

This document goes into more depth about our one end-to-end manual test. This test was broken down into subtasks which aim to test every visual and UI based component of the game, checking that everything we couldn't test automatically works as intended.

These tests are further split into sub-tests, as this makes the testing process easier. It also allows us to easily refer to a specific part of the manual test if a part fails, this means we can easily look into and resolve the specific part of the game that isn't working.

Below are three tables, each containing the sub-tests for a section of the game (pre-game, during game and post-game). Each sub-test has its own ID, a description, whether it passed or failed, as well as the requirements it was used to test. This helps to give a clear link between our manual testing and our group's requirements.

Pre-game menu sub-tests:

Sub-test ID	Description	Requirements Tested	Result
testMenuVisible	Test game correctly loads up when started, and displays the main menu screen.	UR-DEVICE UR-MENU FR-MENU-OPTIONS	Pass
testMenuMusic	When game is loaded, the menu music should start playing automatically	UR-SOUND	Pass
testSettingsVisible	Clicking "Settings" should allow you to see the setting screen.	UR-SETTINGS	Pass
testSoundSlidersWork	Clicking and dragging the sliders on "Settings" should adjust the music and SFX volumes appropriately.	UR-SETTINGS UR-SOUND	Pass
testCreditsVisible	From main menu, click Credits, then scroll up and down to ensure all credits can be viewed	UR-CREDITS	Pass
testLeaderboardsVisible	From the main menu, click Leaderboard, the screen should show all previous scores in a sorted top 10 list.	UR-LEADERBOARD FR-LEADERBOARD-RANK	Pass
testHowToPlayVisible	From the main menu, clicking How to Play should show the how to play information.	UR-SIMPLICITY	Pass
testNameEntryPossible	Clicking "Continue" on the how to play screen should bring you to a name entry screen, on which you can type an appropriate-length name before starting the game.	UR-USERNAME FR-USERNAME-LIMIT	Pass
testAvatarSelectVisible	Clicking "Continue" on the name entry screen should display avatar options to the user, allowing them to choose an avatar	UR-AVATAR FR-START	Pass

During game manual sub-tests:

Sub-test ID	Description	Requirements Tested	Result
testGameVisible	Once the game is started, a dialogue box should be visible, and the game's map and player should also be visible after that.	FR-VIEW UR-WORLD	Pass
testMenuMusic	Once the game has started, the game music should start playing automatically	UR-SOUND	Pass
testMovementVisual	Move the avatar using WASD, sprite's movement animation should play. This should increase in speed when sprinting by holding Shift.	UR-WORLD FR-NAVIGATE FR-SPRINT	Pass
testMovementAudio	When a player moves, footstep sounds should play, this should be heard more frequently when sprinting.	UR-SOUND	Pass
testGameUiVisible	Once the game is started, the time and day should be visible. The energy bar should also be visible. Going near objects should also display E to interact.	UR-TIMED UR-INFO FR-TIME FR-NO-TICKING-TIMER	Pass
testEscapeMenuVisible	Press 'Escape' while in game, this should display an escape menu, with options to resume, go into settings or return to the main menu.	FR-MENU-PAUSE	Pass
testSettingsFromEscape	Pressing 'Settings' in the escape menu should take you to the same settings page as from the main menu.	FR-MENU-PAUSE UR-SETTINGS	Pass
testResume	Pressing 'Resume' should continue the game with no visual difference from before the escape menu was opened.	FR-MENU-PAUSE	Pass
testMainMenuEscape	Pressing 'Exit' in the escape menu should bring the user back to the main menu, changing the music back as appropriate.	FR-MENU-PAUSE UR-SOUND	Pass
testCollisions	Walk into nearby objects such as accommodation, trees, sign, etc. Make sure the player visually collides with objects.	FR-COLLISIONS	Pass
testReadSign	Read the nearby sign, make sure the sign visibly displays the name of the nearby building to the player.	UR-SIMPLICITY	Pass

testTalkToNpc	Talk to the nearby NPC, this should show the user the intended dialogue with the NPC.	UR-NPCS	Pass
testStudyRonCooke	Go to Ron Cooke building and study, dialogue boxes should be shown for this interaction. Time should be shown to move and the energy bar should visually deplete after this activity.	FR-GAME-STUDY-PLACE FR-SCORING-STUDY FR-ENERGY-RESTORE FR-TIME	Pass
testFeedDucks	Go to the feeding ducks place at the lake, feeding the ducks activity should, as above, show the appropriate dialogue. And energy and time should visually change.	FR-GAME-RECREATIONAL FR-SCORING-RECREATIONAL FR-GAME-LEISURE FR-GAME-DUCKS FR-ENERGY-RESTORE FR-TIME	Pass
testEatAtPiazza	Going to the piazza, interacting with this building should visibly show the appropriate dialogue, and its energy and time changes should be visible.	FR-GAME-EATING FR-SCORING-EAT FR-ENERGY-RESTORE FR-TIME	Pass
testWalkInWoods	Going to the walking in the woods activity, interacting with this should visibly show the appropriate dialogue, and its energy and time changes should be visible.	FR-GAME-RECREATIONAL FR-SCORING-RECREATIONAL FR-GAME-LEISURE FR-GAME-WALKING FR-ENERGY-RESTORE FR-TIME	Pass
testTalkToTree	Going to talk to a tree easter-egg activity, interacting with this should visibly show the appropriate dialogue, and its energy and time changes should be visible.	NFR-SCORING-STREAKS	Pass
testSleep	Go to the accommodation building, sleeping should show the appropriate dialogue, and its energy and time changes should be visible.	FR-GAME-SLEEP FR-ENERGY-RESTORE FR-TIME	Pass
testTown	Interacting with the bus should cause a dialogue where you can choose to go to town. Going to town should take the player to the 2nd map.	UR-NAVIGATE UR-CITY	Pass
testPlayPool	Go to the pool activity in town, sleeping should show the appropriate dialogue, and its energy and time changes should be visible.	FR-SCORING-RECREATIONAL FR-GAME-LEISURE FR-GAME-BAR FR-ENERGY-RESTORE FR-TIME	Pass
testStudyLibrary	Go to Ron Cooke building and study, dialogue boxes should be shown for this interaction. Time should be shown to move and the energy bar should visually deplete after this activity.	FR-GAME-STUDY-PLACE FR-SCORING-STUDY FR-ENERGY-RESTORE FR-TIME	Pass

Post-game manual sub-tests:

Sub-test ID	Description	Requirements Tested	Result
testGameOverVisible	Sleeping on the 7th day should bring the player to the game over screen. This screen should display win/lose, a score, a score breakdown, and the appropriate buttons that should be on this screen.	UR-SCORE UR-SCORE-BREAKDOWN	Pass
testMenuMusic	Ending the game should go back to playing the menu music, rather than the game music	UR-SOUND	Pass
testAchievementsVisible	Clicking 'Achievements' from the game over screen should show a list of achievements earned through that gameplay run.	UR-ACHIEVEMENT	Pass
testLeaderboardGameOver	Clicking 'Leaderboard' from the game over screen should bring you to the leaderboard, exactly as it does in the main menu.	UR-LEADERBOARD FR-LEADERBOARD-RANK	Pass
testMainMenuGameOver	Clicking 'Main Menu' from the game over screen should take you back to the main menu.	UR-MENU FR-MENU-OPTIONS	Pass