Test Case

Part 1:

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| Requirement to test | Test Data Input | Expected Outcomes | Actual Outcomes |
| Xml data design file 1 | Open from index.html | Open xml on browser | Open xml on browser |
| User booking design page | -- | -- | Display outlook and background loading as expected |
| Dynamic Translation Wakatipu Boat Adventure name from Maori language to English, date picker, numeric up and down box | Click on the title | Title language change | Title language changes as click |
| Load Wakatipu boat setting from the Array | -- | Load from xml first and display | Load from xml first and display |
| Populate each boat layout dynamically on the webpage.   * + User must be able to dynamically see seat number; is it available or not and cost for each seat.   + Already booked seats clearly indicated in your layout and user should not be able to select them for booking.   User can change his/her mind and select other seats | Cursor Hover seat | Seat number and occupation display when hover | Seat number and occupation display when hover |
| User must be able to dynamically see a list of menu items. Each item has image, description, type indication (vegetarian, egg free, gluten free) and cost. Minimum 6 items on your menu | -- | Display details | Display details |
| If user wants to change their booking selection, they system should be able to update dynamically. | NA | NA | NA |
| On user confirmation (boat name, seats numbers and menu selection) the booking system should calculate total price and provide a full statement/ list of selected items and seat(s) number(s). Summary for booking should have: date, time, name of Wakatipu Boat Adventure boat, seat’s number(s), number of people coming, menu selected and total cost. Date range only from today and up to next 4 days | Valid | Valid | Valid |
| After booking confirmation is done- seat(s) should be marked as unavailable/booked for that time and selected date. | Book the seat | seat has been marked occupied if hover | seat has been marked occupied if hover |
| using JSON to communicate with external APA, weather check done correctly for today booking Weather condition for today should be displayed on booking page | Change the date of the booking | Weather information extracted from JSON and displayed on label | Weather information extracted from JSON and displayed on label |

Part2

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| Requirement to test | Test data input | Expected outcomes | Actual outcomes |
| Mr X movement is controlled by using the keyboard arrow keys (up, down, left, right).  **(11 marks)**   * It also needs additional key to turn the move catch net (for example- blank space). * Mr X direction changes, when Mr X moves left or right. Each time Mr X changes direction the move catch net should be in front of Mr X. * Mr X movement is restricted inside the canvas. * Every time Mr X successfully catches a bug, a score of one is added to the current score and a ‘happy’ sound is played. * Define and implement Mr X animation (eyes movement, legs movement, tail movement, ears movement) | Keyboard control | Movement controlled by keyboard | Movement controlled by keyboard |
| However, if a bug touch on Mr X, an ‘unhappy’ sound will be played, and current score will be deducted by one.  **(12 marks)**  Stage 1: a small yellow bug with a radius = 6px will appear randomly on the bottom of canvas.  Stage 2: growing time for each bug is 5 seconds. Each bug grows to size of radius = 20px  Stage 3: bug’s colour changes gradually from yellow to red in a duration of 3 seconds. Use radial gradient in diagonal direction for the colour change.  Stage 4: Each yellow bug will stay on the bottom for a duration of 4 seconds and will then start move.  Stage 5: movement time for each bug is 6 sec.  Stage 6: bug moves fly out of vision if Mr X is unable to catch it. Or if it moves on the any side of Mr X it should touch and disappear. | if bug touch X, game will stop |  |  |
| Additional criteria for the game: **(8 mark)**   * Minimum 4 different sounds in the game and users should be able to control the volume of the sounds. * Provide feedback with appropriate text messages and sound to the player. For example, a mechanism to display the score to the player or text message in the end of game. * Time settings which can be changed by player. Default time setting for duration of game is 4 * minutes. Other possible value for the duration of the game is 1, 3 and 6 minutes. * Start button and restart button.   Overall design and complexity of scenery – background | NA | NA | NA |
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