

Tests on Rounds					Success
Supported screenshots can be found at <a href="http://www.teampochard.co.uk/ProductScreenshots.pdf">www.teampochard.co.uk/ProductScreenshots.pdf</a>			Testing Key:		Failure due to unimplementation
					Outright Failure
Test ID	Description	Expected	Actual	?	Notes
<b>Rounds</b>					
SR1	Start a round	An objective is displayed for the rest of the round	An objective is displayed for the rest of the round		
SR2		The character is displayed for the rest of the round	The character is displayed for the rest of the round		
SR3		The points are displayed for the rest of the round	The points are displayed for the rest of the round		
SR4		Hearts are displayed for the rest of the round	Hearts are displayed for the rest of the round		
SR5	Explore map of the same round several times	Enemies spawn in random locations each round	Enemies spawn in random locations each round		
SR6	Move to the end location of a location objective	The round ends and the success screen is shown	Success screen is displayed		
SR7		Onscreen points increase by 100	Onscreen points increase by 100		
SR8	Take damage such that health drops to empty	The round ends and the failure screen is displayed	The round ends and the failure screen is displayed		
SR9	Fail a round	Points are set to 0	Points are set to 0		
SR10		Health is restored to max	Health is restored to max		
SR11		All weapon upgrades are lost	All weapon upgrades are lost		
SR12	Load main menu through initial startup	Start screen displayed, button goes to Round 1	Start screen displayed, button goes to Round 1		
SR13	Load round 2 after completing round 1	Round 2 is loaded	Round 2 is loaded		
SR14	Load round 3 after completing round 2	Round 3 is loaded	Round 3 is loaded		
SR15	Load round 4 after completing round 3	Round 4 is loaded	Round 4 is loaded		
SR16	Load round 5 after completing round 4	Round 5 is loaded	Round 5 is loaded		
SR17	Load round 6 after completing round 5	Round 6 is loaded	Round 6 is loaded		
SR18	Load round 7 after completing round 6	Round 7 is loaded	Round 7 is loaded		
SR19	Load the final round after completing round 7	Round 8 is loaded	Round 8 is loaded		
SR20	Succeed the final screen	Win screen is displayed	Win screen is displayed		
SR21		Total points are displayed	Total points do not show correctly		Error totalling points from rounds, corrected
SR22		Total points are displayed	Total points are displayed, separately		
SR23	Play a game round	Round objective should be random from pool	Objectives are random and varied		
SR24		Game map changes different for rounds	Map is different and gets bigger		

Tests on character movement					Success
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Test ID	Description	Expected	Actual	?	Notes
<b>Movement</b>					
SM1	Press W on unobstructed ground	Character moves up	Character moves up		
SM2		Character changes to up walking sprite	Character changes to up walking sprite		
SM3	Press W in unobstructed water	Character moves up	Feature unimplemented		
SM4		Character changes to upswimming sprite	Feature unimplemented		
SM5	Press A on unobstructed ground	Character moves left	Character moves left		
SM6		Character changes to left walking sprite	Character changes to left walking sprite		
SM7	Press A in unobstructed water	Character moves left	Feature unimplemented		
SM8		Character changes to left swimming sprite	Feature unimplemented		
SM9	Press S on unobstructed ground	Character moves down	Character moves down		
SM10		Character changes to down walking sprite	Character changes to down walking sprite		
SM11	Press S in unobstructed water	Character moves down	Feature unimplemented		
SM12		Character changes to down swimming sprite	Feature unimplemented		
SM13	Press D on unobstructed ground	Character moves right	Character moves right		
SM14		Character changes to right walking sprite	Character changes to right walking sprite		
SM15	Press D in unobstructed water	Character moves right	Feature unimplemented		
SM16		Character changes to right swimming sprite	Feature unimplemented		
SM17	Walk unobstructed from ground to water	Character speeds up	Feature unimplemented		
SM18		Character changes to swimming sprite	Feature unimplemented		
SM19	Walk unobstructed from water to ground	Character slows down	Feature unimplemented		
SM20		Character changes to walking sprite	Feature unimplemented		
SM21	Press space then W	Character moves up quickly	Character moves up quickly		
SM22		Character changes to up flying sprite	Character changes to up flying sprite		
SM23	Wait 5 seconds above ground	Character changes to up walking sprite	Character changes to up walking sprite		
SM24	Wait 5 seconds above water	Character changes to up swimming sprite	Feature unimplemented		
SM25	Press space then A	Character moves left quickly	Character moves left quickly		
SM26		Character changes to left flying sprite	Character changes to left flying sprite		
SM27	Wait 5 seconds above ground	Character changes to left walking sprite	Character changes to left walking sprite		
SM28	Wait 5 seconds above water	Character changes to left swimming sprite	Feature unimplemented		
SM29	Press space then S	Character moves down quickly	Character moves down quickly		
SM30		Character changes to down flying sprite	Character changes to down flying sprite		
SM31	Wait 5 seconds above ground	Character changes to down walking sprite	Character changes to down walking sprite		
SM32	Wait 5 seconds above water	Character changes to down swimming sprite	Feature unimplemented		
SM33	Press space then D	Character moves right quickly	Character moves right quickly		
SM34		Character changes to right flying sprite	Character changes to right flying sprite		

SM35	Wait 5 seconds above ground	Character changes to down walking sprite	Character changes to down walking sprite	
SM36	Wait 5 seconds above water	Character changes to down swimming sprite	Feature unimplemented	
SM37	Move mouse round screen whilst walking:			
SM38	To a North area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM39	To a North East area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM40	To a East area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM41	To the South East area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM42	To the South area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM43	To the South West area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM44	To the West area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM45	To the North West area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM46	Move mouse round screen whilst swimming:			
SM47	To a North area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM48	To a North East area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM49	To a East area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM50	To the South East area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM51	To the South area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM52	To the South West area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM53	To the West area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM54	To the North West area of the screen	Sprite looking in direction of mouse should show	Correct sprite shows in the correct direction	
SM55	Press W in unobstructed water	Sprite should move at a faster than walking speed	Sprite moves at correct speed	
SM56	Press A in unobstructed water	Sprite should move at a faster than walking speed	Sprite moves at correct speed	
SM57	Press S in unobstructed water	Sprite should move at a faster than walking speed	Sprite moves at correct speed	
SM58	Press D in unobstructed water	Sprite should move at a faster than walking speed	Sprite moves at correct speed	
SM59	Press space whilst moving in North direction	Object flies with correct sprite	Object flies with correct sprite	
SM60	Press space whilst moving in East direction	Object flies with correct sprite	Object flies with correct sprite	
SM61	Press space whilst moving in South direction	Object flies with correct sprite	Object flies with correct sprite	
SM62	Press space whilst moving in West direction	Object flies with correct sprite	Object flies with correct sprite	
SM63	Press space whilst moving	Object should fly faster than walking / swimming	Object flies faster than walking / swimming	
SM64	Press W and A together in movement	Character should move in NW direction	Character moves in NW direction	
SM65	Press W and D together in movement	Character should move in NE direction	Character moves in NE direction	
SM66	Press S and A in movement	Character should move in SW direction	Character moves in SW direction	
SM67	Press S and D in movement	Character should move in SE direction	Character moves in SE direction	

Tests on Collision					Success
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Test ID	Description	Expected	Actual	?	Notes
<b>Collision</b>					
	Walk into a blocking obstacle:				
SC1	By moving up	Character stops moving	Character stops moving		
SC2	By moving left	Character stops moving	Character stops moving		
SC3	By moving down	Character stops moving	Character stops moving		
SC4	By moving right	Character stops moving	Character stops moving		
	Swim into a blocking obstacle:				
SC5	By moving up	Character stops moving	Character stops moving		
SC6	By moving left	Character stops moving	Character stops moving		
SC7	By moving down	Character stops moving	Character stops moving		
SC8	By moving right	Character stops moving	Character stops moving		
	Walk into a blocking obstacle:				
SC9	By moving up	Character stops moving	Character stops moving		
SC10	By moving left	Character stops moving	Character stops moving		
SC11	By moving down	Character stops moving	Character stops moving		
SC12	By moving right	Character stops moving	Character stops moving		
	Swim into a blocked tile:				
SC13	By moving up	Character stops moving	Character stops moving		
SC14	By moving left	Character stops moving	Character stops moving		
SC15	By moving down	Character stops moving	Character stops moving		
SC16	By moving right	Character stops moving	Character stops moving		
	Walk into a enemy:				
SC17	By moving up	Character stops moving	Character stops moving		
SC18	By moving left	Character stops moving	Character stops moving		
SC19	By moving down	Character stops moving	Character stops moving		
SC20	By moving right	Character stops moving	Character stops moving		
	Swim into a enemy:				
SC21	By moving up	Character stops moving	Character stops moving		
SC22	By moving left	Character stops moving	Character stops moving		
SC23	By moving down	Character stops moving	Character stops moving		
SC24	By moving right	Character stops moving	Character stops moving		

Tests on Resource Continuity					Success
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					Outright Failure
Test ID	Description	Expected	Actual	?	Notes
<b>Resource Continuity</b>					
	Load round 2 after completing round 1 with:				
ST1	0 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST2	0 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST3	0 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST4	20 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST5	20 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST6	20 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST7	100 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST8	100 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST9	100 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
	Load round 3 after completing round 4 with:				
ST10	0 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST11	0 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST12	0 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST13	20 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST14	20 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST15	20 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST16	100 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST17	100 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST18	100 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
	Load round 4 after completing round 3 with:				
ST19	0 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST20	0 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST21	0 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST22	20 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST23	20 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST24	20 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST25	100 points; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST26	100 points; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST27	100 points; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
	Load round 5 after completing round 4 with:				
ST28	0 points; no weapon; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST29	20 points; sword; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		
ST30	100 points; pistol; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset		

ST31	0 points; sword; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST32	20 points; pistol; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST33	100 points; no weapon; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST34	0 points; pistol; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST35	20 points; no weapon; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST36	100 points; sword; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
	Load round 6 after completing round 4 with:			
ST37	0 points; no weapon; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST38	20 points; sword; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST39	100 points; pistol; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST40	0 points; sword; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST41	20 points; pistol; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST42	100 points; no weapon; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST43	0 points; pistol; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST44	20 points; no weapon; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST45	100 points; sword; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
	Load round 7 after completing round 4 with:			
ST46	0 points; no weapon; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST47	20 points; sword; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST48	100 points; pistol; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST49	0 points; sword; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST50	20 points; pistol; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST51	100 points; no weapon; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST52	0 points; pistol; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST53	20 points; no weapon; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST54	100 points; sword; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
	Load round 8 after completing round 4 with:			
ST55	0 points; no weapon; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST56	20 points; sword; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST57	100 points; pistol; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST58	0 points; sword; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST59	20 points; pistol; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST60	100 points; no weapon; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST61	0 points; pistol; 2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST62	20 points; no weapon; 3 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
ST63	100 points; sword; 1/2 hearts	Round points reset but total score is maintained	Round progresses and attributes reset	
<b>Non-Functional</b>				
SN1	Rounds take approximately 5 minutes to complete.		Round gameplay occurs in relevant time	
SN2	Game uses arcade / cartoony style graphics.		Appearance matches	

SN3

Background is flat, but characters and obstacles appear from the side.

Apperance matches



Tests on Fighting					Success
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					Outright Failure
Test ID	Description	Expected	Actual	?	Notes
<b>Fighting</b>					
SF1	Move mouse cursor onscreen	Cursor is visible	Cursor is visible		
SF2		Cursor movement is free on screen	Cursor movement is free on screen		
SF3	Left click mouse on screen with a gun	Projectile appears at character and moves at cursor	Projectile appears at character and moves at cursor		
SF4	Press E key	Player melee attacks infront on it	Character sprite changes incorrectly		
SF4a	Press E key	Player melee attacks infront on it (RETEST)	Player melee attacks infront on it		There were issues implementing, since corrected
SF5	Fire projectile to collide with blocking obstacle	Projectile disapears	Projectile disapears		
SF6	Fire projectile to collide with blocked tile	Projectile disapears	Projectile disapears		
SF7	Fire projectile to collide with unmoving enemy	Projectile disapears	Projectile disapears		
SF8		Enemy is damaged	Enemy is damaged		
SF9		Resource sometimes appears in place of enemy	Resource sometimes appears in place of enemy		
SF10		Onscreen Points increase by 10	Onscreen Points increase by 10		
SF11	Fire projectile to collide with a moving enemy	Projectile disapears	Projectile disapears		
SF12		Enemy is damaged	Enemy is damaged		
SF13		Resource sometimes appears in place of enemy	Resource sometimes appears in place of enemy		
SF14		Onscreen points increase by 10	Onscreen points increase by 10		
	Move such that a melee enemy is on-screen:				
SF15	Up relative to the player	The enemy moves towards the character	The enemy moves towards the character		
SF16	Left relative to the player	The enemy moves towards the character	The enemy moves towards the character		
SF17	Down relative to the player	The enemy moves towards the character	The enemy moves towards the character		
SF18	Right relative to the player	The enemy moves towards the character	The enemy moves towards the character		
	Move such that a boss enemy is on-screen:				
SF19	Up relative to the player	The enemy fires towards the character	The enemy fires towards the character		
SF20	Left relative to the player	The enemy fires towards the character	The enemy fires towards the character		
SF21	Down relative to the player	The enemy fires towards the character	The enemy fires towards the character		
SF22	Right relative to the player	The enemy fires towards the character	The enemy fires towards the character		
SF23	Move such that a melee enemy hits the player	The character takes 1/2 heart of damage	The character takes 1/2 heart of damage		
SF24	Move such that a projectile hits the player	The character takes 1/2 heart of damage	The character takes 1/2 heart of damage		
SF25	The player takes 1/2 heart of damage	The on-screen hearts visually empty by 1/2 heart	The on-screen hearts visually empty by 1/2 heart		
SF26	Player hearts empty	Player dies	Player dies		
SF27	Melee attack with an enemy adjacent to the player	Enemy is damaged	Enemy is damaged		
SF28		Resource sometimes appears in place of enemy	Resource sometimes appears in place of enemy		
SF29		Onscreen points incease by 10	Onscreen points incease by 10		
SF30	Move over a speed powerup	The character moves 3x faster for 5 seconds	The character moves 3x faster for 5 seconds		
SF31	Move over a fire rate powerup	The character fires 5x as fast for 5 seconds	The character fires 5x as fast for 5 seconds		

SF32	Move over a score multiplier powerup	The score increases 5x as fast for 5 seconds	The score increases 5x as fast for 5 seconds	
SF33	Move over a dropped weapon	The weapon disappears	The weapon disappears	
SF34		The character weapon improves	The character weapon improves	
SF35	Allow the character's health to reduce 3 -> 2.5	On-screen health graphics change correctly	On-screen health graphics change correctly	
SF36	Allow the character's health to reduce 2.5 -> 2	On-screen health graphics change correctly	On-screen health graphics change correctly	
SF37	Allow the character's health to reduce 2 -> 1.5	On-screen health graphics change correctly	On-screen health graphics change correctly	
SF38	Allow the character's health to reduce 1.5 -> 1	On-screen health graphics change correctly	On-screen health graphics change correctly	
SF39	Allow the character's health to reduce 1 -> 0.5	On-screen health graphics change correctly	On-screen health graphics change correctly	