Acceptance Documentation

Project: FunFlip Game

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## **Introduction**

This document provides the acceptance report for the *FunFlip Educational Game*. It outlines the system under test, the provision for acceptance, and the demonstration of agreed use cases as the basis for formal approval.

## **SUT – System Under Test**

### 2.1 System:

The *FunFlip Educational Game*, a memory card-matching application designed for Android and iOS platforms. It is aimed at children aged 4–6 to support early learning through play.

### 2.2 Purpose

The system helps children learn vocabulary and improve memory skills by matching card pairs, with positive audio-visual feedback and adaptive difficulty.

### 2.3 Scope of SUT:

* + **Functional areas include:**
    - Start screen navigation (Play, Quit)
    - Category selection (Animals, Fruits, Vegetables)
    - Level selection (Easy, Medium, Hard grids)
    - Card flipping and matching logic
    - Replay, menu navigation, quit
    - Audio control (mute/unmute)
  + **Non-functional areas include:**
    - Performance (≤0.5 seconds response time)
    - Usability (simple, colorful interface for children)
    - Accessibility (voice feedback, large buttons, high contrast visuals)
    - Offline operation (runs without internet connection)

### 2.4 Technology / Architecture:

* + Developed using Godot Engine 4.x
  + 5-layer architecture with strict layering (UI, SceneLoader, Game Logic, Data, Services)
  + Uses categories.json for card data
  + Reuses components like Card.tscn, AudioControl.gd, SceneLoader (Main.gd)

### 2.5 Verification focus :

The system under test is the complete game, verified as a whole in realistic usage conditions (on target devices) to ensure that it meets both functional requirements (what the system does) and non-functional requirements (how the system behaves).

# **BZA – Provision for Acceptance**

### 3.1 Purpose:

To document the systematic process followed for the acceptance of the *FunFlip Educational Game* based on verification against requirements and validation in its intended application context.

### 3.2 Verification against requirements specification:

* + All functional requirements (e.g., navigation, gameplay logic, feedback) were verified against the documented specifications.
  + All non-functional requirements (e.g., performance ≤0.5s response, usability, accessibility) were verified using the defined measurement criteria.
  + Both positive and negative test cases were executed systematically according to the test specification.
  + Results were recorded in the test protocol; no critical defects (Class 1-3) remained open at the time of acceptance.

### 3.3 Validation against application context:

* + The system was validated in realistic conditions (on Android/iOS devices, offline) to ensure suitability for its intended use (children aged 4–6 years).
  + The system demonstrated usability, accessibility, and responsiveness appropriate for the target audience.
  + The end-to-end user journey (from start screen to gameplay to completion) was validated through acceptance tests.

### 3.4 Execution of acceptance tests:

* + System-level tests verified the integrated behavior of all components.
  + The full gameplay cycle (start, category selection, level selection, gameplay, replay/exit) was tested successfully.
  + Test cases covered all agreed use cases and scenarios.

### 3.5 Defect classification:

* + No critical defects (Class 1–3) found.
  + Minor cosmetic issues (Class 4–5) were documented but accepted as non-blocking for delivery.

### 3.6 Conclusion:

The FunFlip Educational Game fulfills the agreed acceptance criteria. The system is ready for formal acceptance and handover.

# **Submission of Acceptance Report incl. Agreed Use Cases**

### 4.1 Purpose:

The acceptance report provides evidence that the *FunFlip Educational Game* meets the specified requirements and is fit for its intended use. It serves as the formal basis for acceptance.

### 4.2 Verification against requirements specification:

* + All functional and non-functional requirements were verified according to the test documentation.
  + Positive and negative test cases were executed systematically.
  + No critical defects (Class 1-3) were found; minor cosmetic defects (Class 4-5) were accepted.

### 4.3 Validation against application context:

* + The system was tested on target platforms (Android/iOS) in realistic conditions.
  + The game was demonstrated to function as intended for the target group (children aged 4–6).
  + The system was shown to be usable, accessible, and performant.

### 4.4 Agreed use cases demonstrated:

* + Start Screen Navigation: Launches the app, displays the start screen, allows starting or quitting the game.
  + Learning Category Selection: Enables selection of a learning category (Animals, Fruits, Vegetables).
  + Level Selection: Allows selection of Easy, Medium, or Hard level within a category.
  + Card Matching Gameplay: Allows flipping cards, finding pairs, and receiving audio-visual feedback.
  + Level Replay / Return to Menu: After completing a level, the player can replay, move to the next level, or return to the main menu.

### 4.5 Declaration:

* All agreed use cases were successfully demonstrated. The system meets the acceptance criteria and is ready for formal acceptance and handover to stakeholders.