

Reignite Test Cases

Test Name/Number	Character Control
Test Objective	Test to see if character movement is responsive and at least relatively accurate.
Test Description	Character movement will be tested by clicking on the ground of a scene. Also will be testing the scene transitioning to see if the character smoothly moves between scenes.
Test Conditions	Character movement will be conducted using a point and click method, via a laptop track pad.
Expected Results	Character movement is expected to move throughout the scene and avoid obstacles with relative ease. Scene transitions should occur by clicking on the edge of a scene.
Actual Results	Character movement is smooth and polished on the library scene, but still has some snagging on the colliders. Transitioning to the next scene (to the left of the library scene) is smooth and works correctly. Transition on the next scene, however, occurs almost instantly and doesn't allow for testing of character movement. In the third scene, the character moves throughout the scene but is flips on her axis when clicking on the background. Clicking on the background should not be allowed and shouldn't allow any character movement.

Test Name/Number	Save Game
Test Objective	To test to see if the clicking on save game is working correctly.
Test Description	The option of saving the where the player has stopped in the game.
Test Conditions	I will play a good amount of the game then click save game to save the progress that I made.
Expected Results	I expect to see a notification from the game that tells me that where I have stopped playing is saved.
Actual Results	As I clicked on save game nothing really happened, so it seems the save game option still needs to be worked on.

Test Name/Number	Interact with Environment
Test Objective	To ensure that the interaction between the character and objects functions correctly.
Test Description	I will test the interaction with the character with my track pad to move between scenes.
Test Conditions	I will be using my track pad to see where I can control the character.
Expected Results	I expected to be able to use my track pad to move between screens and pick up objects.
Actual Results	I was able to move between screens but the inventory bag was in the way to make smooth transitions when the character was in the exact place to transition scenes. Character is behind the violin was I had the mouse cursor in the front of the scene. Inventory bag and gear icons work flawlessly.

Test Name/Number	Play Rhythm Game
Test Objective	To ensure that the rhythm game functionality functions correctly.
Test Description	I will test the rhythm game by clicking on the violin in the first screen of the game.
Test Conditions	I will be using a track pad and the keyboard to play through the level of the Rhythm game.
Expected Results	I expect to be able to use the track pad and play the Rhythm section.
Actual Results	I am able to play the game with the track pad but it is difficult for some computers. Once you press the buttons, the track pad responsiveness stops but on another computer it works just fine.