White Box Pre-testing Scripts

Test ID	Requirement	Method/Class	Description	Expected Outcome	Author
GRAPHIC_TEST_1	UR_GRAPHICS	GameScreen	Run the GameScreen	The GameScreen should look as coded	Megan Miles
GRAPHIC_TEST_2	UR_GRAPHICS	MainMenuScreen	Run the MainMenuScreen	The MainMenuScreen should look as coded	Megan Miles
GRAPHIC_TEST_3	UR_GRAPHICS	Hud	The code describes the text overlay when running the game	The Hud should look as coded	Megan Miles
GRAPHIC_TEST_4	UR_GRAPHICS	Slideshow	Run the Slideshow/ Turtorial	The Slideshow should look as coded	Megan Miles
GRAPHIC_TEST_5	UR_GRAPHICS	DebugRenderSystem	Run the DebugRenderSystem to generate a new world	The DebugRenderSystem should look as coded	Megan Miles
GRAPHIC_TEST_6	UR_GRAPHICS	RenderingSystem	Run the RenderingSystem, noting whether these all happened: ● Camera position is focused on the chef selected by the user ● When walking the orientation of the chef is correct ● Light in the oven, when there is food in ● Locked Stations are in a different colour ● Food is placed in the right spot on the stations	The RenderingSystem should look as coded	Megan Miles
GRAPHIC_TEST_7	UR_GRAPHICS	WorldTileMapRenderer	This part of the code should display the Tile-Map used	The WorldTileMapRenderer should look as coded	Megan Miles
GRAPHIC_TEST_8	UR_GRAPHICS	LightingSystem	This part of the code should darken the edges of the focus in the game.	The LightingSystem should look as coded	Megan Miles

Black Box Testing – Functional Testing

Test ID	Requirement	Description	Expected Outcome	Author
FR_TEST_1	FR_CONTROLS	1. Load the game 2. Click on scenario mode using the mouse 3. Go up to the lettuce ingredient station and click R 4. Go up to the chopping station and click F 5. At the chopping station chop the lettuce by clicking Q 6. Pick up the chopped lettuce by clicking R	At the ingredient station the chef should pick up a lettuce. At the chopping station the chef should drop the lettuce Still at the chopping station the chef should chop the lettuce. Finally the chef should pick up the lettuce	Megan Miles
FR_TEST_2	FR_CONTROLS, FR_COOKS	1. Load Game 2. Click on scenario mode using the mouse 3. Click on a chef 4. Move the chef up using the W key 5. Move the chef down using the S key 6. Move the chef to the right using the D key 7. Move the chef to the left using the A key	The chef should move up. The chef should move down The chef should move right The chef should move left.	Megan Miles
FR_TEST_3	FR_CONTROLS	1. Load the game 2. Click on scenario mode using the mouse 3. Go up to the lettuce ingredient station and click J	Invalid Input – the game should do nothing	Megan Miles
FR_TEST_4	FR_CONTROLS	1. Load the game 2. Click on scenario mode using the mouse 3. Go up to the lettuce ingredient station and click R 4. Go up to the chopping station and click J	At the ingredient station the chef should pick up a lettuce. Invalid input – the game should do nothing	Megan Miles
FR_TEST_5	FR_CONTROLS	1. Load the game 2. Click on scenario mode using the mouse 3. Go up to the lettuce ingredient station and click R 4. Go up to the chopping station and click F 5. At the chopping station, chop the lettuce by clicking J	At the ingredient station the chef should pick up a lettuce. At the chopping station the chef should drop the lettuce Invalid Input – the game should do	Megan Miles

			nothing	
FR_TEST_6	*FR_STATION_NUMBERS*	1. Load the game 2. Click on scenario Mode 3. Count the number of Cooking Stations 4. Count the number of baking stations 5. Count the number of Chopping stations	There should be: 2 chopping/prepping stations 2 baking stations 2 frying stations 2 plate stations	Megan Miles
FR_TEST_7	*FR_SCENARIO_MODE, FR_SCENARIO_COMPLETION_TIME*	1. Load the game 2. Click on scenario mode game using the default customers (5) 3. Serve all 5 customers without losing (win)	The user will be able to successfully create 5 recipes and give them to the customers. Once all 5 customers are served the game should tell the user that they have won, showing them the time it took to complete the game	Megan Miles
FR_TEST_8	*FR_SCENARIO_MODE, FR_SCENARIO_COMPLETION_TIME*	1. Load the game 2. Click on scenario mode using the default customers (5) 3. Do not serve any customers	The user should lose all reputation points since the customers patience runs out and therefore the game should tell the user they have lost	Megan Miles
FR_TEST_9	FR_TIMING_SCENARIO_MODE	1. Load the game 2. Click on scenario mode using the default 3. Win the game 4. Record the time taken to complete 5. Complete steps 1 - 4 five times 6. Take average	The average result should be around 5 mins plus or minus 30 seconds	Megan Miles
FR_TEST_10	FR_CUSTOMERS	1. Load game 2. Click on scenario mode using the default 3. Complete the recipe that the customer wants 4. Watch customer throughout their recipe 5. Complete recipe 6. See if the customer leaves	Throughout the entire recipe the customer should be visible and not move.	Megan Miles
FR_TEST_11	*FR_RECIPES*	1. Load game 2. Click on endless mode (easy) using the default 3. Play game (win or lose) 4. Record how many recipes	The recipes that are recorded should only be *salad, burger, pizza and jacket potato*	Megan Miles

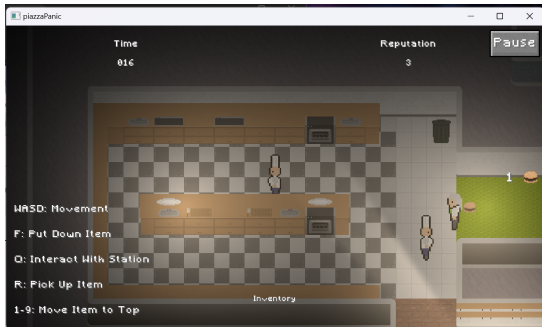|				
		are used in the game 5. Repeat steps 1- 4 five times		
FR_TEST_12	*FR_RECIPES*	1. Load game 2. Click on Scenario mode using the default 3. Play game (win or lose) 4. Record how many recipes are used in the game 5. Repeat steps 1- 4 five times	The recipes should only be a burger and salad	
FR_TEST_13	FR_COOKING_STATIONS, FR_INGREDIENT_STATIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Go up to the lettuce ingredient station and click R 4. Go to the chopping station and click F 5. Stay at the chopping station and click Q 6. Pick up the ingredient click R	The chef should pick up a lettuce The lettuce should be chopped	Megan Miles
FR_TEST_14	FR_COOKING_STATIONS, FR_INGREDIENT_STATIONS	1. Load the game 2. Click on Endless mode using the mouse 3. Go up to the potato ingredient station and click R 4. Go to the baking station and click F 5. Pick up the ingredient click R	The chef should pick up a potato The potato should get baked and become a jacket potato	Megan Miles
FR_TEST_15	FR_COOKING_STATIONS, FR_INGREDIENT_STATIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Go up to the meat ingredient station and click R 4. Go to the chopping station and click F 5. Stay at the chopping station and click Q 6. Stay at the chopping station and click R 7. Go to the frying station and click F 8. Stay at the frying station and click Q 9. Pick up the ingredient click R	The chef should pick up meat. The patty should get fried.	Megan Miles
FR_TEST_16	FR_CUSTOMER_FLOW	1. Load the game 2. Click on scenario mode using the mouse 3. Complete an order for one customer	After the order is completed a new customer should arrive	Megan Miles
FR_TEST	FR_COMPLETIO	1. Load the game	After a given time	Megan Miles

_17	N_TIME_LIMIT	2. Click on scenario mode using the mouse 3. Do not make a recipe	limit the user should lose a reputation point	
FR_TEST _18	FR_COMPLETIO N_TIME_LIMIT	1. Load the game 2. Click on scenario mode using the mouse 3. Make a recipe for a customer	After the customer is served, the reputation points should remain the same and the customer served should leave	Megan Miles
FR_TEST _19	FR_COLLISIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Interact with ingredient station	The chef should stop moving and not be able to move through the station	Megan Miles
FR_TEST _20	FR_COLLISIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Interact with cooking station	The chef should stop moving and not be able to move through the station	Megan Miles
FR_TEST _21	FR_COLLISIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Interact with wall	The chef should stop moving and not be able to move through the wall	Megan Miles
FR_TEST _22	FR_COLLISIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Interact with baking station	The chef should stop moving and not be able to move through the station	Megan Miles
FR_TEST _23	FR_COLLISIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Interact with chopping station	The chef should stop moving and not be able to move through the station	Megan Miles
FR_TEST _24	FR_COLLISIONS	1. Load the game 2. Click on scenario mode using the mouse 3. Interact with customer	The chef should stop moving and not be able to move through the customer	Megan Miles
FR_TEST _25	FR_COLLISIONS	4. Load the game 5. Click on scenario mode using the mouse 6. Interact with chef	The chef should stop moving and not be able to move through the chef	
	FR_RECIPE_BOO K	1. Load game 2.		Megan Miles
FR_TEST _26	**FR_ENDLESS_M ODE**	1. Load the game 2. Click on endless mode 3. Finish playing a game	The game should only end when the user runs out of reputation points	Megan Miles
FR_TEST	**FR_EASY**	1. Load the game	The game should be	Megan Miles

_27		2. Click on endless mode (easy) 3. Finish playing a game	slow and customers only come in groups of 1s	
FR_TEST _28	**FR_MEDIUM**	1. Load the game 2. Click on endless mode (medium) 3. Finish playing a game	The game should be even paced and customers only come in groups of 1s or 2s	Megan Miles
FR_TEST _29	**FR_HARD**	1. Load the game 2. Click on endless mode (hard) 3. Finish playing a game	The game should be fast paced and customers only come in groups of 1s or 2s or 3s	Megan Miles
FR_TEST _30	**FR_RESUME_PL AY**	1. Load game 2. Click on endless mode 3. Play the game 4. After 3 recipes, save the game 5. Re-load game 6. Continue to play	After saved and reloaded, the state of the game should the same as it was when it was saved	Megan Miles
FR_TEST _31	**FR_RESUME_PL AY**	1. Load the game 2. Click on reload endless mode	Invalid Input – there should be nothing to replaod	
FR_TEST _32	**FR_FAILED_PRE PARTAION_STE P**	1. Load game 2. Click on endless mode 3. Pick up a patty 4. Fail cooking	The patty should burn	Megan Miles
FR_TEST _33	**FR_FAILED_PRE PARTAION_STE P**	1. Load game 2. Click on endless mode 3. Pick up a potato 4. Fail baking	The potato should burn	Megan Miles
FR_TEST _34	**FR_ADD_COOK S**	1. Load game 2. Click on endless mode 3. Play until a new cook is unlocked 4. Add cook 5. Move the cook around 6. Pick up a lettuce 7. Chop the lettuce	The new chef should be completely playable and therefore should pick up the lettuce and chop the lettuce	Megan Miles
FR_TEST _35	**FR_ADD_STATI ONS**	1. Load game 2. Click on endless mode 3. Play until a new station can be unlocked 4. Add cooking station 5. Use the cooking station to cook a patty	The station should be completely playable and therefore cook the patty	Megan Miles
FR_TEST _36	**FR_ADD_STATI ONS**	1. Load game 2. Click on endless mode 3. Play until a new station can	The station should be completely playable and	Megan Miles

		be unlocked 4. Add chopping station 5. Use the chopping station to chop a lettuce	therefore chop the lettuce	
FR_TEST_37	**FR_ADD_STATIONS**	1. Load game 2. Click on endless mode 3. Play until a new station can be unlocked 4. Add baking station 5. Use the baking station to bake a potato	The station should be completely playable and therefore bake the potato	Megan Miles
FR_TEST_38	**FR_EARN_MONEY**	1. Load game 2. Click on endless mode 3. Create a recipe and serve it to the customer	The money in the game should increase by $9	Megan Miles
FR_TEST_39	**FR_CHANGE_DEFAULT_SCENARIO**	1. Load the game 2. Click on scenario mode using the mouse 3. Change the default customers to 4 4. Complete the game	The game should only finish after 4 customers are served	Megan Miles
FR_TEST_40	**FR_ENDLESS_COMPLETION**	1. Load game 2. Click on endless mode 3. Play game for as long as possible	After the game should finish when all the reputation points are out.	Megan Miles
FR_TEST_41	**FR_FASTER_COOKS**	1. Load game 2. Click on endless mode 3. Move chef without power-up 4. Get power-up 5. Move chef with power-up	After the power-up is received the chefs speed should have noticeably increased	Megan Miles
FR_TEST_42	**FR_PREP_TIME_DECREASE**	1. Load game 2. Click on endless mode 3. Cook something without power-up 4. Get power-up 5. Cook something with power-up	After the power-up is received the cooking time for the ingredient will be smaller	Megan Miles
FR_TEST_43	**FR_CHOP_TIME_DECREASE**	1. Load game 2. Click on endless mode 3. Chop something without power-up 4. Get power-up 5. Chop something with power-up	After the power-up is received the chopping time for the ingredient will be smaller	Megan Miles
FR_TEST_44	**FR_INCREASE_MONEY**	1. Load game 2. Click on endless mode 3. Serve a customer and get money 4. Get Power up	After the power-up is received the money for each recipe should be more	Megan Miles

		5. Serve a customer and get money		
FR_TEST _45	**FR_INCREASE_C USTOMER_PAIT ENCE**	1. Load game 2. Click on endless mode 3. Record time for customers patience to run out 4. Get power-up 5. Record time for customers patience to run out	After the power-up is received the patience for the customers should be greater	Megan Miles
FR_TEST _46	**FR_MENU**	1. Load the game	A simple start menu should be visible	Megan Miles
FR_TEST _47	FR_RECIPE_BOO K	1. Load the game 2. Click on Scenario Mode 3. Click pause and go through the recipe book	All the recipes (jacket potatoes, pizza, salad, and burger) detailed, with the ingredients needed	Megan Miles

Results

Test ID	Outcome	Status
FR_TEST _8	First test failed, after edits now sucessful	
FR_TEST _6		PASS
FR_TEST _9	1. 217s 2. 206s 3. 177s 4. 210s 5. 196s Average: 201.2s	PASS
FR_TEST _12	1. Salad, Burger, Burger, Burger, Salad 2. Burger, Salad, Burger, Burger, Salad 3. Burger, Salad, Salad, Burger, Salad 4. Burger, Burger, Salad, Salad, Burger 5. Salad, Burger, Burger, Burger, Burger	PASS

Statistics for black box testing –Total of 47

Bugs found – 3
Were they corrected? YEs

Coverage against the requirements for functional testing = 100%

Passed test Cases Percentage = (number of passed tests/total number of tests) x 100

Fixed Defects percentage = (defects fixed/ Defects reported)x100