

Test title	Quit test vol 1
Test case ID	KOMES001
Test priority	Medium
Description	Test used to ensure if it is possible to quit the game.
Test designed by	Me
Pre-conditions	Game is turned on, and is in main menu.

Steps:

1. Using keyboard down key select Quit option
2. Press enter.

Post conditions

1. Game is turned off.

Test title	Quit test vol 2
Test case ID	KOMES002
Test priority	Medium
Description	Test used to ensure if it is possible to quit the game.
Test designed by	Me
Pre-conditions	Game is turned on, and is in main menu.

Steps:

1. Using keyboard select option Play
2. After game is loaded press P
3. Wait
4. Repeat points 2-3 until „You lost!” appears
5. Using keyboard down key select Quit option
6. Press Enter

Post conditions

1. Game is turned off.
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Test title	Highscores show test
Test case ID	KOMES003
Test priority	Medium
Description	Test used to ensure if high scores are shown properly
Test designed by	Me
Pre-conditions	None

Steps:

1. In folder with game save file „highscores.txt” containing:
PLAYER1|1000
PLAYER2|21
PLAYER3|0
- 2 Turn on KomesMan game.
- 3 Using keyboard select option Hall of fame

Post conditions

1. On screen appears:
HALL OF FAME
 1. PLAYER1 1000
 2. PLAYER2 21
 3. PLAYER3 0

Test title	Highscores show advanced test
Test case ID	KOMES004
Test priority	Medium
Description	Test used to ensure if high scores are shown properly
Test designed by	Me
Pre-conditions	None

Steps:

1. In folder with game save file „highscores.txt” containing:
PLAYER1|1000
PLAYER2|21
PLAYER3|0
2. Turn on KomesMan game.
3. Using keyboard select option Play
4. Press P
5. Collect one cap (if not possible, try again).
6. Lose game.
7. When asked for name, enter „KOMES”

8. Press enter
9. Using arrow keys select „Hall of fame”

Post conditions

2. On screen appears:
HALL OF FAME
1.PLAYER1 1000
2.PLAYER2 21
3.KOMES 10
4.PLAYER3 0

Test title	Highscores show advanced test
Test case ID	KOMES005
Test priority	Medium
Description	Test used to ensure if high scores are shown properly
Test designed by	Me
Pre-conditions	None

Steps:

1. In folder with game save file „highscores.txt” containing:
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
PLAYER1|1000
2. Turn on KomesMan game.
3. Using keyboard select option Play
4. Press P
5. Collect one cap (if not possible, try again).
6. Lose game.

Post conditions

1. Game should return to main menu.

Test title	Highscores show advanced test
Test case ID	KOMES006

Test priority	Medium
Description	Test used to ensure if high scores are shown properly
Test designed by	Me
Pre-conditions	None

Steps:

1. In folder with game save file remove „highscores.txt” containing:
2. Turn on KomesMan game.
3. Using keyboard select option Play
4. Press P
5. Collect one cap (if not possible, try again).
6. Lose game.
7. Enter „KOMES” name .
8. Select option „Hall of fame” in menu

Post conditions

On screen „Hall of fame” with „Komes” player having 10 points should be shown. No other highscors should be shown.

Test title	Fullscreen test
Test case ID	KOMES007
Test priority	Medium
Description	Test used to ensure if full screen mode changing works properly.
Test designed by	Me
Pre-conditions	Game is windowed, game is in main menu

Steps:

1. Enter settings in menu
2. Enable fullscreen mode

Post conditions

Check if game is in fullscreen mode.

Test title	Fullscreen test
Test case ID	KOMES008
Test priority	Medium
Description	Test used to ensure if full screen mode changing works properly.
Test designed by	Me
Pre-conditions	Game is windowed, game is in main menu

Steps:

1. Enter settings in menu
2. Disable fullscreen mode

Post conditions

Check if game is in windowed mode.

Test title	Tile size test
Test case ID	KOMES009
Test priority	Medium
Description	Test used to ensure if changing tile size works.
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Enter settings in menu
2. Change tile size
3. Run game
4. Check height of board equals to 24 tiles.
5. Lose game
6. Change tile size
7. Run game
8. Check if height of board equals to 12 tiles
9. Lose game.
10. Change tile size
11. Check if height of board equals to 6 tiles.

Post conditions

Check if game is in windowed mode.

Test title	Pill test
Test case ID	KOMES010
Test priority	Medium
Description	Test used to ensure if changing pill works.
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'

3. If possible, collect pill. If not possible, restart game.

Post conditions

Player speeds up and after 2 seconds drastically slow downs.

Test title	Magic Powder test
Test case ID	KOMES010
Test priority	Medium
Description	Test used to ensure if magic powder works.
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. If possible, collect magic powder. If not possible, restart game.

Post conditions

Player speeds up and after 2 seconds returns to normal speed. Screen should blink in many colors.

Test title	Beer test
Test case ID	KOMES011
Test priority	Medium
Description	Test used to ensure if beer works.
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. If possible, collect beer. If not possible, restart game.

Post conditions

Screen should be blurred for 2 seconds

Test title	Bait test
Test case ID	KOMES011
Test priority	Medium
Description	Test used to ensure if bait works.
Test designed by	Me

Pre-conditions	Game is in main menu
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Steps:

1. Run game.
2. Press 'P'
3. Press 'B'.

Post conditions

Enemies are chasing bait, not player.

Test title	Cap test
Test case ID	KOMES012
Test priority	Medium
Description	Test used to ensure if cap works.
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. Collect cap

Post conditions

Check if 10 points are added for collecting cap.

Test title	Pass level test
Test case ID	KOMES011
Test priority	Medium
Description	Test used to ensure if finishing level works.
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. Collect all caps.

Post conditions

„You win” board should appear, and player should be redirected to new board.

Test title	Lose life test
Test case ID	KOMES012
Test priority	High
Description	Test used to ensure if losing life works.
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. Wait for losing life

Post conditions

„You lost” board should appear, and game should be restarted with one life less. If there are no lives, player should be redirected either to highscore enter screen, or to main menu if score was not good enough.

Test title	Super Cop Test
Test case ID	KOMES013
Test priority	Medium
Description	Test used to ensure if super cop works
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. Play until two policemen are joined together

Post conditions

Policemen should join, and appear to be moving 10% faster

Test title	Pause Test
Test case ID	KOMES014
Test priority	Medium
Description	Test used to ensure if pause works
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. Play for while
4. Press 'P'

Post conditions

Game should be paused – screen should appear as red, and enemies and player should be not possible to move.

Test title	Pause Test
Test case ID	KOMES015
Test priority	Medium
Description	Test used to ensure if pause works
Test designed by	Me
Pre-conditions	Game is in main menu

Steps:

1. Run game.
2. Press 'P'
3. Play for while
4. Press 'P'
5. Press 'P' again

Post conditions

Gameplay should be continued properly.