screen with black text

Description automatically generated

The ridge option results in the third and final user decision point which features the “Use a Telephoto Lens” and “Approach Stealthily” buttons.

A toy animal with large ears

Description automatically generated

Selecting the telephoto option results in Yukon Jack photographing the cryptid and a photo of the creature displaying. This concludes the game.

A skull wearing a pirate hat

Description automatically generated

The approach stealthily option results in Yukon Jack’s death and the game is over.