

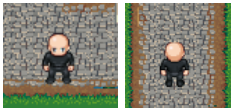

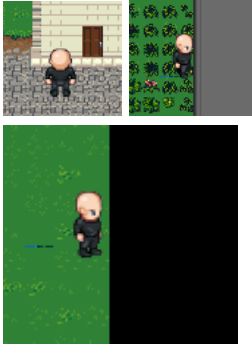
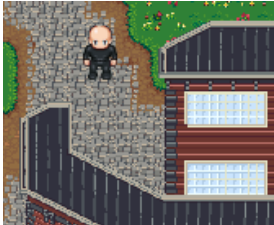
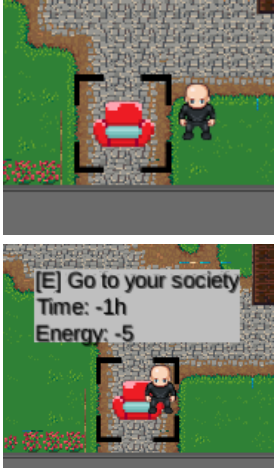







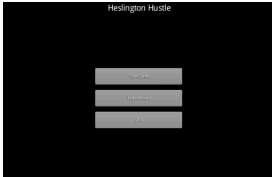

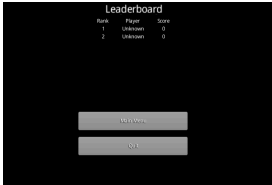

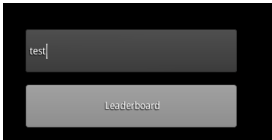
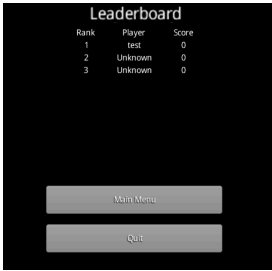


Manual Testing Report

Context	Action	Expected Outcome	Actual Outcome
In the playing state	Press left arrow key	Player sprite moves left and walking left animation starts	 <p>Player sprite moves left and walking left animation starts</p>
In the playing state	Press right arrow key	Player sprite moves right and walking right animation starts	 <p>Player sprite moves right and walking right animation starts</p>
In the playing state	Press up arrow key	Player sprite moves up and walking up animation starts	 <p>Player sprite moves up and walking up animation starts</p>
In the playing state	Press down arrow key	Player sprite moves down and walking down animation starts	
In the playing state	Press left and up arrow keys together	Player sprite moves north-west and walking left animation starts	Player sprite moves north-west and walking up animation starts
In the playing state	Press left and down arrow keys together	Player sprite moves south-west and walking left animation starts	Player sprite moves south-west and walking down animation starts
In the playing state	Press right and up arrow keys together	Player sprite moves north-east and walking right animation starts	Player sprite moves north-east and walking up animation starts
In the playing state	Press right and down arrow keys together	Player sprite moves south-east and walking right animation starts	Player sprite moves south-east and walking up animation starts
In the playing state	Press right and left	Player sprite doesn't	No player

	arrow keys together	move and there is no animation change	movements and animation doesn't change
In the playing state	Press up and down arrow keys together	Player sprite doesn't move and there is no animation change	No player movements and animation doesn't change
In the playing state	Move player sprite around the map, walking against every building surface and map border	All building collision boxes and map borders match their visual representation	 <p>Player cannot walk over buildings or out of screen</p> <p>One area does not match visual representation, shown below:</p> 
In the playing state	Move player sprite into an interaction box	Pop-up appears displaying activity name, energy and time consumption	 <p>Pop-up appears when inside</p>

			interaction box, it displays required information.
In the playing state while player sprite is within an interaction box border	Press E	The correct counter increments, time progresses and energy decreases equal to the values stated in the activity information box. Loading screen also occurs	<div></div> <div></div> <div>Correct counter increases</div> <div></div> <div></div> <div>Time increases by correct amount</div> <div></div> <div></div> <div>Energy depleted by correct amount.</div> <div></div> <div>Loading bar is displayed</div> <div>Above also occurs for Studying or Eating activities</div>

On the main menu	Click on “Start” button	Brings user to playing state	  <p>Playing screen opens</p>
On the main menu	Click on “Quit” button	The game closes	
On the main menu	Click on “Leaderboard” button	Brings user to the leaderboard screen	 <p>Leaderboard screen opens</p>
On the leaderboard screen	Click on the “Main Menu” button	Brings user to the main menu screen	 <p>The game closes - does not go to main menu</p>
In the playing state on the 7th day	Go to sleep (in game)	Progresses to the end game screen	
On the end game screen	Type in a name and enter	Progresses to the leaderboard screen and displays the entered name with their score (only if it scored in the top 10)	  <p>Leaderboard screen opens with name displayed</p>