Game Testing

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| Test – Main Menu | Outcome |
| Moving between main menu options | ✔ |
| Selecting How To play | ✔ |
| Using the arrow keys should move through the how to pages | ✔ |
| Returning to the main menu | ✔ |
| Background music starting | ✔ |
| Pressing enter on the play menu option | ✔ |

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| Test – Character Select | Outcome |
| Moving the character carousel | ✔ |
| Rotating the character model | ✔ |
| Displaying character stats | ✔ |
| Moving through the side menu | ✔ |
| Placing a character | ✔ |
| Changing the characters position | ✔ |
| Accepting the characters positon | ✔ |
| Character count | ✔ |
| Character limit | ✔ |
| Removing a character | ✔ |
| Going back to the character carousel | ✔ |
| Showing character information | ✔ |
| Displaying every characters information | ✔ |
| Hiding the information panel | ✔ |
| Play menu item enabled | ✔ |
| Going to the main game | ✔ |

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| Test – Game | Outcome |
| AI generation | ✔ |
| Moving in game pointer | ✔ |
| Showing character stats | ✔ |
| Dynamic menu items | ✔ |
| Current character highlight | ✔ |
| Moving floor highlight | ✔ |
| Choosing a new position | ✔ |
| Menu disabled items | ✔ |
| Cancelling movement | ✔ |
| Attack floor highlight | ✔ |
| Ranged attack floor highlight | ✔ |
| Competing an attack | ✔ |
| Depleting health bar | ✔ |
| Displaying spells in menu item | ✔ |
| Using Flare | ✔ |
| Using Wind | ✔ |
| Using Heal | ✔ |
| Rotating the character model | ✔ |
| Waiting a turn | ✔ |
| Moving on to the next character | ✔ |
| Character death | ✔ |
| Pause menu | ✔ |
| Resuming play | ✔ |
| Exiting the game | ✔ |
| Display controls | ✔ |
| Closing the controls | ✔ |
| AI decision making | ✔ |
| End game - Defeat | ✔ |
| End game – Victory | ✔ |
| Returning to Main Menu | ✔ |

# Main Menu

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| Test – Moving between main menu options |
|  |
| Expected result – Using the Up and Down arrows keys will move between the two options. The white highlight should appear to indicate which one is currently got focus as well as the option text moving up. |
| Outcome - Pass |

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| Test – Selecting How To play |
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| Expected result – When pressing enter, the page should move from the main menu and take the user to the new page, which explains how to play the game |
| Outcome - Pass |

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| Test – Using the arrow keys should move through the how to pages |
|  |
| Expected result – When the right arrow is pressed the menu should go to the next page in the how to, using the left arrow should go to the previous page |
| Outcome - Pass |

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| Test – Returning to the main menu |
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| Expected result – Pressing the right shift should return the user to the main menu, also if the right arrow is pressed on the last how to page, or the left arrow key is pressed on the first page |
| Outcome - Pass |

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| Test – Background music starting |
| No image available |
| Expected result – When the game load the background music should start |
| Outcome - Pass |

# Character Select

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| Test – Pressing enter on the play menu option |
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| Expected result – This will switch scenes to the character select scene |
| Outcome - Pass |

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| Test – Moving the character carousel |
|  |
| Expected result – Using the right and left arrow keys moves to the next or previous character in the carousel |
| Outcome - Pass |

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| Test – Rotating the character model |
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| Expected result – Using the A and D key will rotate the character around, showcasing the model |
| Outcome - Pass |

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| Test – Displaying character stats |
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| Expected result – The character at the front of the carousel should have their stats shown in the bottom left as well as their character description in the center top |
| Outcome - Pass |

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| Test – Moving through the side menu |
|  |
| Expected result – Using the up and down key will cycle through the available menu options |
| Outcome - Pass |

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| Test – Placing a character |
|  |
| Expected result – When the select button is pressed the camera will move to the map and place the chosen character into an available position |
| Outcome - Pass |

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| Test - Changing the characters position |
|  |
| Expected result – Using the W, A, S and D keys will move the character up, right, down and left. Only around the grey area |
| Outcome - Pass |

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| Test – Accepting the characters positon |
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| Expected result – When the character is in the correction positon, pressing enter will save them into that position and return to the character carousel |
| Outcome - Pass |

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| Test – Character count |
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| Expected result – When a character has been placed onto the map, the bars on the right will highlight |
| Outcome - Pass |

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| Test – Character limit |
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| Expected result – When five out of five of the characters have been placed the menu should be disabled and all the blue highlighted bars filled |
| Outcome - Pass |

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| Test – Removing a character |
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| Expected result – When the purple pointer is moved over to a occupied position it will give the option to remove them and disable the option to place a new character. Pressing enter will remove the character |
| Outcome - Pass |

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| Test – Going back to the character carousel |
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| Expected result – If the user changes their mind they need to be able to go back to the carousel, pressing right shift will move the camera back to the carousel |
| Outcome - Pass |

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| Test – Showing character information |
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| Expected result – When the info menu item is selected the more information window panel will appear |
| Outcome - Pass |

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| Test – Displaying every characters information |
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| Expected result – Cycling through the characters with the information panel up will display the corresponding characters information. |
| Outcome – Pass |

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| Test – Hiding the information panel |
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| Expected result – When the right shift button is pressed the information panel should be hidden. Or when a character is going to be placed |
| Outcome - Pass |

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| Test – Play menu item enabled |
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| Expected result – When all five characters have been placed the play button in the side menu will be enabled |
| Outcome - Pass |

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| Test – Going to the main game |
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| Expected result – When the play menu item is selected the characters will be transported to the main scene in their positions |
| Outcome - Pass |

# Game Scene

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| Test – AI generation |
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| Expected result – When the main scene is loaded, the AI team will be placed on the other side of the map |
| Outcome - Pass |

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| Test – Moving in game pointer |
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| Expected result – Using the W, A, S and D buttons moves the purple in game pointer around the map. The pointer shouldn’t be able to move outside of the map |
| Outcome - Pass |

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| Test – Showing character stats |
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| Expected result – When the pointer is over a character it will show their stats in the bottom left had corner. This will be tinted grey for the current character, blue for allies and red for enemies |
| Outcome - Pass |

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| Test – Dynamic menu items |
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| Expected result – The side menu will be built based on the current characters actions. If they don’t have spells of abilities the menu will not include them |
| Outcome - Pass |

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| Test – Current character highlight |
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| Expected result – Above the current character there will be a particle effect, highlighting who’s turn it is |
| Outcome - Pass |

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| Test – Moving floor highlight |
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| Expected result – When the move menu item is selected it will highlight the floor with the available spaces to move to. The menu will hide too |
| Outcome - Pass |

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| Test – Choosing a new position |
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| Expected result – When the pointer is in a highlighted position and enter is pressed the character will move towards the new position. |
| Outcome – Pass |

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| Test – Menu disabled items |
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| Expected result – When the movement is complete the menu item will be disabled and cannot be pressed again. |
| Outcome - Pass |

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| Test – Cancelling movement |
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| Expected result – When the movement highlight is being shown, pressing the right shift will return to the previous menu state |
| Outcome - Pass |

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| Test – Attack floor highlight |
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| Expected result – When the attack menu item is selected the floor will be highlighted with the area in which an attack can be performed |
| Outcome – Pass |

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| Test – Ranged attack floor highlight |
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| Expected result – When the archer attacks the floor highlight should be larger and not available in close range |
| Outcome - Pass |

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| Test – Competing an attack |
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| Expected result – When an enemy is in range of an attack and the pointer has been moved to their position, damage should be applied to them |
| Outcome – Pass |

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| Test – Depleting health bar |
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| Expected result – When a character has been attacked their health bar will show the damage taken |
| Outcome - Pass |

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| Test – Displaying spells in menu item |
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| Expected result – When the menu item Magic is selected, it will display the spells available for that character |
| Outcome - Pass |

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| Test – Using Flare |
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| Expected result – When the flare spell is cast the particle effects will display and the character will take damage |
| Outcome – Pass |

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| Test – Using Wind |
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| Expected result – When the wind spell is cast the particle effects will display and the character will take damage |
| Outcome - Pass |

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| Test – Using Heal |
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| Expected result – When the heal spell is cast the particle effects will display and the character will have its health points restored |
| Outcome - Pass |

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| Test – Rotating the character model |
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| Expected result – When the pointer is moved around the map, the character should rotate on a four point axis to face it |
| Outcome - Pass |

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| Test – Waiting a turn |
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| Expected result – During a players turn, they can skip the rest of their actions by pressing the wait item in the menu. This will move on to the next character in the game |
| Outcome - Pass |

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| Test – Moving on to the next character |
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| Expected result – When an action and a movement is complete the game will proceed to the next characters turn |
| Outcome - Pass |

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| Test – Character death |
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| Expected result – When a characters health points reach zero, the particle effect will play and the character removed from the map |
| Outcome - Pass |

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| Test – Pause menu |
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| Expected result – When the escape key is pressed the pause menu should appear, stopping the game actions |
| Outcome - Pass |

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| Test – Resuming play |
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| Expected result - Pressing enter on the resume menu item will return to the game and hide the pause menu |
| Outcome – Pass |

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| Test – Exiting the game |
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| Expected result – When the menu is showing and the Quit menu item pressed, the game will return to the main menu |
| Outcome - Pass |

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| Test – Display controls |
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| Expected result – When the controls menu item is selected the controls panel will appear |
| Outcome - Pass |

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| Test – Closing the controls |
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| Expected result – When either the game is un-paused, shift is pressed or resume is pressed the controls panels will be removed |
| Outcome - Pass |

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| Test – AI decision making |
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| Expected result – When the current character is AI controls they will complete a series of actions. A combination of action, movement or neither |
| Outcome - Pass |

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| Test – End game - Defeat |
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| Expected result – When all of the human controlled characters have been removed from the game, the game over panel will appear. Displaying a message and allowing the player to return to the main menu |
| Outcome - Pass |

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| Test - End game – Victory |
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| Expected result - When all of the AI controlled characters have been removed from the game, the game over panel will appear. Displaying a message and allowing the player to return to the main menu |
| Outcome – Pass |

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| Test – Returning to Main Menu |
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| Expected result – Pressing enter on the end game panel will return the player to the main menu |
| Outcome - Pass |