Game testing

Test 1:

Input: Make 10 new connections to game

Expected Output: All 10 players show on screen

Output:

A screenshot of a computer screen

Description automatically generated

Ten player objects added to the game.

Test 2:

Input: Starting with 10 players in game, then disconnecting three

A screenshot of a computer screen

Description automatically generated

Expected output: the other players should be left in the game and should see a decrease in players in game

Output

A screen shot of a computer

Description automatically generated

7 player objects left in game canvas after those players were disconnected.

Test 3:

Input: testing the directional keys. Move players and see if it is updated on another players screen

A screenshot of a computer screen

Description automatically generated

Expected Output: The players should see the other move inside the game canvas

Output:

A screenshot of a computer screen

Description automatically generated

Pressed s Key

A screenshot of a computer screen

Description automatically generated

D Key pressed

A screenshot of a computer screen

Description automatically generated

W key pressed

A screenshot of a computer screen

Description automatically generated

A key pressed

Test 4:

Input: mouse clicks

A screenshot of a computer screen

Description automatically generated

Expected Output: bullets should fire in the direction of the mouse

Output

A screenshot of a computer

Description automatically generated

Bullets are launched from player towards mouse

(very difficult to capture in a screenshot a better example can be seen in trailer)

Test 4

Input: sending bullet objects towards another player

A screenshot of a computer screen

Description automatically generated

Expected Output: Should see the affected players health bar go down

Output:

A screenshot of a computer screen

Description automatically generated

Player on the left health bar has gone down.

Test 5:

Input: damaging an opposing player until they respawn

A screenshot of a computer screen

Description automatically generated

Expected Output: player who is killed respawns in random place on map, player who killed other player should see an increase of score above there player object

Output:

A screenshot of a computer screen

Description automatically generated

Player respawns and another player score indicator is updated

Test 6:

Input: Testing instruction button overlay.

A screenshot of a computer screen

Description automatically generated

Expected output: overlay put over screen that displays instructions for game.

Output:

A screenshot of a computer screen

Description automatically generated

Overlay is displayed to screen explaining game