**Chapter 4**

**Testing**

We tested our game according to the following parameters:

1. An intriguing or complex plot  
2. Realistic/ delightful graphics (including characters, backgrounds and equipment) and sounds  
3. Random events (to keep the player interested)  
4. Little known facts (to educate the player)  
5. Facilitate players to work as teams (In case of multi-player games)

To test the game we performed following types of testing:

**4.1 Installation Testing:**

This game will run perfectly on the computer in which Turbo C++ is installed or any other IDE which runs the C++ programs.

**4.2 Feature Testing:**

This is the most important type of game testing. Typically, the game would have a number of features. You should aim to cover the game's features as exhaustively as feasible.

* **Detailed test cases:** These test cases are suitable to cover obvious features e.g. game options, progression from one level to the next, correct working of the controls, start/ suspend/ resume.

The game consist of front page after clicking any button on the front page the player will move to the name entry module in which the player has to enter his/her name. After entering his name the player has to choose the levels and accordingly play the corresponding level.

* **Task Based Test Cases:** These test cases are at a higher level of detail. They take into account the objectives a player could have e.g. go through each level and win the game, choose and old saved game and continue it etc.

In this game the objective of the player is to reach the finish point by traversing the path in the maze. After reaching the finishing point a message “YOU WON” will be displayed on the screen.

**4.3 UI Testing:**

 UI testing includes testing of the graphic elements (e.g. characters in the plot, backgrounds, objects in the foreground) as well as the content (both viewable and audible).

The list of the graphical elements used are as follows:

Visuals drawing include construction of rectangles, squares, lines and circles.

Background color is always Black;

Text color includes red, blue and green.

Text font includes the function settextstyle(4,o,6) which is according to the C++ graphics.