



WHO DID

CIS 1512: Software Engineering

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Test Case #	Description	Input	Expected Output	Actual Output	Pass/Fail
1	The program should run without any errors, displaying the "Welcome" page on the first run.	Run Command	No errors on the first execution, The Welcome page displayed	Welcome page displayed without errors	Pass
2	The game should automatically start with sound in each button and background music upon execution.	Run Command	Every time the game starts, the background music will begin automatically, and pressing the "Let's Go" button will trigger the clicking sound.	The user runs the game, and the music starts simultaneously with the game. When the user clicks the "Let Go" button, the clicking sound is heard, indicating that the button has been pressed.	Pass
3	Clicking the "Let's Go" button on the initial page should transition to the "Log In" page.	Press the "Let's Go" button	Displays Log In page	Log In page appears after the button click	Pass
4	On the Log-in page, users can toggle sound and music on/off, as we included these features automatically in the program.	Toggle buttons "Music" and "Sound"	Toggling turns off/on sound and music	On the Log-in page, the music and sound are initially on. To mute them, the user clicks the adjacent buttons for sound and music.	Pass
5	The "Instruction" button on the Log-in page should lead to a page explaining the game, with an option to return to the Log-in page.	Press the "Instruction" button	Pressing this button is expected to navigate the user to another page explaining how the game works. In the same window, there's a button to easily return to the Log-in page.	Clicking the Instruction button on the Log-in page hides it and takes the user to the instructions. After reviewing, the user can return to the Log-in page using the arrow button.	Pass
6	Testing user registration with credentials exceeding 10 characters for the username and 4 digits for the PIN.	Add credentials and press "Start"	After entering credentials with more than 10 characters for the username and more than 4 digits for the PIN, it is expected that a table will appear, reminding users to review their credentials.	On the Log-in page, if the user inputs credentials with more than 10 characters for the username or 4 digits for the PIN and presses start, a table will appear, indicating an issue with the credentials.	Pass

7	Testing program response for new users with correct credentials	Add credentials and press "Start"	After a new user enters the correct credentials and presses start, a table will confirm the credentials but remind the user that they are new to the database.	After the user enters new credentials and presses start, a table appears, reminding the user that these credentials are new to the database. Two buttons are provided, one to retry and the other to register the credentials.	Pass
8	Testing the table that saves credentials using the "Register" button.	Click the "Register" button	For new users, before it shows the new "Stats of the Player" table we expect that the program asks the user to register first by using the Register button after that, the table will close and after pressing Start the "Stats of the Player" table will show up.	Using the Register button on the new table saves the data in the database, simultaneously assigning a new ranking to the user. Upon pressing Start, the first thing that will appear for the new user is a table displaying the ranking and gold collection.	Pass
9	Testing the connection between the "Player Stats" table and the "Main" table where the game is based.	Press the "Continue" button	Before reaching the Main page, every user (new or existing) sees a table displaying player ranking and gold collection (set to "0" for new users). Pressing the Continue button then takes them to the game on the Main page.	After obtaining the Player Stats table, users review the stats from the database. Then pressing the Continue button directs the user to the Main page, where the game is ready to start playing.	Pass
10	Personalize the Main page with the correct username, energy, and gold labels.	Press the "Continue" button	It is expected that after reviewing stats, the Main page will personalize by displaying the username beside the player image. Simultaneously, the labels for energy and gold will initialize to 100 and 0, respectively.	After the user presses continue and the Main page appears, it will display the username that they logged in next to the player image, along with the initialized points for energy and gold available in one game session.	Pass

11	Testing direction buttons on the Main page.	Press direction buttons	It is expected that to start the game, when the user presses one of the direction buttons, three different images will display, indicating what can be collected, whether there is anything to collect, or if they are dealing with a monster.	The game is based on a labyrinth where the user selects a direction to go, and in that direction, they will find gold, energy, or a monster that will try to stop them. When it comes to directions in the game, the user presses the direction button, and the table will show what that direction includes.	Pass
12	Testing the "Drink Button" to collect energy or gold.	Click the "Drink" button	It is expected that when there are no monsters in the images the user can collect gold and energy. But it is expected that when there are monsters this button to be disabled to collect till u fight the monster first. The only button enabled will be the directions buttons to move to another direction.	When the direction is pressed and there is no monster in all three images, the user can click the Drink button to collect gold and energy. The amount collected will then be shown on the respective labels for gold and energy. However, this button won't be clickable when there is a monster.	Pass
13	Testing the "Run Button" for escaping without collecting.	Click the "Run" button	It is expected that every time the user runs away to regain energy, it is not anticipated to collect from the table, only to be able to choose a new direction.	For this button, if the user has chosen a direction and there are no coins or energy but only monsters, they can choose to run from that direction in exchange for energy.	Pass
14	Testing the "Fight Button" for battling monsters.	Click the "Fight" button	It is expected that while the monster is present in one of the images, the user cannot Drink, but they can Fight the monster. Here, there is an opportunity for the user not to lose any energy, and after the fight, they can then	After the direction button is pressed, if the user wants to collect energy or gold but encounters a monster, they have to fight to be able to collect. Fighting the monster saves energy for the user, allowing them to collect afterward.	Pass

			choose to collect gold or energy.		
15	Testing the "Help Button" for gaining extra energy twice.	Click the "Help" button	This button is designed to help the user collect more gold during the game for a better ranking. It is expected to be usable only twice during one game session and will be automatically disabled.	In the game, when pressed by the user, this button gives back energy and displays it in the energy label. It is never the exact amount rather, it is a random number added to the user's energy. After the user presses this button twice, it is disabled.	Pass
16	Testing when the user runs out of energy, ending the game.	The user loses all energy points	At one point in the game, the user will end the game by losing all their energy, and it is expected that the game will stop automatically, showing another table that concludes the game by telling the user "Game Over." The collected data are supposed to be saved in the database.	When the player plays the game, the energy decreases until it reaches 0. The user is then notified by a table that the game is over. When they log back into the game, the collected gold will be added to their stats.	Fail
17	Restarting the game after a "Game Over" with the "Try Again" button.	Click the "Try Again" button	In the new table that will show up after the user loses all the energy, there is going to be a button that will help the user start over the game with the same 100 energy and 0 gold.	After the user ends up with 0 energy and the table shows up, there is a "Try Again" button. When the user presses the button, redirect them to the login page to restart.	Pass

Black-Box Testing

Focused on the functionality of the application without knowing its internal code structure. This method is suitable for testing the user interface, game mechanics, and overall user experience.

User Acceptance Testing (UAT)

Conducted with actual users or representatives to ensure the software can handle real-world tasks and scenarios. This is crucial for assessing the game's playability and user interface

User Acceptance Testing (UAT)

Invited volunteers from different backgrounds, ages, and gaming experiences to participate in UAT. This ensures a wide range of perspectives and feedback.

User Acceptance Testing (UAT)

Participants were not informed about the specific aspects being tested to avoid biasing their responses.

The combination of **black-box testing and UAT**, along with a diverse group of testers, ensures a thorough and unbiased evaluation of the game. This approach helps identify usability issues, bugs, and areas for improvement from both a technical and user perspective.