ENG1 Manual Testing

<Test Identifier>	
Relevant Requirements	*<Requirements go here>*
Description	*<Brief description of the purpose of the test>*
Author	*<Whoever wrote this>*
Date Tested	*<Date>*
Pass?	*<Yes/No>*
Tester	*<Whoever tested this>*
Instruction	1. *<First Instruction of the test>* 2. *<Second Instruction of the test>* 3. *…*
Expected Outcome	*<What the outcome of the test should be>*
Actual Outcome	*<What the outcome of the test was>*

MAIN_MENU_START_GAME	
Relevant Requirements	FR_MAIN_MENU
Description	Check the game can start
Author	Adam Robinson
Date Tested	18/5/24
Pass?	Yes

Tester	Adam Robinson
Instruction	1. Click New Game 2. Click Continue 3. Select An Avatar Coverage - Select both avatars (one per test)
Expected Outcome	The avatar should start outside the accommodation block with 7 days until the exam
Actual Outcome	As Expected

MAIN_MENU_ADJUST_SOUND	
Relevant Requirements	FR_MAIN_MENU, FR_SOUND
Description	Check the game's sound can be heard and adjusted
Author	Adam Robinson
Date Tested	18/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Make sure sound is playing (e.g. the computer isn't muted) 2. Click Settings 3. Adjust the Sound and SFX bars 4. Click Exit

	Boundary Testing - Set sound to maximum and minimum
Expected Outcome	The game should initially have sound. The volume of the game should change as the bars are adjusted. The sound of clicking exit should also vary depending on the SFX bar
Actual Outcome	As expected, for both maximum and minimum

MAIN_MENU_VIEW_CREDITS	
Relevant Requirements	FR_MAIN_MENU
Description	Check the game's credits can be viewed
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Click Credits 2. Scroll to the bottom 3. Click Exit
Expected Outcome	The credits can be viewed in their entirety
Actual Outcome	As Expected

MAIN_MENU_EXIT_GAME	
Relevant Requirements	FR_MAIN_MENU
Description	Check the game can be exited
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Click Exit
Expected Outcome	The game window closes
Actual Outcome	As Expected

IDLE_ANIMATION	
Relevant Requirements	FR_ANIMATIONS
Description	Check the avatar's idle animations render correctly
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Check if the avatar is animated
Expected Outcome	The avatar has an idle animation

Actual Outcome	As Expected

WALKING_ANIMATION	
Relevant Requirements	FR_ANIMATIONS
Description	Check the avatar's walking animations render correctly
Author	Adam Robinson
Date Tested	18/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Move the avatar 3. Check the avatar has a moving animation Coverage - Move in all cardinal directions - check there is an animation per direction
Expected Outcome	The avatar has a moving animation
Actual Outcome	As Expected

PAUSE_RESUME	
Relevant Requirements	FR_PAUSE_MENU
Description	Pause and unpause the game

Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Press Esc 3. Press Esc again 4. Press Esc again 5. Click Resume
Expected Outcome	The game pauses, then unpauses in both cases
Actual Outcome	As Expected

PAUSE_SETTINGS	
Relevant Requirements	FR_PAUSE_MENU
Description	Pause the game and adjust settings
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Press Esc 3. Click Settings 4. Adjust the sound and SFX bars

	5. Click Exit 6. Click Resume Boundary Testing - Adjust both Sound and SFX to minimum and maximum
Expected Outcome	The game's sound and SFX can be adjusted from the pause menu
Actual Outcome	As Expected, for all volumes

PAUSE_EXIT	
Relevant Requirements	FR_PAUSE_MENU
Description	Pause the game and exit to the main menu
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Click Exit
Expected Outcome	You should now be in the main menu
Actual Outcome	As Expected

COMPLETE_THE_GAME

Relevant Requirements	FR_FINISH
Description	Complete the game
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Interact with the accommodation block, choosing to sleep several times
Expected Outcome	The game should end on day 8
Actual Outcome	As Expected

SLEEP_TASK	
Relevant Requirements	FR_UNIVERSITY_TASKS
Description	Sleep at the accommodation building
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Go the accommodation building

	3. Interact with it and sleep
Expected Outcome	You sleep and skip to 8am the following day. Sleep Hours should increase by 24 for each day slept. Energy should be replenished.
Actual Outcome	As Expected

EAT_TASK	
Relevant Requirements	FR_UNIVERSITY_TASKS
Description	Eat at the Ron Cooke Hub
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Go to the Ron Cooke Hub 3. Interact with it and eat
Expected Outcome	You eat, and hour passes and energy goes down
Actual Outcome	As Expected

STUDY_TASK	
Relevant Requirements	FR_UNIVERSITY_TASKS

Description	Study at the Computer Science building
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Navigate to the CS building, interact with it, and choose to study for 2 hours 3. Interact with it again, and choose to study for 3 hours 4. Interact with it again, and choose to study for 4 hours
Expected Outcome	You study, the amount of time specified passes and energy decreases, more for every hour studied. Study Hours increases by 1.
Actual Outcome	As Expected

SOCIALISE_TASK	
Relevant Requirements	FR_UNIVERSITY_TASKS
Description	Study at the Computer Science building
Author	Adam Robinson
Date Tested	8/5/24

Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Navigate to the Piazza building 3. Interact with it, choose a topic to talk about Coverage - Repeat this until 1, 2 and 3 hours pass
Expected Outcome	Between 1-3 hours pass, energy decreases and Recreational Hours increases by that amount.
Actual Outcome	As Expected

DUCK_TASK	
Relevant Requirements	FR_UNIVERSITY_TASKS
Description	Feed the ducks
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Navigate to where the ducks are 2. Interact with the ducks

Expected Outcome	You feed the ducks, energy decreases and Recreational Hours increases by 1.
Actual Outcome	As Expected

FISH_TASK	
Relevant Requirements	FR_UNIVERSITY_TASKS
Description	Catch a fish
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Navigate to the pier 2. Interacti with the pier and catch a fish
Expected Outcome	You fish, energy decreases, Recreational Hours increases by 1.
Actual Outcome	As Expected

END_CREDITS	
Relevant Requirements	FR_FINISH_CREDITS
Description	View the credits at the end of the game

Author	Adam Robinson
Date Tested	8/5/24
Pass?	No
Tester	Adam Robinson
Instruction	1. Start the game 2. Complete the game 3. View the end credits
Expected Outcome	At the end of the game, the credits are visible on the game over screen
Actual Outcome	The credits are not visible anywhere on this screen

INTRODUCTORY_DIALOGUE_BOX	
Relevant Requirements	FR_INTRODUCTION
Description	View the introduction box when starting the game
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Check if there is an introduction box

Expected Outcome	There is an introductory text box detailing the context of the game and what the player needs to do
Actual Outcome	As Expected

TIME_AUTOMATIC_INCREMENT	
Relevant Requirements	FR_DYNAMIC_TIME
Description	Time passes automatically in game
Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Observe if time increments
Expected Outcome	Time should increment at the rate of 1 in game minute per second
Actual Outcome	As Expected

MANY_ACTIONS_PER_DAY	
Relevant Requirements	FR_QUICK_TIME_ACTIONS
Description	Actions take such little time that a player can do several things a day

Author	Adam Robinson
Date Tested	8/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Navigate to any building or location and start interacting with it repeatedly
Expected Outcome	The player should be able to spend at least 8 hours performing tasks
Actual Outcome	As Expected

INTERACT_WITH_NPCS	
Relevant Requirements	FR_NPCS
Description	Interact with the game NPCs
Author	Adam Robinson
Date Tested	18/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Navigate to and interact with an NPC
Expected Outcome	The NPC should display dialogue
Actual Outcome	As Expected

INSUFFICIENT_ENERGY	
Relevant Requirements	FR_ENERGY_TIME_MANAGEMENT
Description	Attempt to do a task with insufficient energy
Author	Adam Robinson
Date Tested	12/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Navigate to any building or location and interact with it until energy is depleted 3. Attempt to perform an activity other than sleeping
Expected Outcome	The player will be unable to do the activity and be told to go to sleep
Actual Outcome	As Expected

INSUFFICIENT_TIME	
Relevant Requirements	FR_ENERGY_TIME_MANAGEMENT
Description	Attempt to do a task too late/early in the day

Author	Adam Robinson
Date Tested	18/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Wait until it is past midnight, either by doing activities or simply waiting - ensure energy is kept above 0 3. Attempt to perform an activity other than sleeping Boundary Testing - Attempt to perform at task at 12am, and another at 8am
Expected Outcome	The player will be unable to do the activity and be told to go to sleep
Actual Outcome	As expected, for both boundary tests

GAME_COUNTER	
Relevant Requirements	FR_ACTIVITY_COUNTER
Description	Check the in game counter works as expected
Author	Adam Robinson
Date Tested	12/5/24
Pass?	Yes

Tester	Adam Robinson
Instruction	1. Start the game 2. Observe that the top left time display increments at one in-game minute/second 3. Navigate to the Computer Science building and interact with it for 2 hours 4. Observe whether study hours increments by 2 5. Navigate to the Duck Pond and interact with it 6. Observe whether recreation hours increments by 1 7. Navigate to the Accommodation Building and interact with it 8. Observe whether hours slept increments by however many hours the player slept for, and days incremented by 1
Expected Outcome	The counter increments all these values as intended and accurately represents what the player has done in game
Actual Outcome	As Expected

FINAL_SCORE	
Relevant Requirements	FR_GAME_OVER

Description	End the game and observe the player's score
Author	Adam Robinson
Date Tested	12/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Start the game 2. Interact with the Accommodation Building repeatedly 3. After the seventh day, check whether the score == 0, as they player has only slept all game
Expected Outcome	The player's score will be 0 for the above reason
Actual Outcome	As Expected

ASSETS_FOR_COLOURBLINDNESS	
Relevant Requirements	NFR_RELIABILITY
Description	Check that sprites can still be identified when colourblind
Author	Adam Robinson
Date Tested	13/5/24
Pass?	Yes
Tester	Adam Robinson

Instruction	1. On the PC, in system settings, turn on colour filters 2. Start the game using each of the filters (Deuteranopia, Protanopia, etc) 3. Identify any visual difficulties encountered when playing the game Note: This test is best done by someone outside out project team (i.e. we should have done this for User Eval. Whoops.)
Expected Outcome	There will be no observable difficulties when playing the game.
Actual Outcome	As Expected

LOW_CRASH_RATE	
Relevant Requirements	NFR_RELIABILITY
Description	The game will crash very rarely or not at all
Author	Adam Robinson
Date Tested	13/5/24
Pass?	Yes
Tester	Adam Robinson

Instruction	1. During manual testing, observe how many times the game crashes 2. There are a total of 34 manual tests as of writing this - at most 1 test can crash
Expected Outcome	The game will crash a maximum of 1 time
Actual Outcome	As Expected

WORKABLE_FPS	
Relevant Requirements	NFR_PERFORMANCE
Description	The game will run consistently on at least 30 FPS
Author	Adam Robinson
Date Tested	22/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Inspect the set vsync of the game
Expected Outcome	This value will be at least 30 (30 fps)
Actual Outcome	As Expected

INTERPRETABLE_GAME	
Relevant Requirements	NFR_USABILITY
Description	The game will be understood by most people
Author	Adam Robinson
Date Tested	14/5/24
Pass?	No
Tester	Adam Robinson
Instruction	1. Ask Tsveta for user eval feedback 2. Observe how many participants found the game intuitive/easy to play
Expected Outcome	At least 90% of participants will answer yes to the above question
Actual Outcome	Many participants were unclear on where game locations were and got lost - signs did not adequate explain where everything was

CONSISTENT_INITIALISATION	
Relevant Requirements	NFR_COMPATABILITY
Description	The game will always/almost always load on compatible systems
Author	Adam Robinson

Date Tested	14/5/24
Pass?	Yes
Tester	Adam Robinson
Instruction	1. Run the program 20 times (don't have to play the game)
Expected Outcome	The game will load at least 19 out of the 20 times to meet the specified fit criteria
Actual Outcome	As Expected

RUNS_ON_ALL_PLATFORMS	
Relevant Requirements	NFR_PLATFORM
Description	The game will run on Windows, Linux and MacOS
Author	Adam Robinson
Date Tested	22/05/24
Pass?	Pass
Tester	Luke
Instruction	1. Run project on Windows (version 10+), MacOS (Sierra, x86_64) and Linux (Ubuntu 18.04+) 2. Play the game on each platform to make sure the game runs properly on each

Expected Outcome	The game will run on all of these platforms without issue
Actual Outcome	

SUITABLE_DEMOGRAPHIC	
Relevant Requirements	NFR_SUITABLE_DEMOGRAPHIC
Description	Determine that the game is well received by the target audience (young adults)
Author	Adam Robinson
Date Tested	16/5/24
Pass?	No
Tester	Adam Robinson
Instruction	1. Ask Tsveta for the user evaluation responses 2. Observe how many users enjoyed the game
Expected Outcome	At least 95% of users will have stated that they enjoy the game
Actual Outcome	Only 43% of users like our game, there are too many aspects of uncertainty that make the game unintuitive and unenjoyable

FINISH	
Relevant Requirements	UR_COMPLETE_GAME_SCREEN

	FR_FINISH
Description	Upon ending the game returns to the main menu
Author	Luke Jackson
Date Tested	22/05/24
Pass?	Yes
Tester	Luke Jackson
Instruction	1. Play through the game and reach the game over screen 2. Click the 'Main Menu' button
Expected Outcome	Game returns to the main menu
Actual Outcome	Game returns to the main menu