Banjo Invaders: Game Testing

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| Test Number | Date of test | Description of test | Results of testing | Action taken to correct any errors |
| 1 | 6/5/14 | Begin the game and examine the title screen. Make sure that there is a title and the game instructions. | Welcome message is displayed with the title along with instructions. |  |
| 2 | 6/5/14 | Ensure the enter key begins the game and spawns the first wave of banjos. | This works only the first time the enter key is pressed at the title screen. Afterwards any other new game that is started does not feature a fresh wave of banjos. | 8/5/14 – attempts to solve this have failed. However the enter key, which spawns a new wave of banjos during gameplay, can compensate for this a little. |
| 3 | 6/5/14 | During gameplay verify the enter key spawns a new wave of banjos. | Works as expected. The key can be pressed multiple times to spawn stronger waves. |  |
| 4 | 6/5/14 | Check that the player’s lives and score is displayed during play. | Works as expected. |  |
| 5 | 6/5/14 | Verify that controls for the accordion spaceship are working correctly. | The movements and shooting for the accordion ship are functional. |  |
| 6 | 6/5/14 | Confirm the collisions between the accordion note shots and the enemy banjos – ensure that the banjos and notes vanish after the appropriate number of hits. | Accordion notes immediately vanish on impact. The life values for the banjos are also all in order – the plain and hunter banjos both vanish in one hit and the deadly strummers vanish in three hits. |  |
| 7 | 6/5/14 | Confirm that the destruction of the banjos adds the appropriate score value. | Points are not correct for the banjo types – all equivalent to the plain banjo. | 8/5/14 – corrected the given scores for the hunter and deadly strummer banjos. |
| 8 | 6/5/14 | Check that the collisions between the Accordion ship and enemy banjos causes the player to lose a life and destroys the banjo without adding that banjos score value to the players score | Works as expected. |  |
| 9 | 6/5/14 | Observe that when the players lives drop to 0 the game ends and changes to the game over screen. | Works as expected. |  |
| 10 | 6/5/14 | Confirm that the players score is correctly displayed | Works as expected. |  |
| 11 | 6/5/14 | Confirm that the high scores are correctly updated if the player achieves a new high score and are displayed form largest to smallest. | The high scores are not correctly displayed or updated. There is a suspected error with the coding. | 9/5/14 – improved the coding to fix the high score display. The high scores are now displayed correctly and are correctly updated if the player achieves a new high score. |
| 12 | 6/5/14 | When on the game over screen make sure that the enter key sends the player back to the title screen | Works as expected. |  |
| 13 (part 1) | 6/5/14 | When pressing the S key during gameplay make sure that the game is correctly saved… | This part of the test is confirmed to work correctly. |  |
| 13 (part 2) | 6/5/14 | …Then when pressing the L key on the title screen the game is correctly loaded | Similar to the error in test number 2 – an additional new wave of banjos is spawned if the first game is a loaded game from a save file. Otherwise this works correctly. | 8/5/14 – attempts to solve this have failed. However this problem only occurs if the player loads a saved game the first time the game is played. |