

# Manual Tests

See the bottom of 'Requirements to Automates Tests Mapping'  
(<https://eng1-group3.github.io/website-2/public/Testing%20Material/Requirements%20to%20Automated%20Tests%20Mapping.pdf>) for a list of requirements that have not been tested with automated tests.

This is what we based the manual tests on, so that it covered all of these, so that our testing achieves full coverage of our requirements.

The tests below may also test other requirements of the system, however these already have automated tests, so I have not included these requirements below.

## Test 1 - Credit screen shows licensing

**Test:** Credit screen shows licensing

This test verifies we have met the requirements UR\_LICENSING & NFR\_LICENSING & FR\_CREDITS, which don't have automated tests associated with them.

*Steps:*

- 1: Launch the game
- 2: Click the 'Credits' button

*Expected Result:*

- 1: Game starts on main menu screen
- 2. Game changes to the credits screen
- 3. All licensing required is there and correct

*Actual Result:*

- Screen successfully changes to the credits screen which displays correct licensing

## Test 2 - Main menu

**Test:** Game should have a main menu with buttins to go to settings, credits, exit the game and play the game

This test verifies we have met the requirements UR\_MAIN\_MENU and FR\_MAIN\_MENU, which don't have automated tests associated with them.

*Steps:*

- Step 1: Launch the game
- Step 2: Click the 'Settings' button
- Step 3: Click the 'Return to menu' button
- Step 4: Click the 'Credits' button
- Step 5: Click the 'Return to menu' button

- Step 6: Click the 'Play' button

*Expected Results:*

- 1: Game starts on main menu screen
- 2: The screen should change to the settings screen
- 3: The screen should change to the main menu screen
- 4: The screen should change to the credits screen
- 5: The screen should change to the main menu screen
- 6: The game should start

*Actual Results:*

- All buttons work to change to the appropriate screens and play the game correctly

## Test 3 - Settings

**Test:** Settings screen allows user to change volume

This test verifies we have met the requirement FR\_SETTINGS, which doesn't have automated tests associated with it.

*Steps:*

- Step 1: Launch the game
- Step 2: Click the 'Settings' button
- Step 3: Change the volume using the slider
- Step 4: Interact with something in game that produces sound
- Step 5: Repeat steps 1-4 once again, changing the volume to something drastically different

*Expected result:*

- 1: Game starts on the main menu screen
- 2: Game changes to the settings screen
- 3: The slider works
- 4: Mentally record how loud the sound was
- 5: The game sound has changed by roughly the expected amount

*Actual result:*

- The slider does work and the volume is changed correctly (PASS)

## Test 4 - Loss Screen

**Test:** End screen pops up if player loses and shows score

This test verifies we have met the requirement FR\_LOSS\_SCREEN, which doesn't have automated tests associated with it.

*Steps:*

- Step 1: Launch the game

- Step 2: Click on the 'Play' button
- Step 3: Lose the game by running out of time or being caught by the dean

*Expected Result:*

- Screen changes to the losing screen and shows the player's score

*Actual result:*

- Losing screen is shown as well as the player's score (PASS)

## Test 5 - Age Rating

**Test:** The game is appropriate for a PEGI-12 age rating.

This test verifies we have met the requirements UR\_RATING and NFR\_AGE\_LIMITATIONS, which don't have automated tests associated with them.

*Steps:*

- Step 1: Launch the game
- Step 2: Click on the 'Play' button
- Step 3: Interact with all events in the maze

*Expected Result:*

- The game has no inappropriate content outside of that which is allowed by the PEGI-12 standard.
  - This link to the PEGI website <https://pegi.info/what-do-the-labels-mean> contains a description about what is allowed in a PEGI-12 game to help judgement.

*Actual result:*

- There was no content in the game which violated the PEGI-12 standard. In fact, the game most probably falls into the PEGI-7 rating.

## Test 6 - Game Style

**Test:** The game has a consistent art style with a map and events that fit into this well

This test verifies we have met the requirements UR\_STYLE, FR\_MAP\_STYLE and FR\_EVENT\_STYLE, which don't have automated tests associated with them.

*Steps:*

- Step 1: Launch the game
- Step 2: Pay attention to all artwork on the main menu screen
- Step 3: Press the 'Play' button
- Step 4: Move around the whole map, interacting with all the events on the way

*Expected Result:*

- The person performing this test believes that all art and events fit into the game

*Actual Result:*

- This is obviously very opinionated, so we got multiple people to do this test, who all concluded that the game passed this test (PASS)

- This is further verified by the answers to our end of playtest survey when we did user evaluations (see user evaluation document).

## Test 7 - Player View

**Test:** The game is played from a top-down point of view, with all UI elements displayed on screen and operating correctly.

This test verifies we have met the requirements UR\_UI, UR\_CAMERA and FR\_GAME\_CAMERA, which don't have automated tests associated with them.

*Steps:*

- Step 1: Launch the game
- Step 2: Press the 'Play' button and move the player about using the arrow keys
- Step 3: Look at all UI elements, particularly the time remaining, the pause button and event counters
- Step 4: Interact with an event
- Step 5: Press the pause button

*Expected Result:*

- On step 2: The view you have on the screen is from a top-down perspective, with the player remaining in the centre as you move about.
- On step 3: All of the named UI elements are on-screen, and the timer is counting down.
- On Step 4: Verify one of the event counters has increased by 1.
- On step 5: Verify the pause screen appears, with the timer freezing on the time when the game was paused.

*Actual Result:*

- All UI elements are present, and the pause button and timer work as intended (PASS)

## Test 8 - System Requirements

**Test:** The game runs smoothly on an average desktop/laptop device and doesn't crash at any point.

*Steps:*

- Step 1: Launch the game on a device with average hardware running a popular OS
- Step 2: Press the play button on the main menu
- Step 3: Play the game, travelling around the whole map and interacting with all the events

*Expected Result:*

- 1: The game launches in a reasonable time frame
- 2: The map loads in a reasonable time frame
- 3: The game does not freeze, jolt or skip frames at any point

*Actual Result:*

- Obviously this is up to interpretation, so we got multiple people with multiple devices to perform this test. Below is an example result from when I did it:
  - My laptop runs windows 11 and has 16GB of RAM with an intel i5 CPU
  - 1: The game launched in less than 3 seconds
  - 2: The map loaded in less than 1 second
  - 3: The game appeared to run smoothly throughout the whole playtest, never freezing or jolting at any point as far as I could tell
  - (PASS)