Manual In-Person Testing

Cohort 3 Team 5 - alltheeb5t

Aaron Heald
Alex Gu
Arun Hill
Jade Stokes
Maksim Soshchin
Meg Tierney
Will Hall

This document shows the test results of all manual in-person testing. By having manual in-person testing, we will cover all tests for requirements of the system.

Functional Requirements

Requirement id - FR_BUILDING_TYPE

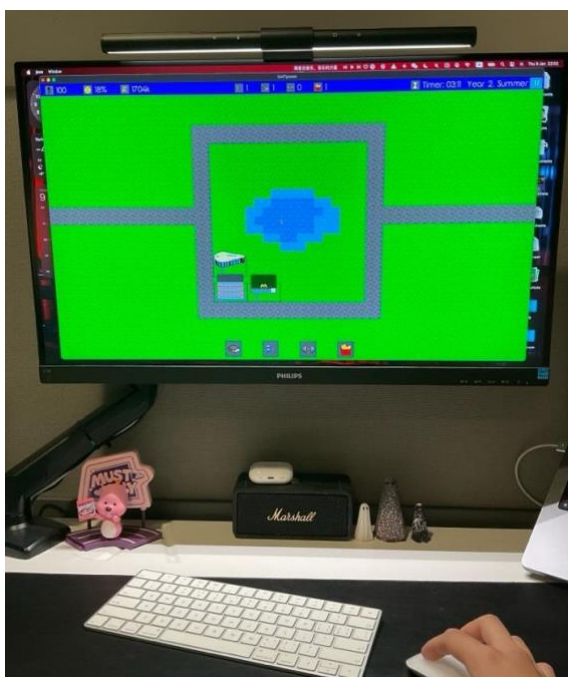Description - Every building should have a single purpose such as teaching, food, etc.

All buildings have one single purpose.

Requirement id - FR_CONTROLS

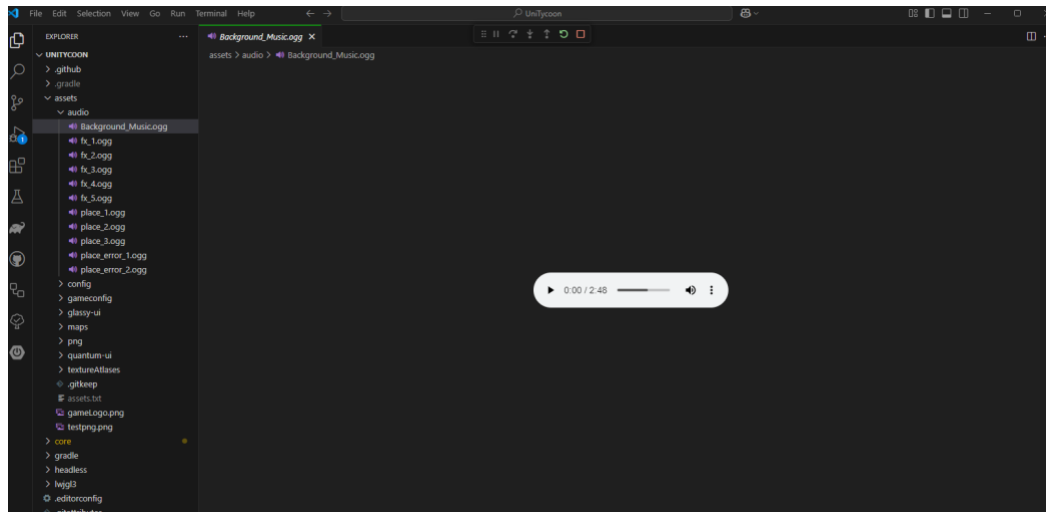Description - The system shall be operated by using a standard mouse and keyboard.

Here is a picture to prove that I can play this game with a keyboard and a mouse.

Requirement id - FR_SOUND

Description - The system should have a sound system integrated with the ability to change the sound files.
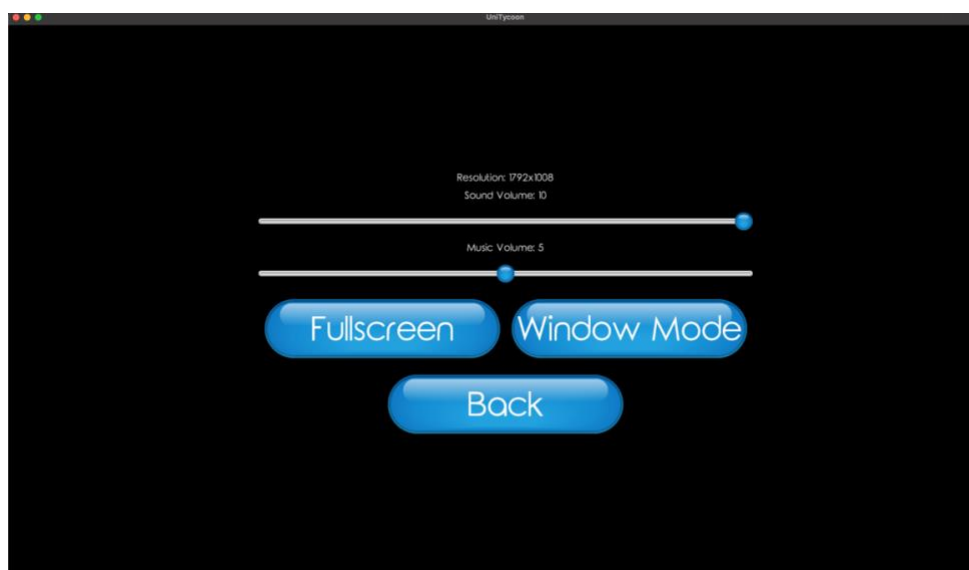

There is a sound system for the game, and also it's integrated with the ability to change the sound files but you will have to do that within the java code. Change the sound file in assets -> audio, change the background music file in there.

Requirement id - FR_MUTEABLE

Description - There should be a mute button so that the game can be played without any sound playing.
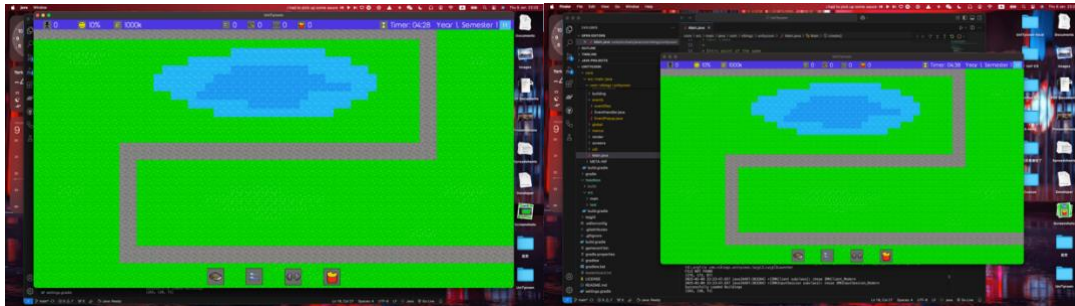
If you want to mute, simply slide the "Music Volume" or "Sound Volume" to the left when it reaches 0. This will allow you to play the game without any sound playing.

Requirement id - FR_SCALING

Description - The system shall be able to scale to small and large screens with low hardware requirements.

Using my MacBook from 2021, I can easily scale to small and large screens.

Also works with any PC on campus.

Requirement id - FR_TUTORIAL

Description - The system shall display a brief introduction of the game with controls to the user upon starting a new playthrough.
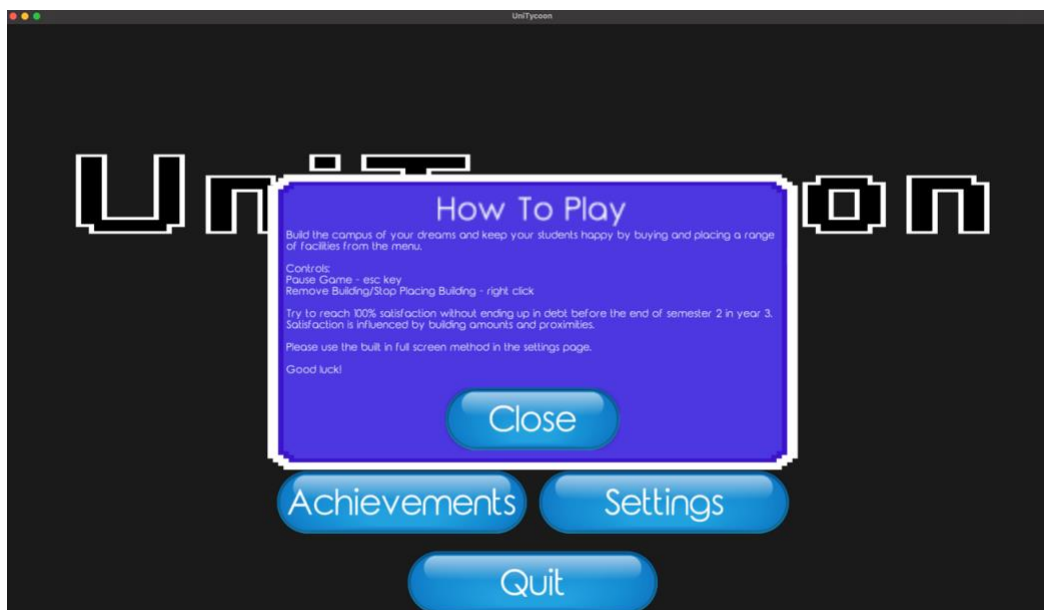
There is a "How To Play" button on the main menu. You will have to click on this button to let this window pop up. We decided not to show the brief introduction of the game

every time a user starts a new playthrough, as the user will have seen this message multiple times when playing the game again and again.

Requirement id - FR_LEADERBOARD

Description - The system shall have an option to display a leaderboard to see the 5 previous top scores.

Screenshot showing the leaderboard.

Requirement id - FR_EVENT_DISPLAY

Description - The system will display a brief description of the event that is currently occurring and the effect of it on satisfaction and finances.
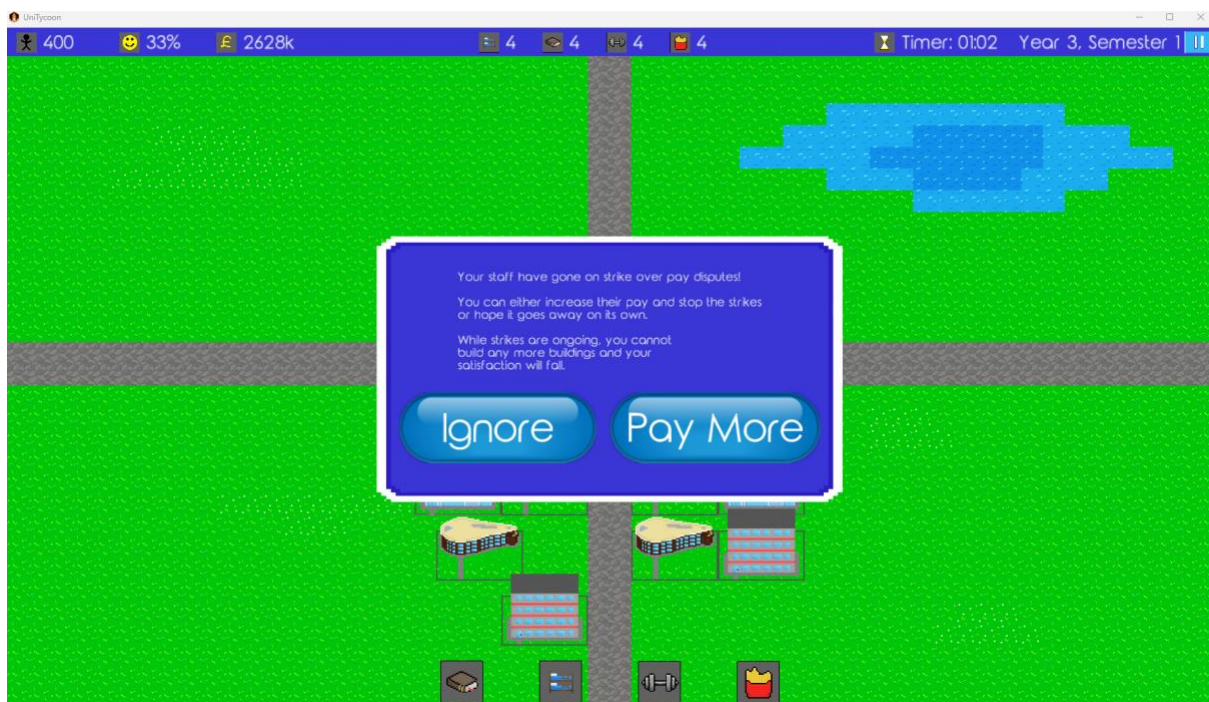
Some events will not display the effect on satisfaction and finances to make the game more interesting.

Requirement id - FR_EVENT_CHOICE

Description - For certain events the system will allow the user to choose between two options to affect their game.

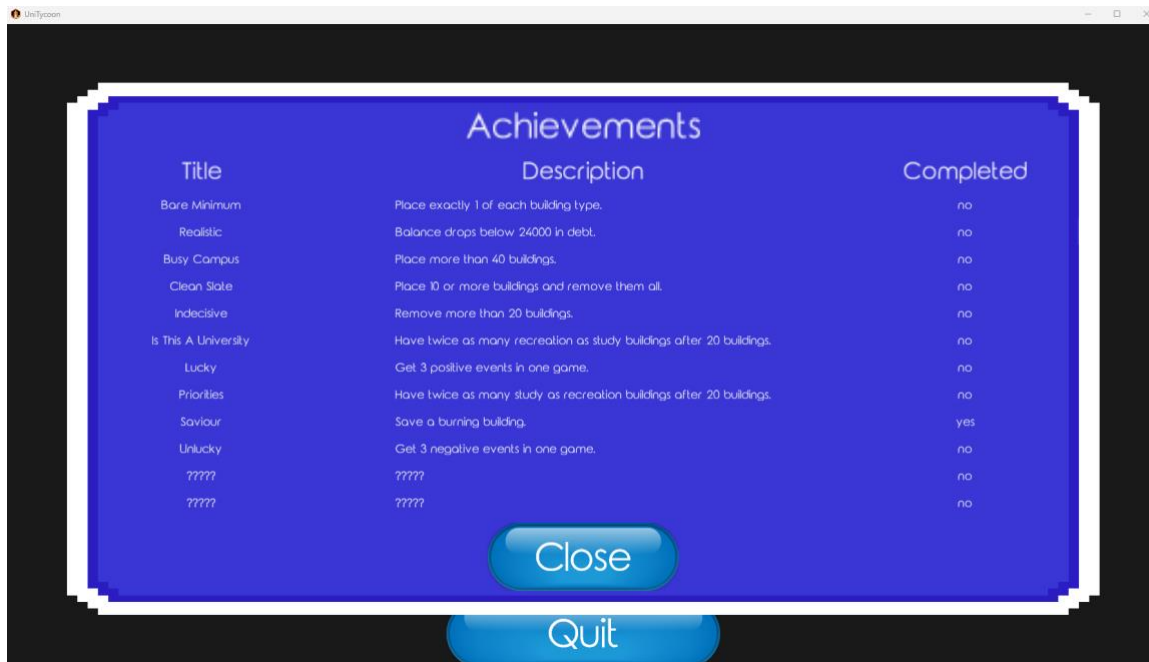Screenshot shows that the user is able to choose from two options for this event.

Requirement id - FR_ACHIVEMENT_MENU

Description - The system shall have a menu that the player can view containing all possible achievements in game.

Screenshot shows all achievements.

Requirement id - FR_END_SCREEN

Description - The system shall display the final satisfaction score to the player at the end of the game.
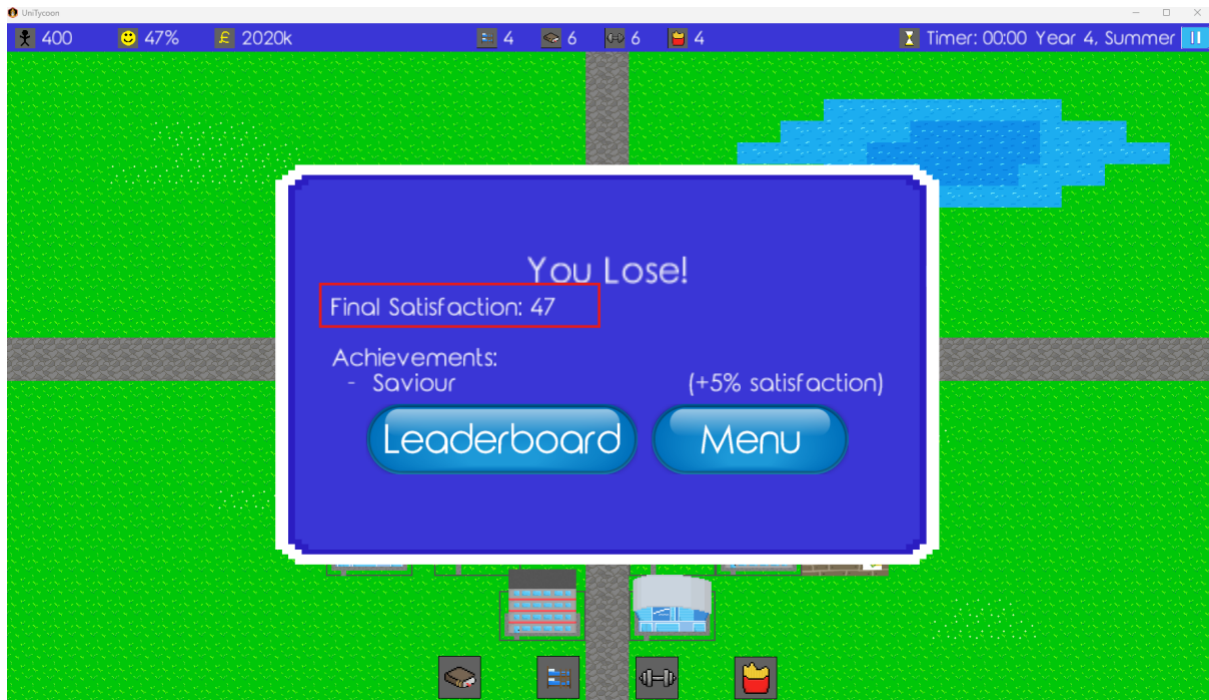
Screenshot showing the final satisfaction after the game.

Requirement id - FR_WIN

Description - The system shall show the player whether they have 'won' the game if their satisfaction is above 50% at the end of the game.

Screenshot showing the user they have won with a satisfaction higher than 50

Non - Functional Requirements

Requirement id - NFR_EASE_OF_ USE
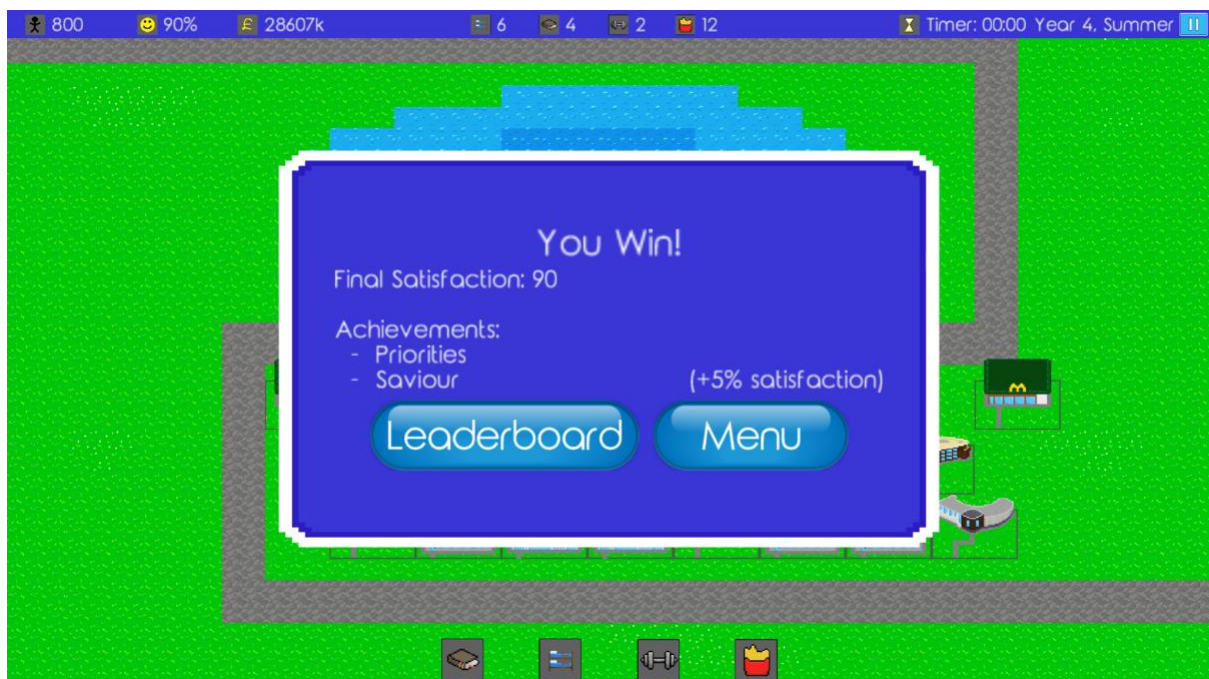
Description - The system shall be operable by A-level students with no training.

Megan's cousin who is doing A-level now has played this game fine with no training.

Requirement id - NFR_SYSTEM_REQUIREMENTS (FR_SYSTEM_REQUIREMENTS)

Description - The system shall be usable on a big screen with a software lab pc (integrated intel graphics, w11 and 16gb of ram)
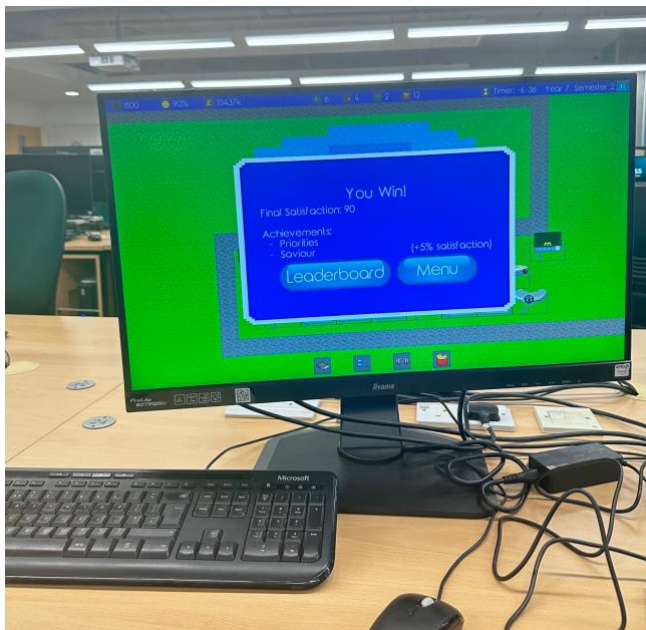
This game is run on a big screen with a software lab pc.

Requirement id - NFR_BUTTONS** (FR_ACCESSIBILITY)

Description - Buttons must have clear descriptions and easy to understand functions.

Buttons are big and are easy to understand.

Test 16 - Fail

Requirement id - NFR_COLOUR

Description - The system shall use a colour scheme that wouldn't be confusing to colour blind people.

Test 17 - Pass

Requirement id -NFR_METRICS

Description - The system will update metrics such as student satisfaction and finances consistently.

As the game goes on, satisfaction and finances will consistently update.

Test 18 - Pass

Requirement id -NFR_FAST_PLACEMENT

Description - Placed buildings will appear instantly on the map.

Once a building is placed, it will appear instantly on the map showing that the building is being constructed.

Test Result Table

Test Num	Pass / Fail	Outcome	Bugs Identified (If there is)
Test 1	Pass	All buildings have one single purpose.	N/A
Test 2	Pass	Game can be operated by using a standard mouse and keyboard.	N/A
Test 3	Pass	Can change sound file	N/A
Test 4	Pass	Game can play with muted music	N/A
Test 5	Pass	Able to scale to small and large screens with low hardware requirements.	N/A
Test 6	Pass	Has a brief introduction of the game	N/A
Test 7	Pass	Game will show leaderboard to see 5 previous top scores	N/A

Test 8	Pass	System will display a brief description of the event that is currently occurring	N/A
Test 9	Pass	System allows the user to choose between two options to affect their game.	N/A
Test 10	Pass	System has a menu that the player can view containing all possible achievements in the game.	N/A
Test 11	Pass	System displays the final satisfaction score to the player at the end of the game.	N/A
Test 12	Pass	System shows the player whether they have 'won' the game if their satisfaction is above 50% at the end of the game.	N/A
Test 13	Pass	Megan's cousin who is doing A-level now has played this game fine with no training.	N/A
Test 14	Pass	Runs smoothly on campus PCs.	N/A
Test 15	Pass	Buttons are big and are easy to understand.	N/A
Test 16	Fail	Blue and green might not be friendly for some colour blind users.	Should have the option to change colour for colour blind users.

Test 17	Pass	As the game goes on, satisfaction and finances will consistently update.	N/A
Test 18	Pass	Placed buildings will appear instantly on the map.	N/A