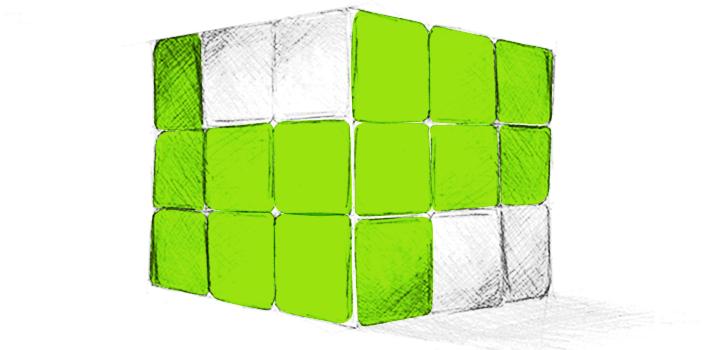
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**IS 480 - Team6P**

**Functional Test Script**

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# Scenario 1: Gameplay is disrupted by phone functions

## Scenario Description

* This scenario testing aims to cover the problems that may arise when phone functions disrupts gameplay. Phone functions include phone calls and text messages being received, battery runs out.

## Test Scripts

The following scripts will cover this scenario:

* 1.1 Phone Call Received
* 1.2 Text Message Received
* 1.3 Battery runs out
* 1.4 Back Button is pressed
* 1.5 Menu Button is pressed
* 1.6 Home Button is pressed
* 1.7 Power Button is pressed
* 1.8 Volume Button is pressed

## Use Case

* List the Use Case covered by this Test Scenario – limit the test scenario to just one Use Case

## Test Components/Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* -

## User Groups

* Internal Team Testing
* -

## Script 1: Phone Call Received

### Script Description

* When a user is playing the game, and a call is received, the game should be paused and be allowed to resume from the user last played.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone has valid phone connection

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Calls phone | Games paused accordingly and user can resume after ending call |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
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## Script 2: Text Message Received

### Script Description

* When a user is playing the game, and a text message is received, the game should be paused and be allowed to resume from the user last played.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone has valid phone connection

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Sends a text message | Game shouldn’t be interrupted and allowed to continue play. |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

### Test Execution

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| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
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## Script 3: Battery runs out

### Script Description

* When a user is playing the game, and a the battery runs out, the game should be able to resume to the user’s last completed level.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone has valid phone connection
* Ensure phone has only enough battery strength for 5 mins gameplay.

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Phones suddenly shutdown due to battery running out | Phone shutdowns |  |
| 4 | Charge phone and turn phone on to play game | Game is able to launch successfully |  |
| 5 | Choose scene to play | Last scene completed should be available for playing |  |
| 6 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
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## Script 4: Back Button (Phone) is pressed

### Script Description

* When a user is playing the game and the back button is pressed, the game should move back to the previous screen, i.e (Gameplay 🡪Level Select 🡪Game Menu)

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone is properly charged

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Press the back button | Returns to level select screen |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
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## Script 5: Menu Button (Phone) is pressed

### Script Description

* When a user is playing the game, the menu button on the phone is accidently press.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure that phone is properly charged.

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Press Menu Button | Pause screen comes up |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
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|  |  |  |  |  |

## Script 6: Home Button (Phone) is pressed

### Script Description

* When a user is playing the game, the home button on the phone is accidently press.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone is properly charged

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Press Home Button | Pause screen comes up |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

## Script 7: Power Button is pressed

### Script Description

* When a user is playing the game, the power button on the phone is accidently press.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone is properly charged

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Press power button | Pause screen comes up |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

## Script 8: Volume Button is pressed

### Script Description

* When a user is playing the game, the power button on the phone is accidently press.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone is properly charged

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Play game | Game play successful |  |
| 3 | Press volume button | Volume level is adjusted accordingly |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

# Scenario 2: User accessing various game button

## Scenario Description

* This scenario testing aims to ensure that game button functions are properly executed.

## Test Scripts

The following scripts will cover this scenario:

* 2.1 Play Button Pressed
* 2.2 Option Button Pressed
* 2.3 Credits Button Pressed

## Use Case

* List the Use Case covered by this Test Scenario – limit the test scenario to just one Use Case

## Test Components/Requirements

This test scenario covers the following high-level test requirements (see scripts below for specific requirements covered by each test script):

* -

## User Groups

* Internal Team Testing
* -

## Script 1: Play Button Pressed

### Script Description

* When the game is loaded, user is presented with 3 options at the game menu. Pressing either button will result differently.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone has game properly loaded.

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Press “Play” Button | User sees level selection screen |  |
| 3 | User’s chooses level to play | Game level loaded accordingly |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

## Script 2: Sound Button Pressed

### Script Description

* When the game is loaded, user is presented with 3 options at the game menu. Pressing either button will result differently.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone has game properly loaded.

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Press “Sound” Button | Mute or unmute the game sound |  |
| 3 |  |  |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |

## Script 3: Credit Button Pressed

### Script Description

* When the game is loaded, user is presented with 3 options at the game menu. Pressing either button will result differently.

### Testing Requirements

This test script covers the following specific testing requirements:

### Setup

* Ensure phone has game properly loaded.

### Teardown

* List all steps that should be taken after the test case is executed

### Script Steps

| **Step #** | **Test Action** | **Expected Results** | **Pass/ Fail** |
| --- | --- | --- | --- |
| 1 | Launch Game from phone applications menu | Game Launch Successfully |  |
| 2 | Press “Credits” Button | User sees credits roll |  |
| 3 |  |  |  |
| 4 |  |  |  |
| 5 |  |  |  |
| 6 |  |  |  |

### Test Execution

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
|  |  |  |  |  |
|  |  |  |  |  |