

1 - Basic Movement

Part A: Single Directional Movement

- Start up the game and load up the playing state, the map screen
- Hold down the left arrow to test if the player moves to the left
- Hold down the right arrow to test if the player moves to the right
- Hold down the upwards arrow to test if the player moves upwards
- Hold down the downwards arrow to test if the player moves downwards

Part B: Diagonal Movement

- Start up the game and load up the playing state, the map screen
- Hold down left and upwards arrows together to test diagonal movement
- Hold down left and downwards arrows together to test diagonal movement
- Hold down right and upwards arrows together to test diagonal movement
- Hold down right and downwards arrows together to test diagonal movement

Part C: Remaining Stationary

- Start up the game and load up the playing state, the map screen
- Hold down the left and right arrows down together to test if player remains stationary
- Hold down the upwards and downwards arrows together to test if player remains stationary

2 - Collisions

Part A: Collisions against map objects don't allow player to walk through items

- Start up the game and load up playing state, the map screen
- Move the player around the map using the controls walking into every building
- Move the player around the map walking into all borders / edges of the map
- Move the player towards the lake attempting to walk into the lake
- Move the player around the map walking across grass surfaces

Part B: Collisions with interaction icons

- Start up the game and load up playing state, the map screen
- Move the player around the map to collide with all interaction boxes on the map
- Test if a pop up appears for each showing: the name of the activity, the energy it consumes and the time it takes to complete it

3 - Interactions

Part A: Pressing E on sleeping results moving to the next day

- Start up the game and load up the playing state, the map screen
- Move the player to the sleeping interaction and press E, to test if loading bar is produced
- Observe if the day and energy has been incremented

Part B: Pressing E on recreational activities produces a correct result

- Start up the game and load up the playing state, the map screen
- Move the player up to a recreational activity (cinema, sport, society, common room, town trip or ducks) and press E,
- Test if loading bar is produced
- Observe that counter and time is incremented and energy is depleted

Part C: Pressing E on a study place produces a correct result

- Start up the game and load up the playing state, the map screen
- Move the player to a study place and press E
- To test if the loading bar is produce
- Observe that counter and time is incremented and energy is depleted

Part D: Pressing E on an eating place produces a correct result

- Start up the game and load up the playing state, the map screen
- Move the player to the eating place and press E
- Test if the loading bar is produced
- Observe that counter and time is incremented and energy is depleted

4 - Screens

Part A: "Start game" begins the game

- Start up the game to produce main menu screen
- Click start game button to test if playing state is loaded

Part B: "Quit" exits the game

- Start up game to produce the main menu screen
- Click the quit button to test if the game is exited

Part C: "Leaderboard" brings user to the leaderboard

- Start up the game to produce the main menu screen
- Click the leaderboard button to test if the leaderboard is presented

Part D: "Main menu" brings user back to the main menu

- Start up the game and load the main menu screen
- Click the leaderboard button to load the leaderboard
- Click the main menu button to test if the main menu is loaded

Part E: Finishing the game progresses to the end game screen

- Start up the game and load up the playing state
- Run through a simple gameplay (just sleeping through)
- Observe that at the end after day 7 the end score screen is presented

5 - Leaderboard presentation:

Part A: The leaderboard screen shows top score

- Start up the game and run through the optimal day for 7 days
- Upon end screen enter player name
- Observe that name and score is shown on the leaderboard

Part B: The leaderboard screen will not present scores that are not in the top 10

- Start up the game and run through day
- Study once a day, eat once a day, recreational once a day
- Upon end screen enter player name
- Observe that name and score is shown on the leaderboard as not in top 10