

ENG1 - Assessment 2

Manual Tests

Manual2.pdf

Group 6

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ID	Requirements	Author	Short Description	Status
CharacterMovementTest	FR_INPUT_DETECTION	Mikolaj Wyrzykowski	Use all inputs in the game available to the user.	PASS
GameDurationTest	FR_GAME_DURATION	Mikolaj Wyrzykowski	Play through the game in a normal loop using all inputs, identify time taken to play through. Play through the game as quickly as possible, identify time taken.	PASS
UITest	FR_UI	Barnaby Matthews	Load game then walk to an intractable and use it to check the UI updates accordingly.	PASS
AssetMapTest	FR_MAP	Barnaby Matthews	Check all assets inside and outside the buildings to identify if they are rendered correctly.	PASS
CanInteractTest	FR_INPUT_DETECTION	Mikolaj Wyrzykowski	Interact with each interactable on the map. Identify if interaction works and updates its relevant counters.	PASS
AccessibilityTest	FR_SETTINGS	Barnaby Matthews	Open settings and check if each one works appropriately. Does the game after settings satisfy the user's preference.	PASS

CharacterMovementTest:

- Pressed 'W' to move up, character moved up
- Pressed 'S' to move down, character moved down
- Pressed 'A' to move left, character moved left
- Pressed 'D' to move right, character moved right
- Pressed 'Up Arrow' to move up, character moved up
- Pressed 'Down Arrow' to move down, character moved down
- Pressed 'Left Arrow' to move left, character moved left
- Pressed 'Right Arrow' to move right, character moved right

Expected Outcome: All inputs work as expected for the movement, able to move in all directions. Both WASD & Arrow Keys Work for the movement.

Actual Outcome: Same as expected outcome, all inputs resulted in correct character movement.

GameDurationTest:

- Simulated the average experience of the game, did not sprint for the first attempt
- Went to the library, interacted with any interactables until I ran out of energy.
- Headed home to gain energy through cooking or naps.
- Performed any interactables at home then went to sleep to progress the day once all the energy has been used up
- Left home to go to the pub and then performed any interactables there until I ran out of energy.
- Headed home to gain energy through cooking or naps.
- Performed any interactables at home then went to sleep to progress the day once all the energy has been used up
- Left home to do any interactables outside the buildings until out of energy.
- Headed home to gain energy through cooking or naps.
- Performed any interactables at home then went to sleep to progress the day once all the energy has been used up
- Repeated any of these steps in sets of 3 (Going somewhere, heading home, interacting at home then sleep) for each passing day until the final day of the exam.
- Went to sleep and obtained the score.
- Obtained the time since launching the game and obtaining the movement of player character
- Repeated all steps above but with sprinting instead for the movement in between the locations
- Repeated all steps above but only stayed at home for the duration of the game.

Expected outcome: Time taken for the normal gameplay loop, sprinting through the game, and finishing the game as quickly as possible by staying indoors should all take less time respectively. Completion of the game & obtaining a score should take < 10 minutes as outlined in non-functional requirements.

Actual outcome: The movement of the player without sprinting is slower than expected however fits within the constraints and fits the expected outcome.

UITest:

- Started the game, a clock showing the day and time, and bars representing; Energy, Happiness, and Study Level appeared
- Moved to the bus stop, Text at the bottom of the screen appeared prompting the player to 'Press E to head to town'
- Pressed e to go to town, my energy moved down, happiness rose and the time at the top of the screen progressed

Expected outcome: that the UI interfaces; a clock showing the day and time, bars representing; Energy, Happiness, and Study Level, and text prompting a player to press e on interactables when nearby.

Actual outcome: the UI worked as expected.

AccessibilityTest:

- Clicked on the settings button on the home screen
- Toggled Off and On music, music stopped and started
- adjusted music volume, music should changed in volume accordingly
- Toggled Off and On Sound, Button made no sound when toggled off and made sound when toggled on
- Adjusted sound volume each time clicking the head back button and then back to settings, sound of the buttons adjusted accordingly
- Adjusted Clouds Speed and then clicked head back, the cloud speed adjusted accordingly
- Toggled Main Menu Clouds Off then clicked head back, the clouds on the main menu screen did not contain clouds.

Expected outcome: That all toggles and adjustments work

Actual outcome: All toggles and adjustments worked

AssetMapTest:

- Started game, checked all assets had rendered properly
- Entered the library building, checked all assets had rendered properly
- Left building and enter the home, checked all assets had rendered properly
- Left building and enter the pub, checked all assets had rendered properly

Expected outcome: All assets render correctly.

Actual outcome: All assets rendered correctly.

CanInteractTest:

- Started the game and selected 3 random interactables.
- Walked towards an interactable then pressed 'E' to interact with them noting the changes to the study level, happiness and energy.
- Checked if approaching the interaction resulted in a green highlight
- Checked if the interaction is highlighted yellow from the distance,

Expected outcome: Selecting the random interactables would prevent any bias and simulate the player choosing what action to take while they play the game. Each interaction would highlight green if approached, appear yellow from distance and be able to be interacted with by pressing 'E'. Corresponding counters of study, happiness and energy would move and time would pass.

Actual outcome: Test was run multiple times and ran exactly as expected.