

PixelPerfect - GUI Test Document

Testing the Main Menu

1. Validate that no movement can occur.
2. Validate that the head tracking works.
3. Validate that pressing the 'play' button works, and remove the main menu. Also validate that the gameState is enabled.

Testing the Debug View

4. Validate that the debug view can be turned on and off without any traces left behind of text or strings.
5. Validate the parameters given in the debug view using the console log output.

Testing the Game GUI

6. Verify after failure of an event that health and score have been decreased. Validate this using the debug output.
7. Verify after a successful completion of an event no health has been lost and the score has been increased. Validate this using the debug output.
8. Verify that all elements in the cockpit can be viewed and have the correct parameters on display using the debug view.