

Process

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Test Name	Description	Linked Requirements
GAME_FINISH_TEST	<ol style="list-style-type: none"> Start a game. Test player movement control Ensure there is a path to the exit that the player can travel through. 	UR_ESCAPE_MAZE, FR_WAY_OUT, FR_MAZE, UR_BOUNDARIES, FR_BOUNDARIES
GUI_TEST	<ol style="list-style-type: none"> Check the Quit button closes the game. Check the start game button works with and without entering a name into the textbox. Check the Pause Screen appears upon clicking ESC. Check ESC unpauses game. Re-pause game and check Quit Game closes the game. When the maze is escaped, check the Play Again button works. In all of the above, check that all text is displayed properly, including that a score is displayed once you escape. 	UR_ESCAPE_MAZE, UR_UI, UR_PAUSE, UR_SCORE, FR_MAZE, FR_PAUSE, FR_WAY_OUT, FR_PAUSE_MENU, NFR_PRESERVE_GAME STATE
SCOREBOARD_TEST	<ol style="list-style-type: none"> Start a game. Collect one check-in code, activate the hidden room pressure plate and bribe the bully. Exit the maze and check the scoreboard. There should be one of each event counted, and the score should be: 120 + the time left bonus. 	UR_SCORE, FR_SCORE, UR_ESCAPE_MAZE, FR_END_GAME, FR_POSITIVE_EVENTS, FR_NEGATIVE_EVENTS, FR_HIDDEN_EVENTS, FR_EVENT_COUNTER
HITBOX_ALIGNMENT_TEST	<ol style="list-style-type: none"> Start a game. Move around a check room-by-room that all walls and items have correctly-aligned hitboxes 	UR_BOUNDARIES, FR_BOUNDARIES, FR_MAZE, FR_EVENT_AMOUNTS
ITEM_INTERACT_TEST	<ol style="list-style-type: none"> Start a game. Check that all pick-ups disappear once collided with. Check that all pick-ups and interactables display the correct message when interacted with. 	FR_EVENT_AMOUNTS, UR_POSITIVE_EVENTS, UR_NEGATIVE_EVENTS, UR_HIDDEN_EVENTS, FR_POSITIVE_EVENTS, FR_NEGATIVE_EVENTS, FR_HIDDEN_EVENTS, NFR_EVENT
AUDIO_TEST	<ol style="list-style-type: none"> Start a game. Check that the music starts playing once you can control the character. Check that the character makes footsteps 	UR_AUDIO, UR_POSITIVE_EVENTS, UR_NEGATIVE_EVENTS, UR_HIDDEN_EVENTS,

	<p>when walking around.</p> <ol style="list-style-type: none"> 4. The following interactables should create a noise when interacted with: Coffee, Check-In code, Goose, Pressure Plate, Time Loss Character and Teleporter. 5. Check that the Win sound effect plays upon escaping the maze. 	FR_POSITIVE_EVENTS, FR_NEGATIVE_EVENTS, FR_HIDDEN_EVENTS, NFR_EVENT
GUI_PERSIST_TEST	<ol style="list-style-type: none"> 1. Enter a name into the textbox 2. Start the game 3. Exit the maze, then quit the game 4. Restart game then check that the name and score from the previous run have been saved. 5. Start a new game, without entering a name. 6. Activate all 3 hidden raspberry pi's, then exit the maze. 7. Quit the game. 8. Restart the game and check whether the score from the previous run has been saved with the name "default". 9. Check whether there is an achievement displayed for activating all 3 pi's in one run. 	UR_ESCAPE_MAZE, UR_SCORE, UR_DO_NOT_SAVE, UR_LEADERBOARD, UR_ACHIEVEMENTS, FR_MAZE, FR_END_GAME, FR_WAY_OUT, FR_SCORE, FR_DO_NOT_SAVE, FR_LEADERBOARD, FR_ACHIEVEMENTS, NFR_DO_NOT_SAVE

*Pick-ups refers to: Coffee, Check-In code, Water Spray, Puddle, Energy Drink, Time Loss Character and Pressure Plate. Interactables refer to: Bully Blocker, Long Boi statue, Raspberry Pi and Goose.

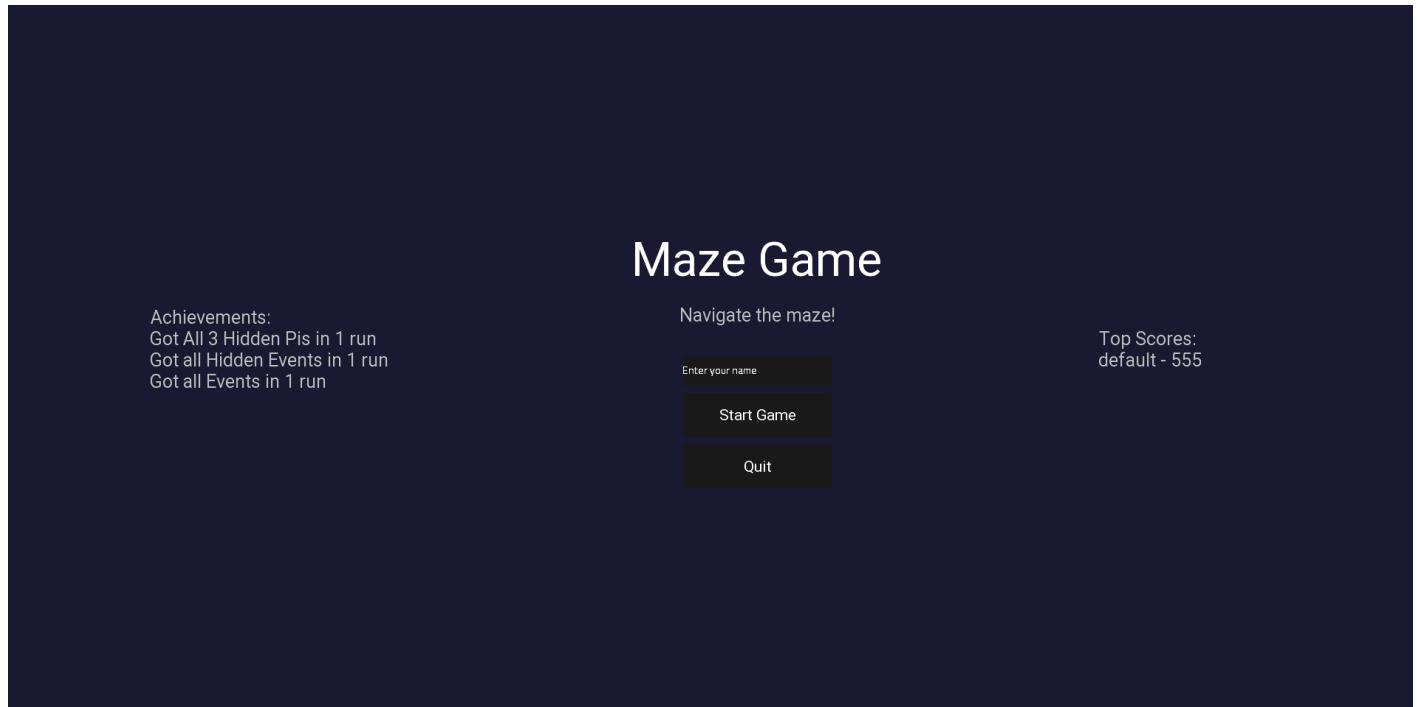
Test Results

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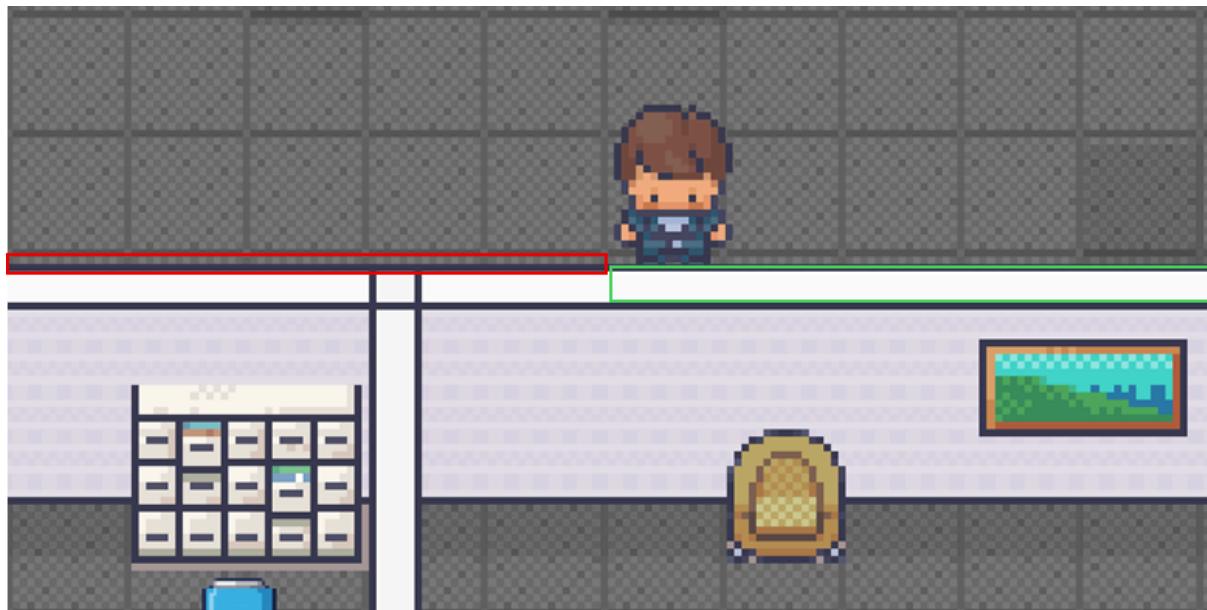
Test Name	Result	Comments
GAME_FINISH_TEST	PASSED	No Comments
GUI_TEST	PARTIALLY PASSED	All buttons work correctly, and all text is displayed clearly. However the title screen is off-centre, possibly due to the achievement/leaderboard systems. See screenshot 1.
SCOREBOARD_TEST	PASSED	No Comments
HITBOX_ALIGNMENT_TEST	PARTIALLY PASSED	There are some walls around the map which have slight incorrect hitboxes, mainly when moving along the wall. See screenshots 2a and 2b.
ITEM_INTERACT_TEST	PASSED	No Comments
AUDIO_TEST	PASSED	No Comments
GUI_PERSIST_TEST	PASSED	Passes the test, but Leaderboard and Achievement systems cause the issues noted in the GUI_TEST

Screenshots

Screenshot 1:



Screenshot 2a:



Screenshot 2b:

