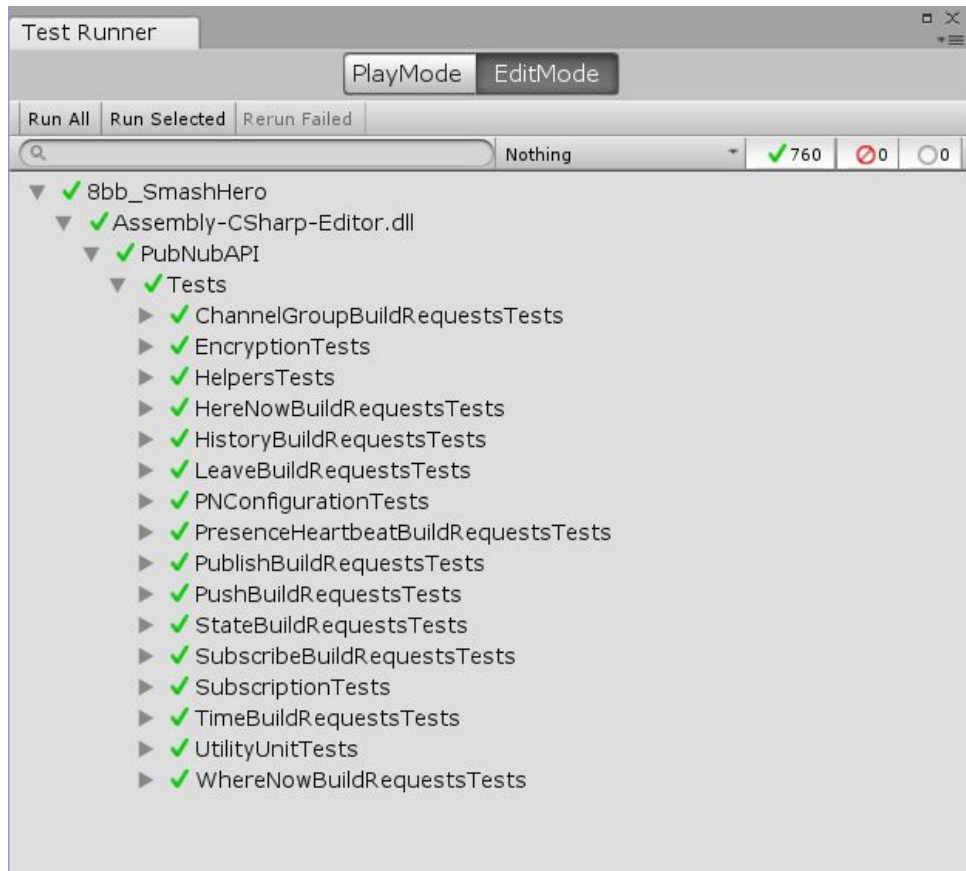Who: Noah Lane, Nick Amendola, Malcolm McKellips, Jacob Christiansen, Nick Vomund

Title: Smash Hero

Automated Tests: Automated tests in Unity are hard to implement for a game, however, we used a service called PubNub to create our database, which came with many verification tests. Below are the results of all the tests.
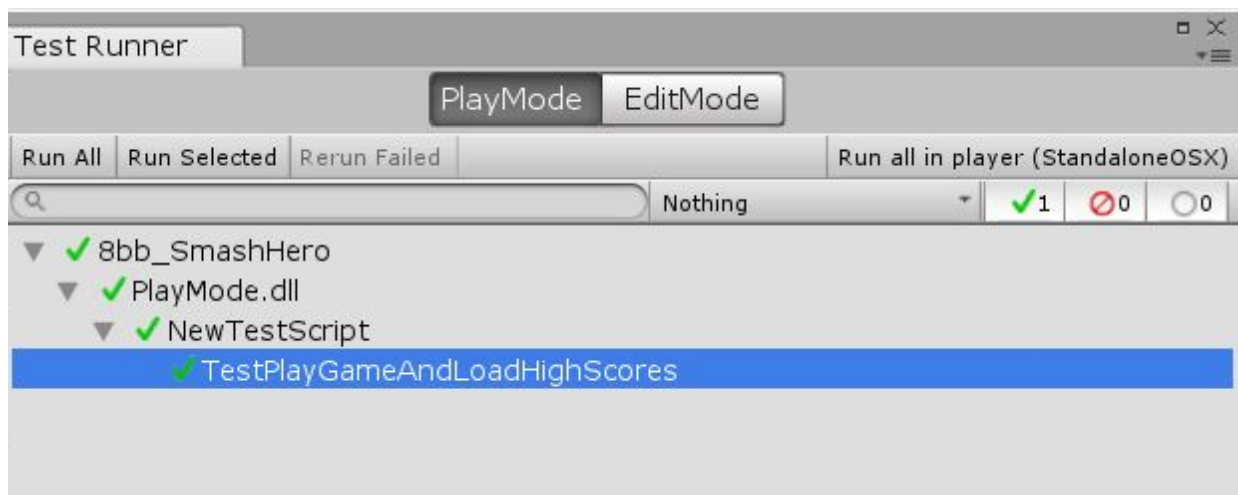

In addition to this, we wrote our own test code to make sure the scenes were properly loading and the buttons were working. For this, we imported an asset called Unity UI Test Automation, which can be found at https://assetstore.unity.com/packages/tools/unity-ui-test-automation-72693. Our code and results are shown below.

```
NewTestScript.cs    ×

1   using UnityEngine;
2   using UnityEngine.TestTools;
3   using NUnit.Framework;
4   using System.Collections;
5
6   public class NewTestScript : UITest{
7
8
9       [Test]
10      public IEnumerator TestPlayGameAndLoadHighScores() {
11          yield return LoadScene("title");
12
13          yield return Press("playButton");
14
15          yield return WaitFor(new ObjectAppeared<Game>());
16
17          yield return WaitFor(new ObjectDisappeared<Game>());
18
19      }
20  }
21
22
```

This code essentially loads the title screen, presses the play button, waits for the game board to load, and then disappear (which signals that the high score screen is showing).

Test Runner

PlayMode   EditMode

Run All   Run Selected   Rerun Failed   Run all in player (StandaloneOSX)

Nothing   ✓1   ⊘0   ◯0

▼ ✓ 8bb_SmashHero
  ▼ ✓ PlayMode.dll
    ▼ ✓ NewTestScript
        ✓ TestPlayGameAndLoadHighScores

User Acceptance Tests: We will be testing the loading screen, registering note hits, and the high score screen.

Tested by: Nick Vomund

Feature	Expected Outcome	Actual Outcome	Pass?	Comments
Start Button	Screen changes from title screen to game screen, game starts	Game board loads, notes and music start playing	Yes	None
Hit Note	Score increases, music continues to play normally	Score increases	Yes	None
High Score Screen	High Scores get saved between games, you are inserted if you achieved the high score	High score screen loaded correctly	Yes	None
Type a name into high score field	Score is saved along with name	High score is saved in correct location	Yes	Score screen looks great

Tested by: Nick Amendola

Feature	Expected Outcome	Actual Outcome	Pass?	Comments
Start Button	Screen changes from title screen to game screen, game starts	Changes to game screen and starts music and notes playing	Yes	na
Hit Note	Score increases, music continues to play normally	Score increases and music keeps playing	Yes	Music will continue if hit or miss any note
High Score Screen	High Scores get saved between games, you are inserted if you achieved the high score	High score screen loads after game and updates if you have a new high score	Yes	na
Type a name into high score field	Score is saved along with name	High score is saved	Yes	na

Tested by: Jacob Christiansen

Feature	Expected Outcome	Actual Outcome	Pass?	Comments
Start Button	Screen changes from title screen to game screen, game starts	Switches to ingame scene and starts the game, and music begins to play	Yes	N/A
Hit Note	Score increases, music continues to play normally	Score gets larger, and music continues playing	Yes	Hit note animation will play if note it hit
High Score Screen	High Scores get saved between games, you are inserted if you achieved the high score	Switches to high score scene after game is completed, and let's you insert name if you got a high score.	Yes	N/A
Type a name into high score field	Score is saved along with name	The name is saved to the scene and database once it is inserted	Yes	N/A