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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 | |