Early Bird Testing

# Functionality Testing

Functional Features:

* Achieved Win Condition – Move on to Next Level
* Continue Playing after Triggering Immobilise pickup – 5 sec Timer starts.
* Player Speeds up with Speed Up Pickup

\* All of these features have been tested extensively throughout development

## Achieved Win Condition

### Purpose:

Player can continue on to next level.

### Process:

* Game Menu: press play
* Instructions page: press next
* Avoid objects that slow you down
* Jump over gaps between platforms
* Arrive at end of level before Timer reaches 0

### Expected Result:

Player goes on to next level.

### Notes:

Once player reaches the end of the level, the character plays the set victory animation and audio, and after the expected 3 second delay the current level switches to the next level.

## Continue game after Triggering Immobilise pickup

### Purpose:

Player can continue the game after being immobilised.

### Process:

* Game Menu: press play
* Instructions page: press next
* Player collides with mysterious bug object
* Player is immobilised for 5 seconds
* 5 second timer counts down on top left screen
* After 5 second timer reaches 0, the player can run again

### Expected Result:

The player is able to continue the level after having been immobilised.

### Notes:

Player is immobilised for the expected 3 seconds, and is able to move again afterwards. Whilst not able to run when immobilised, the player can still jump.

## Player Speeds up with Speed-Up Pickup

### Purpose:

Player can speed up character move speed by colliding with Berry pickup.

### Process:

* Game Menu: select play
* Instructions page: press next
* Move character to berry pickup

### Expected Result:

Berry pickup is deleted and character move speed increases by 2.

### Notes:

When player collides with the berry pickup object, the object deletes itself (as expected) after increasing the player move speed by 2.

# Compatibility Testing

Functional Features:

* Player can jump on Android device
* Play option works on Windows Game Menu
* Exit buttons closes program

\* All of these features have been tested extensively throughout development

## Player can jump on Android device

### Purpose:

Jump function work appropriately on an Android device.

### Process:

* Game Menu: press play
* Instructions page: press next
* Player taps the screen to jump
* Double tapping does nothing at this stage

### Expected Result:

The Player jumps appropriately whenever the screen is tapped.

## Play option works on both Windows and Android

### Purpose:

Game can start when play is selected.

### Process:

* Tap Play on game menu to start the game

### Expected Result:

Game starts.

### Notes:

Game start immediately when play button is selected on both Windows and Android devices.

## Exit buttons closes program on Windows and Android

### Purpose:

The game closes appropriately when exit button is clicked on Windows or Android.

### Process:

* On game menu: click/tap on exit button
* On instructions page: click/tap on exit
* Or in game level : click/tap on exit button
* Or on replay menu: click/tap on exit button

### Expected Result:

Program closes.

### Notes:

Program closes immediately whenever this button is selected (in game menu, within levels and at the replay menu).