

Audio testing document,

Group 1 - Last updated: 30/10/2015

Alex Geenen, Bart de Jonge, Mark van de Ruit, Menno Oudshoorn, Stevan de Vringer

The tables in this document are used to depict our testing methodology for 'untestable' parts of our program. This includes all of the audio and audio-related behavior. Due to the way our program is set up - a collection of menu states, and a main gamestate, we have split these over two tables.

Per table, the following is depicted: an action taken, the expected audio-result, whether the result is correct, and the unexpected result if it is not.

Game state

This is the state in which the main game is running. The audio-setup in this state is unique, and far more expansive than those in the menu states.

Action taken	Expected result	Result correct?	Unexpected result
The player enters a game	Game-Specific music starts playing. Any other music stops playing.	Yes	
The player fires a normal laser	A sound specific to the normal laser is played	Yes	
The player fires an instant laser	A sound specific to the instant laser is played. The sound is fast and short.	Yes	
The player fires a vine laser.	A sound specific to the	Yes	
The player picks up a coin	A specific sound is played, much like the sound of a dropping coin.	Yes	
The player picks up a powerup.	A charge-up sound is played.	Yes	

A ball is destroyed.	A sound similar to a popping balloon is played.	Yes	
The player dies.	A screaming sound (yes, the Wilhelm Scream), is played.	Yes	

Menu states

These are all the states used for the game's menus. The audio-setup in all of these states is 100% identical. Therefore, they are treated as a single entity. For details and specifics surrounding navigation, please see the GUI testing document. This document handles audio only.

Action taken	Expected result	Result correct?	Unexpected result
An element that was not previously highlighted, is highlighted.	A short terminal bleep is played.	Yes	
An element that was previously highlighted, is no longer highlighted.	No sound is played.	Yes	
An element that is highlighted, is activated.	A long terminal bleep is played.	Yes	
The menu states are entered.	Menu-specific music starts playing. Any other music stops playing.	Yes	