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**TEMPLATE**

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| **Use Case:** | **ID:** |
| **Test Number:** | |
| **Objective:** | |
| **Set up:** | |
| **Expected Results:** | |
| **Test:** | |
| **Test Record:** | |
| **Date:** | **Tester:** |
| **Result:** | |

**TEMPLATE**

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| **Use Case:** Enemy Detection | **ID:** 1C |
| **Test Number:** 1 | |
| **Objective:**  To test whether a player will be detected by the enemy and be detected at different speeds based on where they are in the enemy’s field of view | |
| **Set up:**  The player will take turns standing in the 5 different vision zones the enemy has. The player will start outside of the enemy’s field of view AND ensure the timer has not started. The player will then move to a vision zone and test how long it takes for the player to be spotted. The enemy’s spotlight will change to a different colour based on which zone the player has been spotted in, making it easy to visualise this test. | |
| **Expected Results:**  The player should be spotted after spending 1 second in zone 1 AND the enemy`s spotlight should go red.  The player should be spotted after spending 1.5 seconds in zone 2 AND the enemy`s spotlight should go magenta.  The player should be spotted after spending 2 seconds in zone 3 AND the enemy`s spotlight should go yellow.  The player should be spotted after spending 3 seconds in zone 4 AND the enemy`s spotlight should go green.  The player should be spotted after spending 5 seconds in zone 5 AND the enemy`s spotlight should go blue. | |
| **Test:**  The player will enter zone 1, check how long it takes for the enemy`s spotlight to go red and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 2, check how long it takes for the enemy`s spotlight to go magenta and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 3, check how long it takes for the enemy`s spotlight to go yellow and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 4, check how long it takes for the enemy`s spotlight to go green and then leave the enemy`s field of view and wait for the timer to reset.  The player will enter zone 5, check how long it takes for the enemy`s spotlight to go blue and then leave the enemy`s field of view and wait for the timer to reset. | |
| **Test Record:** Expected results observed | |
| **Date:** 23rd March 2023 | **Tester:** Tayyab Hussain |
| **Result:** Passed | |

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| **Use Case:** Enemy Pathfinding | **ID:** 1B |
| **Test Number:** 2 | |
| **Objective:**  To test whether the enemies are successful in independent pathfinding in order to search for the player. | |
| **Set up:**  The enemies should be going along their patrol paths as normal, to begin with. After they spot the player, they should path find to the player’s location. Once the player has escaped and the enemies can no longer see the player, they should path find to search for the player. | |
| **Expected Results:**  The enemies should all congregate at the player’s last known location. They should then each spend 15 seconds searching a pre-determined position on the map using the pathfinding algorithm to traverse to that location. After 15 seconds they should then path find to another location on the map and search there for 15 seconds. After 30 total seconds of searching, they should path find back to their patrol paths and continue patrolling. | |
| **Test:**  The player will start in an undetected state and check that the enemies are following their patrol paths.  The player will then enter an enemy’s vision zone and be spotted.  The player will then run and hide and be completely outside of any enemy vision zone until the enemies have completed both searches and returned to their patrol paths. | |
| **Test Record:** Expected Results Observed | |
| **Date:** 22/04/23 | **Tester:** Tayyab Hussain |
| **Result:** Passed | |

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| **Use Case:** Enemy Behaviour Tree | **ID:** 1A |
| **Test Number:** 3 | |
| **Objective:**  To test whether the behaviour tree can successfully implement the 4 relevant actions defined in the requirements specification and do so at the correct time based on the current game state. | |
| **Set up:**  The player will begin the game outside of the map to test the enemy patrol paths. The player will then be placed into the map and play in a way that will result in the enemy AI having to use all of the 4 different actions within the game and use them at the correct time. | |
| **Expected Results:**  The enemies should patrol when the player has not yet been spotted.  If a guard spots the player, all the other guards should be alerted and should pathfind to the player’s location. If the guards are close enough to the player they should attack. If they have spotted him but are too far away, they will chase him. If they all lose sight of him after having previously seen him. They will enter a search pattern. They will search 2 randomly assigned locations on the map until they have been searching for 40 seconds. Then they should return to their patrol paths. If they find the player whilst searching, they should return to either chase or attack the player based on the distance between them and the player. | |
| **Test:**  The player will start in an undetected state and ensure that the enemies all follow their patrol paths.  The player will then appear in the vision cone of one enemy and be subsequently spotted by the enemy.  The player will wait there until all of the guards have traversed to the player’s location.  The player will then slowly walk around the map. The tester will ensure that all of the guards attack the player when they are close and chase the player when they are far away.  The player will then go into hiding.  The tester will ensure that all guards enter their search pattern.  During the searching, the player will then attempt o be spotted again by the guards to ensure they switch states from searching to either attacking or chasing.  The player will then go back into hiding.  The tester will ensure once again that the guards enter their search pattern.  The tester will then observe if the guards will return to their patrol paths after 40 seconds. | |
| **Test Record:** Expected Results observed | |
| **Date:** 05/05/23 | **Tester:** Tayyab Hussain |
| **Result:** Passed | |

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| **Use Case:** UI Depicting Enemy States | **ID:** 2A |
| **Test Number:** 4 | |
| **Objective:**  To test whether the UI elements depicting the enemy`s state are working correctly based on which state the guard is currently in. | |
| **Set up:**  The player will play the game as normal ensuring to go through all 4 states for each enemy and checking if the UI is correctly depicting each guard’s state. | |
| **Expected Results:**  The enemies should not have a sprite above their heads when patrolling.  The enemies should have an exclamation mark sprite over their heads when the player has been spotted.  The enemies should have a question mark sprite above their heads when in a search pattern.  The enemies should return to having no UI element above their heads when they return to a patrolling state after the search is complete. | |
| **Test:**  The player will start the game outside of the map. The tester will ensure the guards have no UI elements above their heads while patrolling.  The player will then be put inside the map and try to be detected by a guard.  The tester should only see an exclamation mark over the guard’s head when the player has been completely spotted by the guard.  The player will then go into hiding and the guards should enter a search pattern.  During this search pattern, the tester should check that the guards no longer display an exclamation mark sprite over their heads and now display a question mark sprite.  The player will attempt to be spotted again by a guard while the search is ongoing to check if the UI elements can change back from a question mark sprite to an exclamation mark sprite.  The player will then leave the map entirely and the tester will observe if the guards all change their UI elements to a question mark sprite while in a search pattern.  Once the search pattern has concluded, the tester will observe if the guards have returned to patrolling and no longer have any UI element above their heads. | |
| **Test Record:**  Expected Results observed | |
| **Date:** 08/05/23 | **Tester:** Tayyab Hussain |
| **Result:** Passed | |

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| **Use Case:** UI Depicting Enemy Detection Level | **ID:** 2B |
| **Test Number:** 5 | |
| **Objective:**  To test whether the UI correctly depicts how close the enemy is to detecting the player. | |
| **Set up:**  The test version of the game will have only one enemy on the map and the enemy will not be able to move or look around. This will make it easier to check the detection level. | |
| **Expected Results:**  The enemy`s detection bar should not appear above their head until the player walks into the enemy`s vision zone.  The enemy will then have a detection bar above their head and it should slowly start filling up at the same rate the enemy would detect the player.  Once the enemy`s detection bar is full and the enemy detects the player, the detection bar should disappear and the Alerted UI element should appear instead. | |
| **Test:**  The player will start outside of the enemy`s vision cone.  The player will then walk into the vision cone and the tester should ensure the detection bar appears above the enemy and starts to fill up.  The player will stay in the zone until the bar is half full and then step out of the zone. The tester should ensure that the bar starts to slowly decrease and once empty the bar should disappear.  The player will then re-enter the enemy`s vision zone and stay in the zone until the bar is completely full. The tester should observe that the bar disappears and the Alerted UI element appears above the enemy`s head. | |
| **Test Record:**  The test was largely successful. However, there was one small pitfall. When the player leaves the enemy’s vision zone, the bar will jump down initially before then slowly decreasing. This is due to the way the bar`s detection amount is coded. This is discussed further in the Results section. | |
| **Date:** 11/05/23 | **Tester:** Tayyab Hussain |
| **Result:** Passed, but a slight adjustment is needed to make the feature more comprehensive | |

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| **Use Case:** Smoke Bomb Mechanic | **ID:** 3Ai |
| **Test Number:** 6 | |
| **Objective:**  To test whether the smoke bomb deploys correctly, obstructs the view of the Enemies, stops the enemies from moving when inside the smoke and is correctly detected by an enemy without the presence of the player. | |
| **Set up:**  To test the smoke bomb a test version of the game will be set up with only the player and a test enemy who cannot move. This is so that the tester can verify whether the enemy can see the player through the smoke or not and can also verify the basics such as the deployment of the smoke and the visuals.  Then the normal game will be played to check the enemies` reaction to the smoke. | |
| **Expected Results:**  When the player hits the ‘G’ key on the keyboard, the smoke bomb canister will spawn in front of them and drop to the ground.  After a 1-second delay, the smoke should be instantiated and the canister should be culled.  The enemies will not be able to see the player if they are obstructed by the smoke.  The enemies will not move if they are caught in the smoke.  The enemies will search for the player if they cannot find them after the smoke clears  If a smoke bomb appears but the player has not been spotted by the enemies, the enemies should move towards the smoke but not go in the smoke and search for the player after the smoke dissipates. | |
| **Test:**  The player will start in the test version and be spotted by the test enemy.  The player will then press ‘G’ and drop the smoke bomb.  The tester will ensure the canister will behave as a physics object and drop to the ground and have a 1-second delay before being culled from the level.  The tester will also observe the smoke being instantiated at the location of the now-culled canister.  As the smoke billows, the tester will observe the enemy and ensure that the enemy can no longer see the player when the player is obstructed by the smoke.  Once the smoke clears, the tester will ensure that the enemy can now see and spot the player.  Then the normal version of the game will be played.  The player will be spotted by all of the enemies and drop the smoke.  The tester will ensure that the enemies do not move while in the smoke.  The player will leave the map and the tester will ensure that the enemies start searching for the player and complete a full search pattern before returning to their patrol paths.  The player will then drop smoke in front of one of the enemies on the level without being spotted themselves.  The tester will ensure that the enemy spots the smoke even without seeing the player and moves all of the enemies to the location of the smoke.  The tester will ensure that when the smoke dissipates that the enemies enter a searching pattern again. | |
| **Test Record:**  The tests related to the smoke itself passed. This includes the smoke being released from the canister after a delay and the canister being culled. The smoke also blocks the enemy’s vision and the enemies cannot spot the player through the smoke which works as intended.  However, the remaining parts of the test all failed. This was predicted of course as they were not implemented successfully into the build. The enemies did not spot the smoke, they only saw it as an obstacle in their way and therefore they did not stop when inside the smoke or move to the smoke when they spotted it without seeing the player. This will be explored further in the Results section. | |
| **Date:** 20/05/23 | **Tester:** Tayyab Hussain |
| **Result:** Failed | |