QA Script – Personal Project 1

Tester’s Name:

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| Step | Action | Test Data | Expected Outcome | Actual Outcome |
| 1 | Open the game. | N/A | Background music plays. |  |
| 2 | Adjust Music Volume Settings in Options Menu. | Music Volume: 0, Halfway, Full | Music is gone at 0, moderate halfway, and loud at full. |  |
| 3 | Adjust Sound Volume Settings in Options Menu. | Sound Volume: 0, Halfway, Full | A sound should play at 0.5 second intervals when adjusted. The sound is gone at 0, moderate halfway, and loud at full. |  |
| 4 | Press Load Game button. | N/A | Game should launch into first level successfully. |  |
| 5 | Quit game by pressing “ESC”. | N/A | Game window should disappear after a 2 second delay. |  |
| 6 | Relaunch the game and open Options Menu. | N/A | Background music should be the same level as adjusted last session. Sliders should reflect the levels. |  |
| 7 | Go back to Title Screen and press New Game. | N/A | The same level as before should load. |  |
| 8 | Walk around the perimeter of the level using WASD. | N/A | The player should not fall out of the map. |  |
| 9 | Collect all 10 keys in Level One. | N/A | The keys should disappear when walked on and the next level should load after all pieces are collected. |  |
| 10 | Quit the game and relaunch it. Press the Load Game button. | N/A | The second level should appear with what time you had previously and 10 keys in your inventory. |  |
| 11 | Jump into the large hole the floating platform is above. | N/A | The player should be teleported back to where they started. |  |
| 12 | Stand still on the floating platform. | N/A | The player should move with the platform. |  |
| 13 | Walk around the platform while it is moving. | N/A | The player should remain on the platform unless they step off, which should teleport them to the start. |  |
| 14 | Stay on the platform until the platform returns to the starting area. | N/A | The player should not be brought to the area with the rest of the keys. The platform should continue the cycle once more. |  |
| 15 | Press the lever in the isolated area and return to the platform. | N/A | The player should be brought to the area with the rest of the keys in addition to the same cycle of movement. |  |
| 16 | Collect all of the keys. | N/A | A winning screen should appear with the completed time. The time should be formatted properly with 0s if the seconds are less than 10. |  |

Any Additional Notes From Tester: