Testing Instructions

This document outlines the features and validation steps required to test “Escape the Room”.

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# Game Interaction

The user can perform a few actions to interact with the game.

1. **Look** <Direction> ex. look left - Alexa will describe the scene to you.
2. **Inspect** <Object> ex. inspect door - Alexa will describe and interact with an object in the scene more closely.
3. **Use** <Item> on <Object> ex. use hammer on window - Alexa will use on of your items to interact with an object in the environment.
4. **Inventory** - Alexa will list all the items you have.
5. **Wait** - Alexa will wait a little while. (30 seconds) Unless interrupted.

# Features

This section outlines some of the features used in the game.

## Game Timer

On launch of the game (specifically the launch handler). A starting time stamp will be requested and saved by the Game object. Upon either exit from the game or completion of the game another time stamp will be collected and from that a persistent elapsed variable will be computed. This is used to give the user feedback on how long they took to escape all the rooms.

## Game State Persistence

There are series of the runtime variables in the game object that need to be saved between invocations of the skill. Keeping track of these variables will preserve the state of the game for the user. These variables are below.

1. Level: Integer – Indicates the current room the user is in.
2. Inventory: List<String> - List of all the items in the user’s inventory
3. Elapsed: Datetime.timedelta – Time passed in game for user.
4. Bedroom Wires Fixed: Boolean – Indicates if wires are fixed in level 0.
5. Bedroom Power On: Boolean - Indicates if power is on in level 0.
6. Bedroom Bars Removed: Boolean – Indicates if bars are removed in level 0.
7. Spaceship Helmet Powered: Boolean – Indicates if helmet is powered in level 1.

# Testing Instructions

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| **Input**: Alexa, open escape room  **Expected Response**: Will greet the user and prompt to start the game or hear the instructions. |
| **Start a stopwatch. To test the game timer accuracy.** |
| **Input**: Instructions  **Expected Response**: Will explain how to play. |
| **Input**: Start  **Expected Response**: Opens up into intro dialogue. |
| **Input**: Look <left/right/down/up/forward>  **Expected Response**: The scene will be described and will mention various objects in the room. |
| **Input**: Look backwards  **Expected Response**: Will state that the direction is invalid and then explain where to look. |
| **Input**: Inspect rug  **Expected Response**: Should describe picking up the rug and finding a knife. |
| **Input**: Inventory  **Expected Response**: Should list the knife in the inventory. |
| **Input**: Use knife on pillow  **Expected Response**: Should describe opening the pillow to find a wrench. |
| **Input**: Use knife on bars  **Expected Response**: Should say that nothing happens. |
| **Input**: Use gun on bars  **Expected Response**: Should say you have no gun. |
| **Input**: Scream for help  **Expected Response**: Should say that is an invalid action and then explain options. |
| **Input**: Inspect elephant  **Expected Response**: Should say that the elephant is not in the room. |
| **Input**: Wait  **Expected Response**: Should explain that Alexa will wait. Should be 30 seconds. |
| **Wait 10 seconds.** |
| **Input**: Alexa, inspect bed  **Expected Response**: Will interrupt waiting and the electrical tape should be picked up. |
| **Input**: Use electrical tape on wires  **Expected Response**: Wires should be bound together. |
| **Input**: Inspect switch  **Expected Response**: Should explain how the lights are now on and a sounds came from the cabinet. |
| **Input**: Inspect cabinet  **Expected Response**: Will prompt for a four digit combination. |
| **Input**: cancel  **Expected Response**: Will leave the safe alone. |
| **Input**: Inspect cabinet  **Expected Response**: Will prompt for a four digit combination. |
| **Input**: one three four five  **Expected Response**: Safe will open. Brick is added to inventory. |
| **Input**: Use wrench on bars  **Expected Response**: Bars will be removed. |
| **Input**: Use brick on window  **Expected Response**: Will say you escape the room. Then describe an introduction to next room. |
| **Input**: exit  **Expected Response**: game will close |
| **Stop the stopwatch. Do not clear it.** |
| **Input**: Alexa, open escape room  **Expected Response**: Will welcome back the user and prompt to start the game or hear the instructions. |
| **Continue the stopwatch.** |
| **Input**: Start  **Expected Response**: Asks what the user would like to do. |
| **Input**: Inventory  **Expected Response**: Should list a knife, electrical tape, brick and wrench in your inventory. |
| **Input**: Look <left/right/down/up/forward>  **Expected Response**: The scene will be described and will mention various objects in the room. |
| **Input**: Inspect handle  **Expected Response**: A coin will be added to your inventory. |
| **Input**: Use coin on helmet  **Expected Response**: Should describe putting on helmet. |
| **Input**: Inspect console  **Expected Response**: Will prompt for a four digit combination. |
| **Input**: two zero one three  **Expected Response**: Game will end. Message stating elapsed time will be stated. |
| **Stop the stopwatch. Time should be close to the stated response above.** |