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| **Dunamis Black Box Test**  **Test Focus: General Actions**  **Tester’s Name…………………………………………………………………………………………………………** | | | | | |
| **Test #** | **Test Description** | **Action** | **Expected Result** | **Actual Result** | **Corrective Action** |
| 1 | Start game | Press X in first level | The playable level begins |  |  |
| 2 | Move right | Push “Left Analogue Stick” to the right | The player will move to the right |  |  |
| 3 | Move left | Push “Left Analogue Stick” to the left | The player will move left |  |  |
| 4 | Move forward | Push “Left Analogue Stick” forward | The player will move forward |  |  |
| 5 | Move backwards | Push “Left Analogue Stick” backwards | The player will move backwards |  |  |
| 6 | Rotate right | Push “Right Analogue Stick” to the right | The player will rotate right |  |  |
| 7 | Rotate left | Push “Right Analogue Stick” to the left | The player will rotate left |  |  |
| 8 | Throw Gem | Press R2 while player has at least one gem | The player will throw a gem and the gem ammo will decrease |  |  |
| 9 | Fail to throw gem | Press R2 while player has zero gems | Nothing should happen |  |  |
| 10 | A\* Search finds gem | Press L1.  Follow path displayed | Path displayed, and leads to a gem spawner with a gem |  |  |
| 11 | A\* Search finds nearest gem | Press L1.  Then press L1 right near a different gem spawner that has a gem | A path will be displayed.  Then another path will be displayed that leads to the closer gem spawner |  |  |
| 12 | Player clone returns with gems | Press L2 | Player clones finds Dunamis gems, offers them to the player |  |  |
| 13 | Collect gems from player clone | Press R1 while looking at the Player Clone when they offer gems | The player will collect the gems.  The player’s ammo and score will increase.  The Player Clone will stop moving |  |  |
| 14 | Grab tray knob | Press and hold R1 while looking at tray knob | The tray will be highlighted |  |  |
| 15 | Slide tray | Press and hold R1 while looking at tray knob, then rotate head to the left or right | The tray will move in the direction of the head |  |  |
| 16 | Collect regular Dunamis gems from pipe dispenser | Slide tray to the right pipe to hold gems. Then slide the tray back to the centre. Then press R1 while looking at a held gem | The player’s ammo and score will increase |  |  |
| 17 | Collect green Dunamis gems from pipe dispenser | Slide tray to the left pipe to hold gems. Then slide the tray back to the centre. Then press R1 while looking at a held gem | The player’s score will increase |  |  |
| 18 | Test Racer A\* Search path finding to player | Run around the map for 15 seconds | Racer will follow the player |  |  |
| 19 | Test Racer LOS pathfinding to player | Stand next to wall while a Racer can see the player | Racer will travel towards the player |  |  |
| 20 | Test Racer attack | Stand next to a Racer | Racer will hit player.  Player will lose health  Racer will run to exit with stolen health |  |  |
| 21 | Test Racer Pathfinding to exit | Get hit by Racer. Then follow it until it despawns | Racer will run to the nearest exit and despawn once it has been reached |  |  |
| 22 | Kill Racer | Hit Racer with a thrown gem | Racer will collapse then despawn shortly after |  |  |
| 23 | Racer drops health | Take a hit from a Racer. Then hit the racer with a gem | Racer will die.  Health Orb will appear |  |  |
| 24 | Collect health | Walk into health orb | Health will increase.  Health orb will disappear |  |  |
| 25 | Die | Player gets hit by Racers until health reaches zero | The player will respawn in first room. |  |  |

Signature………………………………………………………………………. Date………………………………………