

# Manual Test-Cases

Each of the following test cases were performed every time there was a major change to the project, for example if a new large feature is added. The game was tested on each operating system that the CI gives an executable for.

## Rendering Test

In order to test the rendering system in our game we performed a visual inspection of the game screen on multiple playthroughs to try to spot any errors in the system. We also move the character behind and in front of objects to make sure the layers are rendered correctly. If no bugs or errors are seen on the screen then this test is said to have passed.

## Lecturer pathfinding test

The pathfinding for the lecturer is tested by walking close enough to be spotted by them, then swiftly moving across the hallway and standing still. In order for this test to pass the lecturer will have to walk across the hallway to where you're standing and activate the lecture event.

## Surveyor interaction and pathfinding test

The surveyor pathfinding test is identical to the lecturer pathfinding by walking within range to be seen then running across the hall and seeing if you are followed by the surveyor. If the surveyor pathfinds its way to you and activates its interaction, you will then complete its interaction by using the multiple choice answers and text boxes provided. This test will pass if the surveyor pathfinds to you and you can complete the interaction without error.

## Safe Interaction test

Walk up to the safe at the top of the map, Then enter the code 6835 into the text box provided. If the code opens the safe and nets points the test will pass.

## Different Screens test

When first starting the game, test each of the buttons on the main screen by pressing the Leaderboard button to open the leaderboard and then the return button to close the leaderboard. Then press the achievement button to open the achievement board and then return to close the achievement board. Then press the credits button to open the credits and the return button to close the credits. Then press play. After pressing play press escape to open the pause menu and perform the leaderboard and achievement tests again. Close the pause menu with the return button. Proceed to the end of the level and press the play again button. Reopen the pause menu and test the quit button. Start the game, proceed to the end and press the main menu button. Test the quit button on the main menu.

## Event counter on end screen

To test the event counter we perform two playthroughs. In one playthrough we interact with none of the events and finish the game and in the second playthrough we interact with all of the events which should be counted at least once and finish the game. If for the first playthrough there are no events listed under the score calculation and on the second playthrough all the events appear on the final score calculation we know the event counter is operating correctly. This test will pass if both of the described score calculations appear correctly.

## Manual assessment of collisions during playthrough.

To test the collision we approach a wall from each of the directions including diagonals and observe for any abnormalities. This test will pass if we decide the collision results are appropriate.

## End to End Integration Test

Knowing where everything in the game is we can collect all of the items and make sure they are all collectable, following this we move through each of the hindering events: goose bites, lecturer, surveyor, wet floor and safe door lock. Checking each of these events is functioning as intended. Then we can move to the hidden events: pressure plate opening secret room, blackout, coffee overdose, making sure that each functions as intended. Then we move through the positive events: check-in codes, clocks and coffee speed boost to make sure that they function as intended. Finally we complete the game to make sure it ends and the counters all function. Then make sure the name entered appears on the leaderboard.