



NANYANG
TECHNOLOGICAL
UNIVERSITY

CZ3003 - Software System Analysis & Design

System Level Functional Test Results

Project Name: Game of Thrones

Group Name: Team TWO

Lab group: TDDP1

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System Level Functional Test

System testing is testing conducted on a complete integrated system to evaluate the system's compliance with its specified requirements.

No.	Use Case	Function	Status
1	Character Creation & Equipment	Have different characters or powers to choose.	Passed.
2	Solo Mode (Subquest/Quest System)	Answer quizzes to test students' understanding of the topic. Scene changes to move to/from different quests.	Passed.
3	Solo Mode (Player Movement)	Allows basic player movements, camera, minimap.	Passed.
4	Solo Mode (Player Interaction)	Allows player interactions with the game environment (NPCs, Enemies), Health and attack system, interact system.	Passed.
5	Solo Mode (Game UI)	Menu Screens, Dialogue UI, Quiz UI, Health & Stamina UI	Passed.
6	Challenge Mode	Allow players to design their own levels and challenge each other.	Passed.
7	Leaderboard	Let more competitive players see how they compare to their peers. Check that the leaderboard also updates with results.	Passed.
8	Multiplayer Mode	Allow players to enter and interact with other players in the Multiplayer mode of our game.	Passed.
9	Filter questions	Allows teachers to filter questions based on components of question, e.g. choice, answers and subquest.	Passed.

10	Modify questions (Create and edit)	Allows teachers to add more questions into the database.	Passed.
11	Modify assignment	Allows teachers to add more questions to players' special quizzes or delete them from the database.	Passed.
12	Share assignment on social media	Teachers can inform students via mail announcements about new content and include content of choice in the mail.	Passed.
13	Generate report	Teachers get a report of how each student performed in the test or how the cohort performed.	Passed.
14	Customise difficulty level	Different difficulty levels to cater to different students' abilities.	Passed.
15	Assignment Mode	Players answer special quizzes set by the teacher.	Passed.
16	Create Category	Allows teachers to create new categories which would be added to the game.	Passed.
17	Create Quest	Allows teachers to create quests based on a specific category.	Passed.
18	Create Subquest	Allows teachers to create subquests based on a specific quest.	Passed.
19	Broadcast messages	Allows teachers to broadcast any message (topic header and message body) to students' emails.	Passed.