Test Result Document

# Feature:

## 2.) Save and Load Progress

# Results:

Performed: 3/17/2020

All pass criteria met. Completed each level and closed out of the game. Then loaded the game back up and the file remained. Deleted the save file, and then did one level again with new score. Both times the gave properly saved. No fail criteria met.

## Corrective Action:

N/A

# Retest:

N/A

# Feature:

## 4.) Menu Display and Function

# Results:

Performed 3/20/20

Went through the all the buttons on the main menu. They all worked, properly. Went to start the game, the game began. Once in the overworld, clicked on the menu button, which worked. Then went into each level. Paused the game then found an issue. Pause menu contains a save button that does nothing. All other buttons display and are pressed correctly. Levels are loaded correctly. Fail Criteria met, item Save does nothing when clicked. All other menu items worked properly.

## Corrective Action:

Save button, is an old feature that was removed, but left in place unintendedly. Remove save button from menu retest to ensure label is gone.

# Retest:

Performed 3/20/20

Pass Criteria met, corrective action successful.

# Feature:

## 5.) Dialog System Display

## Pass Criteria:

Questions will be answered with the correct answer then disappear opening the way forward. Wrong answers do not answer the question. All text is legible and appears on screens on all levels.

## Fail Criteria:

Questions dialog does not disappear after being answered, or range has been left. Player unable to move after question is answered. Dialog does not fit in designated area, or text is not legible or visible. An answer cannot be clicked or does not work.

# Results:

Performed 3/20/2020

Answered all the questions on each level, and verified that the full question was visible. Used every possible answer button, which worked. All pass criteria were met, no difficultly reading text or seeing full dialog box. Test Passed.

## Corrective Action:

N/A

# Retest:

Required to be verified for each resolution / platform

# Feature:

## 6.) Overworld to link levels

## Pass Criteria:

Levels must properly transition when they are selected. Criteria is met to unlock level, and provide proper access.

## Fail Criteria:

Wrong level is loaded, level transitions without meeting requirement, level doesn’t load at all, unable to get to overworld upon finishing a level.

# Results:

Performed 3/17/2020

Attempted to load the second level, which did not load as expected due to not yet being unlocked. Loaded the first level successfully. Finished the first level, then verified the score appeared as expected as well as end of level item appearing in overworld. Then went to second level which was unlocked, did the same verified the level had the proper items and scored unlocked afterwards. Test passed.

## Corrective Action:

N/A

# Retest:

Will be required if any additional levels are added.

# Feature:

## 8.) Resolution Uniformity

# Recursive Test:

# Resolution:

1280 x 1024

# Results:

Performed 3/21/2020

Dialog requirement not met, slightly to far left, full box not on screen

## Corrective Action:

Move dialog to the right, ensure displays correctly on larger displays.

# Retest:

Passed successfully

# Resolution:

1366 x 768

# Results:

Performed 3/21/2020

Passed.

## Corrective Action:

N/A

# Retest:

N/A

# Resolution:

1366 x 768

# Results:

Performed 3/21/2020

Passed.

## Corrective Action:

N/A

# Retest:

N/A