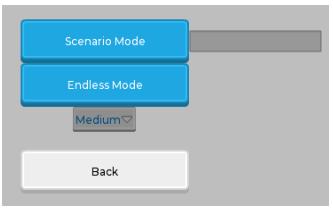
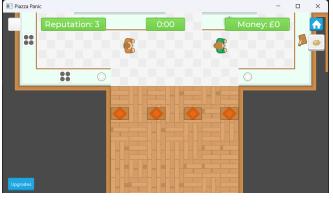
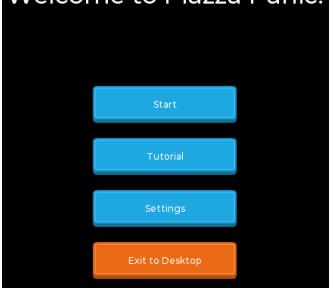
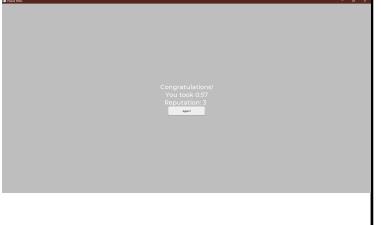


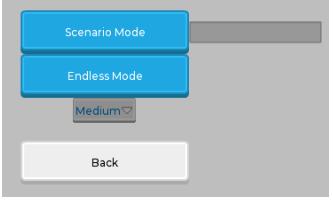
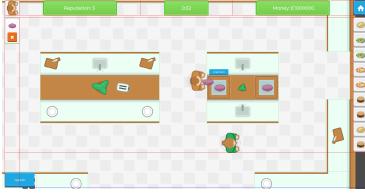
Manual Testing Report

Group 26

devCharles

Ross Holmes
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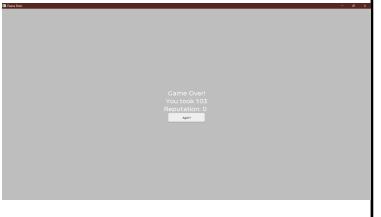
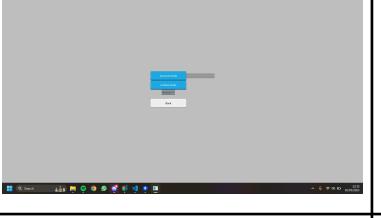
ID	Description	Related Requirements	Procedure	Expected Result	Status
1	Once loading the gaming check that when clicking the UI "Start" button the stage then switches to a new screen (as described in the expected result)	UR_UX, UR_GRAPHICS, UR_SETTINGS, UR_MODES, UR_SETTINGS, NFR_USABILITY	Load the game and then immediately click on the button saying "Start"		Pass
1.1	Once 1 completed then check scenario mode works (after inputting a value)	UR_GRAPHICS, UR_ENVIRONMENT, UR_MODES, UR_UX,	Once doing the procedure of 1 then add a value to the text box next to scenario mode and then click the scenario mode button		Pass
1.2	Once 1 completed then check endless mode works	UR_GRAPHICS, UR_ENVIRONMENT, UR_MODES, UR_UX,	Once completing the procedure of 1 then click on the endless mode button		Pass
1.3	Once 1 completed then check you can return to the main menu	UR_UX	Once completing the procedure for 1 then click on the back button		Pass
1.4	Once 1 is completed then check if you can change difficulty levels and still run the game	UR_UX, UR_GRAPHICS, UR_ENVIRONMENT, UR_MODES,	Once completing the procedure for 1 then click on a difficulty level and this should load the game. Repeat with all three different difficulty levels		Pass
1.1.1	Once 1.1 is complete, check that the win screen is shown when you finish all the orders	UR_UX UR_GRAPHICS FR_END_GAME_SCREEN	Once completing the procedure for 1.1, serve all the customers there, the game should then go to the win screen		pass

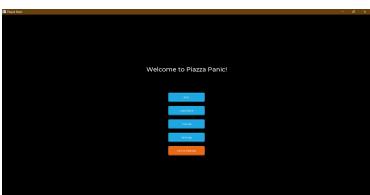
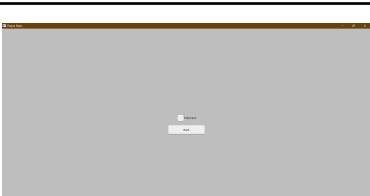
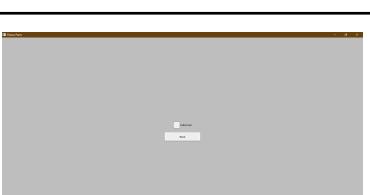
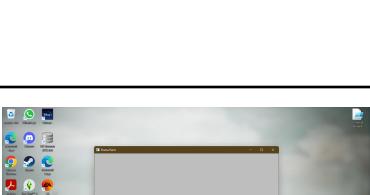
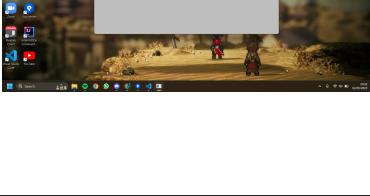
1.2.1	Once 1.2 completed then check if the upgrades shop works	UR_UX, UR_GRAPHICS, UR_ENVIRONMENT, UR_MODES, UR_MONEY	Once completing the procedure for 1.2 then click on the upgrades button on the bottom left		Pass
1.2.1.1	Once 1.2.1 completed checks that when you click on an upgrade (excluding extra chef) the upgrade gets displayed as well as updating the money label	UR_UX, UR_GRAPHICS, UR_ENVIRONMENT, UR_MODES, UR_MONEY	Once completing the procedure for 1.2.1 then click on every upgrade other than extra chef (lots of money is given by default in this test run). This should then show the upgrades on the bottom right with the money label updated		Pass
1.2.1.2	Once 1.2.1 completed then click on extra chef twice and you should see two new chefs spawn into the game.	UR_UX UR_GRAPHICS UR_ENVIRONMENT UR_MONEY FR_COOKS FR_SPENDING	Once completing the procedure for 1.2.1 then click on extra chef twice (lots of money is given by default in this test run). Close the upgrades shop and move the original chefs slightly so the new chefs can be seen. This should create two new chefs, and update the money		pass
1.2.2	Once 1.2 completed then click on the home button to check you return to the home screen	UR_UX UR_GRAPHICS UR_SETTINGS	Once completing the procedure for 1.2 click on the home button in the top right, this should return to the home screen		pass
1.2.3	Once 1.2.2 completed then check the ingredient station's 'grab item' button works	UR_CONTROL_COOKS UR_INGREDIENTS UR_UX UR_GRAPHICS FR_GRAB_ITEMS FR_STATIONS FR_INGREDIENTS	Once completing the procedure for 1.2 then move a chef over to an ingredient station, then click the grab ingredient button, the ingredient should be added to the chef's inventory		pass

			and the chef should be holding the ingredient. Repeat for each type of ingredient station		
1.2. 3.1	Once 1.2.3 is completed, check the 'delete item' button works correctly	UR_CONTROL_COOKS UR_WRONG_INGRIDIENT UR_UX UR_GRAPHICS FR_REMOVE_ITEMS	Once completing the procedure for 1.2.3 then click the red button with a cross under the chef's inventory, the item they have should be removed.		pass
1.2. 3.2	Once 1.2.3 is completed, check the place item button works correctly	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_PLACE_ITEMS FR_STATIONS	Once completing the procedure for 1.2.3 then move the chef to the preparation station that matches the ingredient they have and click the place item button, the item should be removed from the chef's inventory and be shown on the station		pass
1.2. 3.2. 1	Once 1.2.3.2 is completed at a grilling station or cooking station, check the cook button works correctly	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_COOKING_OVEN UR_COOKING_GRILL FR_STATIONS	Once completing the procedure for 1.2.3.2 for a grilling station, click the cook button, the progress bar should appear and start to progress until the ingredient is ready to be flipped, repeat for a cooking station		pass
1.2. 3.2. 1.1	Once 1.2.3.2.1 is completed check the flip item button works correctly	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_FLIP_AND_CHOP FR_COOKING_OVEN FR_COOKING_GRILL FR_STATIONS	Once completing the procedure for 1.2.3.2.1, click the flip item button before the item becomes ruined, the progress bar should appear and progress until the item is cooked.		pass

1.2. 3.2. 2	Once 1.2.3.2 is completed at a chopping station, check the chop button works correctly	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_FLIP_AND_CHOP FR_STATIONS	Once completing the procedure for 1.2.3.2 for a chopping station, click the chop button, the progress bar should appear and start to progress until the ingredient is chopped		pass
1.2. 4	Once 1.2 is completed gather the ingredients for a pizza and test the assemble pizza button	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_PLACE_ITEMS FR_STATIONS	Once completing the procedure for 1.2, have a chef collect a dough, a cheese and a tomato. Chop the cheese and the tomato and put the ingredients on the recipe station. Click the assemble pizza button, the ingredients on the station should then become an uncooked pizza the chef can pick up		pass
1.2. 5	Once 1.2 is completed gather the ingredients for a burger and test the make burger button	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_PLACE_ITEMS FR_STATIONS	Once completing the procedure for 1.2, have a chef collect a bun and a patty. Grill the patty and put the ingredients on the recipe station. Click the make burger button, the ingredients on the station should then become a complete burger		pass
1.2. 6	Once 1.2 is completed gather the ingredients for a salad and test the make salad button	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_PLACE_ITEMS FR_STATIONS	Once completing the procedure for 1.2, have a chef collect a lettuce and a tomato. Chop the lettuce and the tomato and put the ingredients on the recipe station. Click the make salad button, the ingredients on the		pass

			station should then become a complete salad		
1.2. 7	Once 1.2 is completed gather the ingredients for a Jacket potato and test the make jacket potato button	UR_CONTROL_COOKS UR_INGRIDIENTS UR_UX UR_GRAPHICS UR_COOK_FOOD FR_PLACE_ITEMS FR_STATIONS	Once completing the procedure for 1.2, have a chef collect a potato and a cheese. Chop the cheese and cook the potato and put the ingredients on the recipe station. Click the make jacket potato button, the ingredients on the station should then become a complete jacket potato		pass
1.2. 8	Once 1.2 is completed finish a recipe and test the submit order button	UR_CONTROL_COOKS UR_UX UR_GRAPHICS UR_COOK_FOOD UR_MONEY FR_SERVE_CUSTOMER FR_EARNINGS FR_STATIONS FR_CUSTOMERS	Once completing the procedure for 1.2, have a chef create the first recipe in the list on the right of the screen and submit it at the leftmost submit station by pressing the submit order button, the item should be removed from the chef's inventory, the customer should walk away and the next customer should walk to the station, and the players money should increase		pass
1.2. 9	Once 1.2 is complete, test the unlock station button	UR_CONTROL_COOKS UR_UX UR_GRAPHICS UR_MONEY FR_STATIONS	Once completing the procedure for 1.2, have a chef walk over to a lock station and click the unlock station button, then the players money should decrease and the station should be usable, bring a ingredient that goes on that station to make sure it can be used		pass

1.2.10	Once 1.2 is complete, test the game over screen appears properly	UR_UX UR_GRAPHICS FR_END_GAME_SCREEN	Once completing the procedure for 1.2, wait until you run out of reputation points. The game over screen should then show up		pass
1.2.10.1	Once 1.2.10 is complete, test the 'again?' button	UR_UX	Once completing the procedure for 1.2.10, press the 'again?' button, this should then return you to the main menu		pass
1.2.11	Once 1.2 is complete test the pause menu	UR_UX UR_GRAPHICS NFR_MENU_CLARITY	Once completing the procedure for 1.2, press the esc key which should bring up the pause menu		pass
1.2.11.1	Once 1.2.11 is complete test the resume button	UR_UX UR_GRAPHICS	Once completing the procedure for 1.2.11, click the resume button, the game should resume		pass
1.2.11.2	Once 1.2.11 is complete, test the exit game button	UR_UX UR_GRAPHICS	Once completing the procedure for 1.2.11, click the exit game button, this should return to the home screen		pass
1.2.12	Once 1.2 is complete, test the save and load buttons	UR_UX UR_SAVE FR_SAVE FR_LOAD	Once completing the procedure for 1.2, pick up ingredients and move around randomly, then press the esc key to open the pause menu and press the save game button. Then click the exit game button and then click back to return to the main menu. Then click the load game button, this should load the game how it was when the		pass

			save game button was clicked		
2	Upon loading the game, test that the tutorial button opens the tutorial	UR_UX UR_INSTRUCTIONS UR_GRAPHICS FR_GUIDE_USER NFR_OPERABILITY	Load the game and then click the tutorial button, the tutorial should then be displayed		pass
2.1	Once 2 is completed, test the done button works correctly	UR_UX	Once completing the procedure for 2, press the done button. The game will then go back to the main menu		pass
3	Upon loading the game, test the settings button	UR_UX UR_SETTINGS	Load the game and click on the settings button, this should open the settings screen		pass
3.1	Once 3 is completed, test the fullscreen option works correctly	UR_UX UR_GRAPHICS UR_SETTINGS	Once completing the procedure for 3, click the checkbox for fullscreen, the game should take up the entire screen and the box should be ticked		pass
3.1.1	Once 3.1 is completed, test that fullscreen mode can be exited	UR_UX UR_GRAPHICS UR_SETTINGS	Once completing the procedure for 3.1, click the checkbox again. The game should go back into windowed mode and the checkbox should be unticked		pass
3.2	Once 3 is completed, test the back button works correctly	UR_UX	Once completing the procedure for 3, press the back button. The game will then go back to the main menu		pass
4	Upon loading the game, test the exit to desktop button works	UR_UX	Load the game and press the exit to desktop button, the game will then close		pass