

Start Game:

Begin the program, click the “Start Game” button.

Expected:

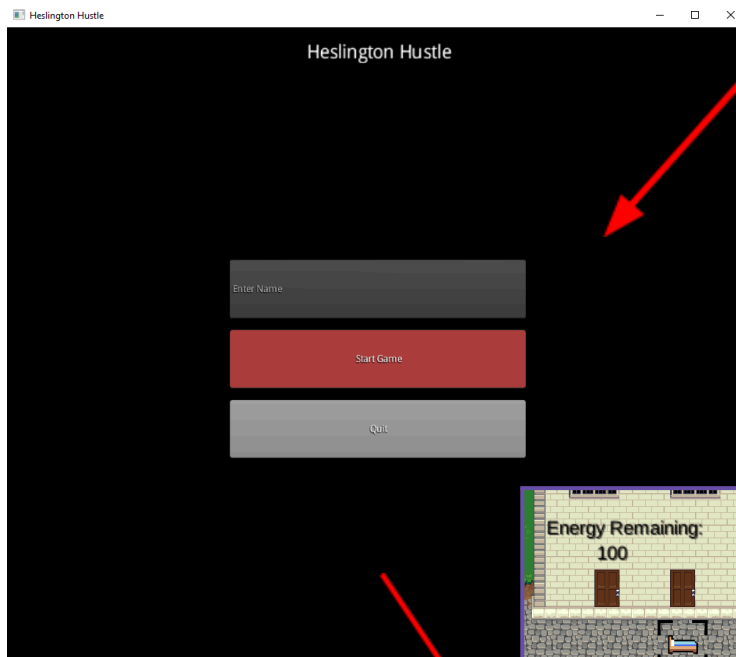
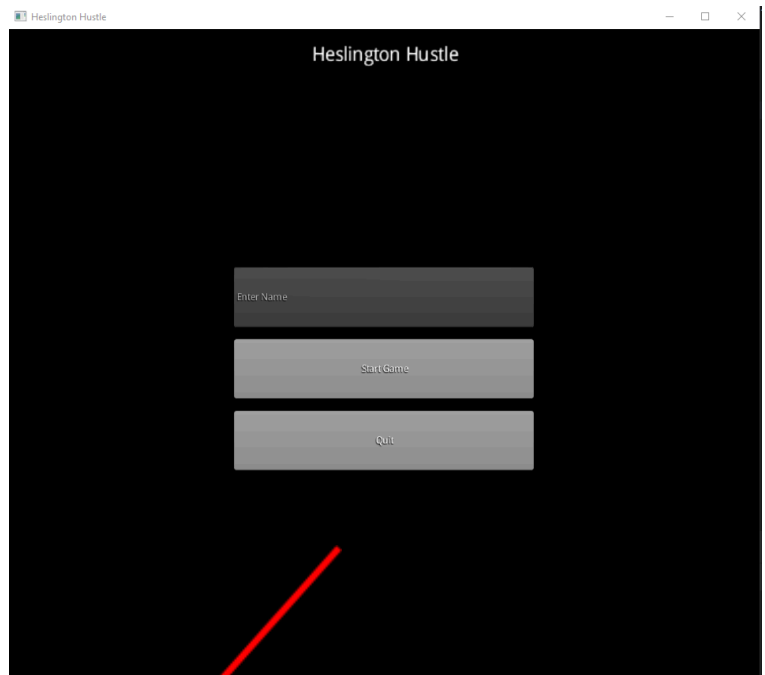
Game begins from day 1 (Monday).
Start button should be obvious.

Observed:

Main Menu Screen loads normally.
Pressing the start button highlights it in red before it loads onto the main game screen.

Conclusion:

Pass



Restart Game:

Finish the game and click the “Main Menu Button” then the “Start Game” button.

Expected:

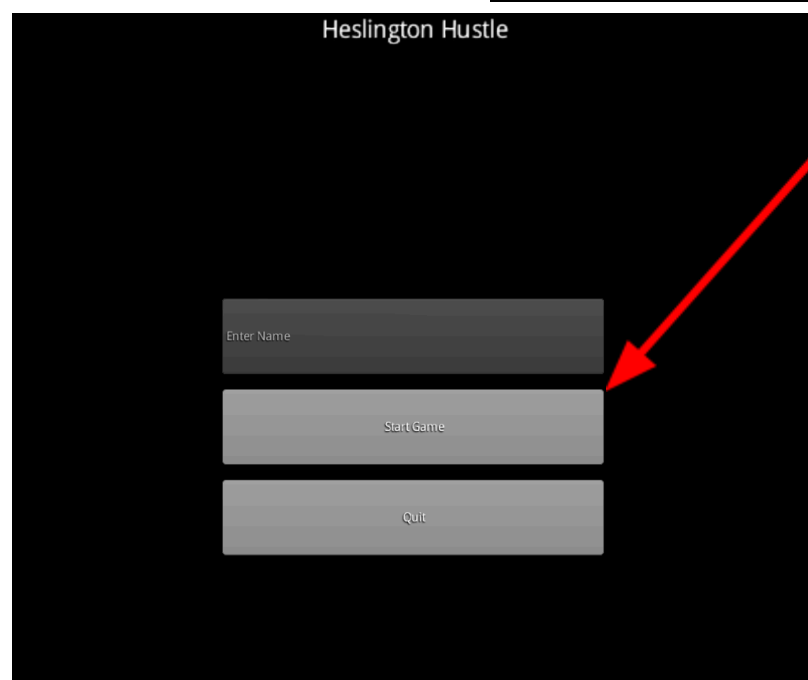
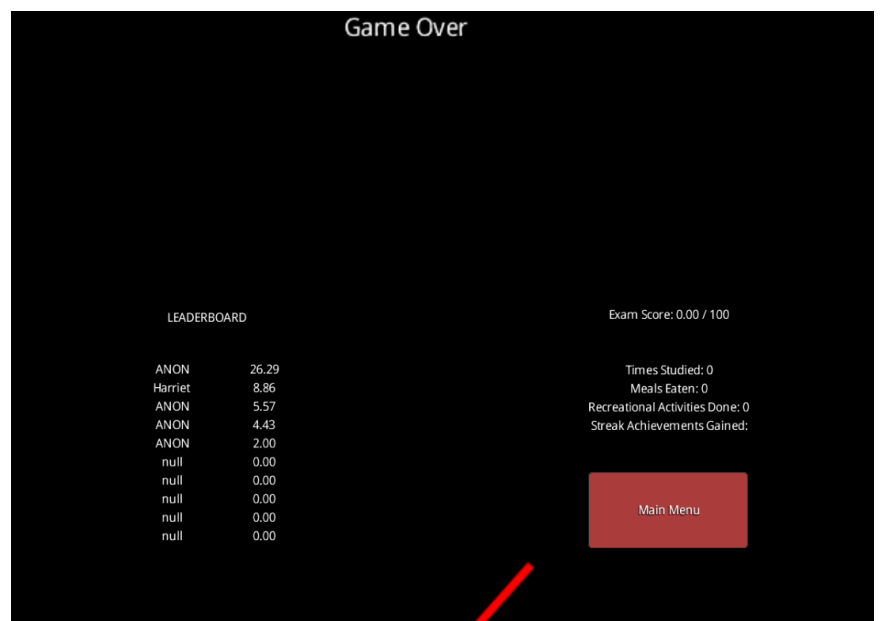
Sleeping on Sunday leads to the score screen - clicking on the Main Menu button then opens the main menu, click start game and game begins again. How to restart the game should be obvious.

Observed:

Clicking the “Main Menu Button” returns us to the Main Menu Screen as normal, the name bar is empty and can be typed in again. The start button begins the game as normal and none of the previous variables carry over.

Conclusion:

Pass



Quit Game:

Begin program, click “Quit” button.

Expected:

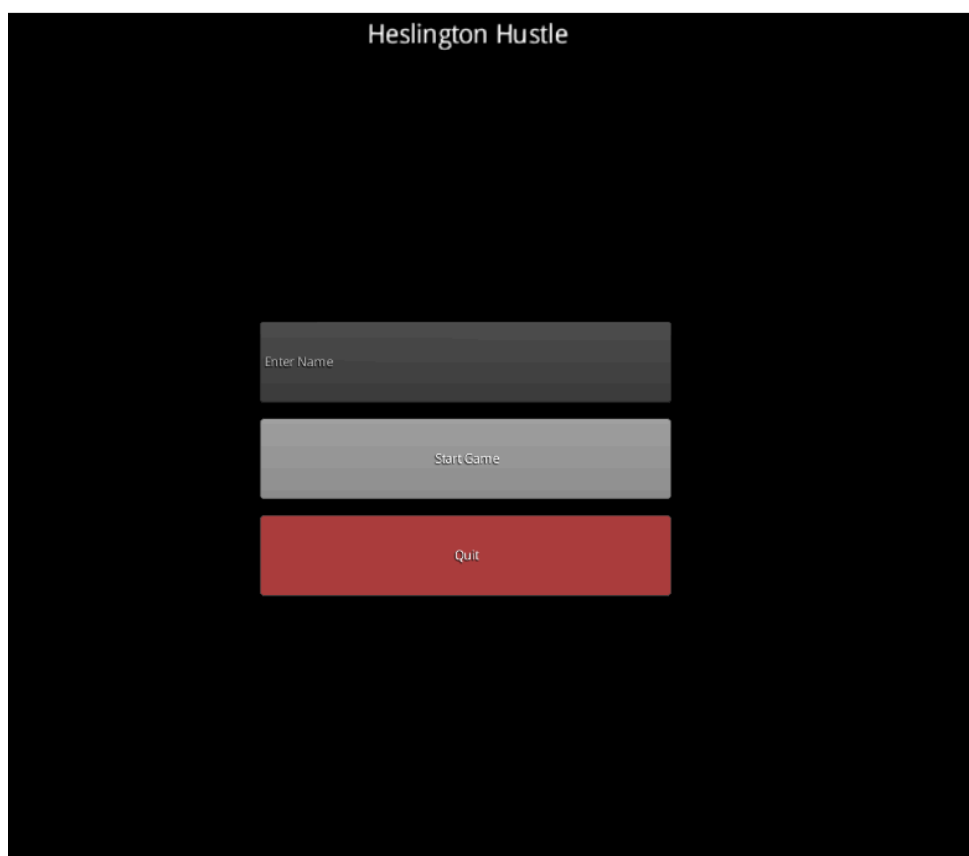
Program closes as normal. “Quit” button should be obvious.

Observed:

Clicking the “Quit” button causes it to be highlighted in red before the game closes normally.

Conclusion:

Pass



Play With Name:

Type in a name and then start and finish the game.

Expected:

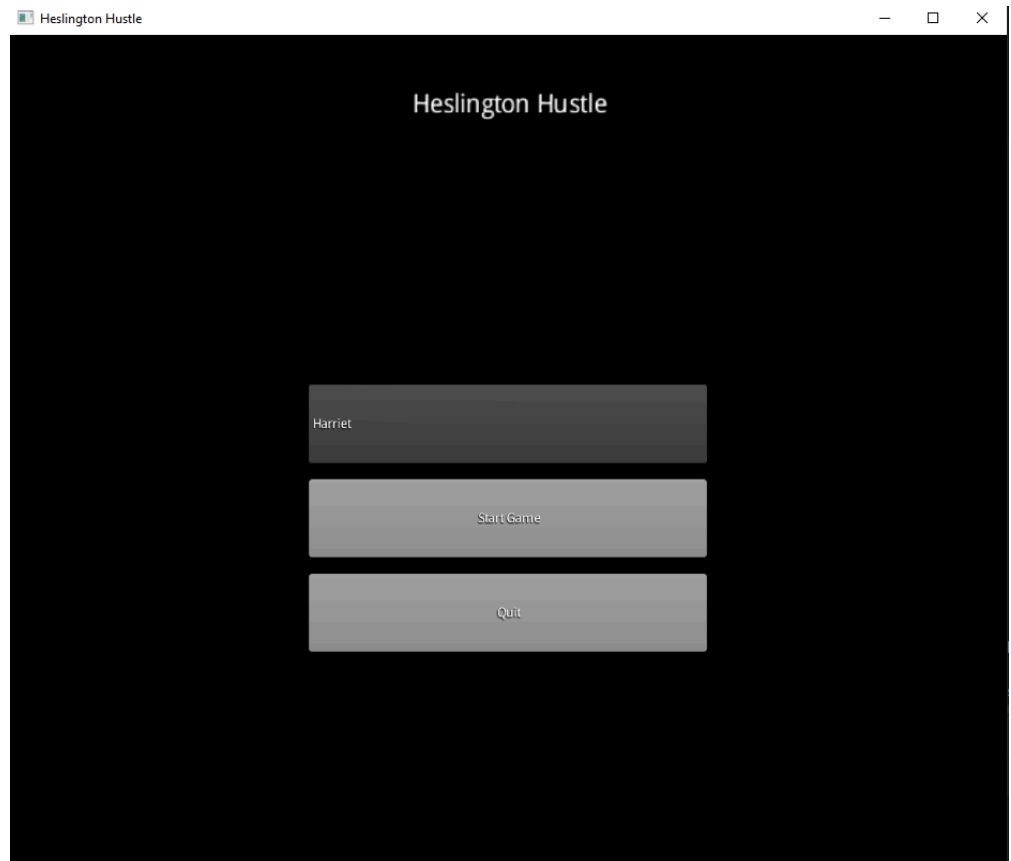
Name should appear on the final screen alongside the score. The ability to enter a name should be obvious.

Observed:

Text box saying "Enter Name" is visible, type name into box and it appears. On finishing the game, my name appears on the scoreboard.

Conclusion:

Pass



4-Direction Move (8-Direction Move):

Move using WASD and check that the character moves the correct direction for one key pressed.

(Move in 8 directions using WASD combinations.)

Expected:

W: UP

A: LEFT

S: DOWN

D: RIGHT

(Should move in the correct direction (combination of keys).

Opposite key combinations (A&D and W&S) should cause no movement.)

Observed:

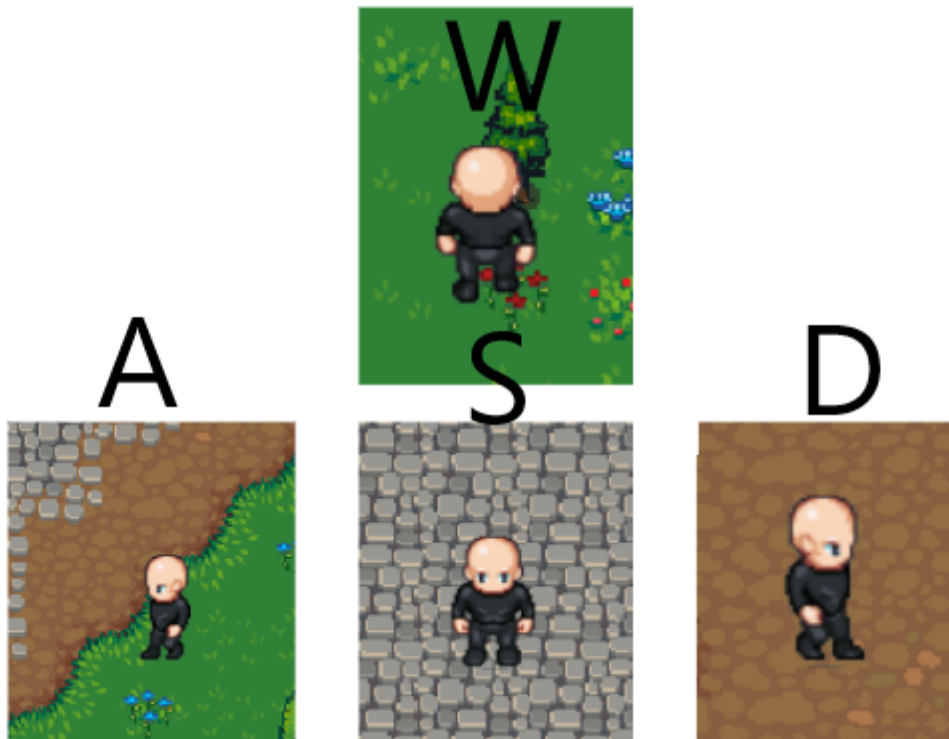
Pressing the W key causes the character to move upwards, A to the left, D to the right and S down.

(The character moves in the correct combination of directions and opposite key combinations stop movement).

Conclusion:

4: Pass

8: Pass



Collision Tests Internal:

Walk into buildings and see if it is possible to pass through them.

Expected:

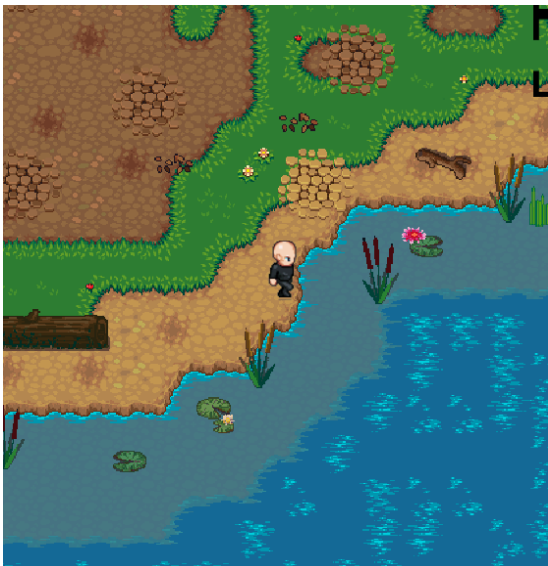
Buildings (and other objects such as the lake) should prevent the character from moving onto / into them.

Observed:

Walking into any building does not allow the character to move onto them from any direction, the same is true of the lake water and trees.

Conclusion:

Pass



Collision Tests External:

Walk all 4 edges (and corners) as the map and check if the character can go off screen.

Expected:

Buildings (and other objects such as the lake) should prevent the character from moving onto / into them.

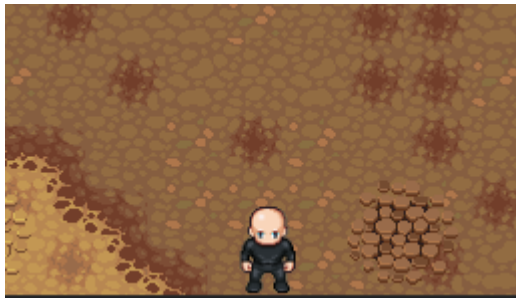
Observed:

Walking into any building does not allow the character to move onto them from any direction, the same is true of the lake water and trees.

Conclusion:

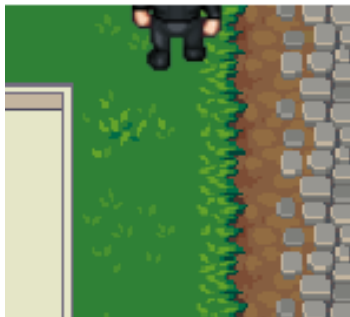
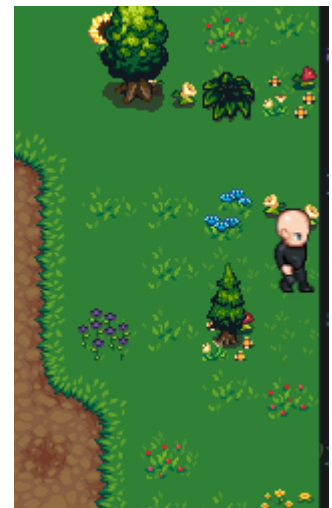
Pass

Evidence:



← Cannot walk off the bottom of the map.

Cannot walk off the right of the map. →



← Cannot walk off the top of the map.

Cannot walk off the left of the map. →



Interaction Test:

Walk up to each interactable location so that the prompt appears then press the E button.

Expected:

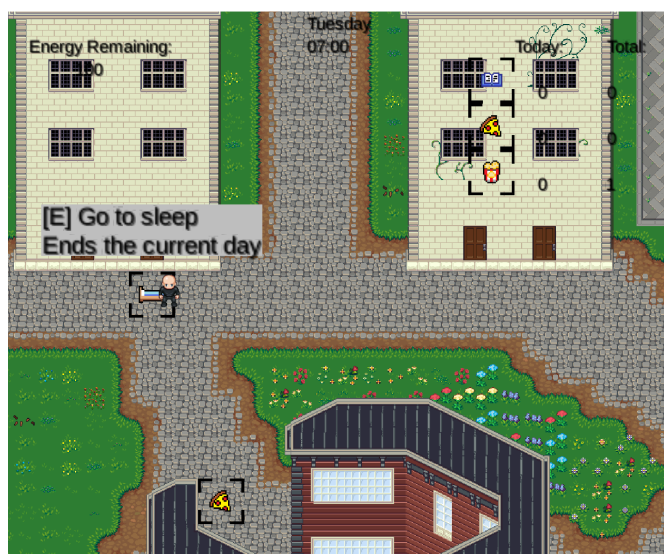
The loading bar for the corresponding action type should appear, once it is complete then the energy, time and daily / total counters should all update correctly. On sleeping, the time should reset to 07:00 and the daily counters to zero.

Observed:

Exactly as described above.

Conclusion:

Pass



← After performing sleep activity