Follow a test strategy to test and debug a computer game

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| Tests number | Purpose of tests | input | Expectation | Actual outcome | Did it go well as expected? | Comments |
| **1** | Getting the game to load | Load up the game | For the game to load up when opened | The SWF filed loaded up well without freezing | Yes it went well as the game loaded up well |  |
| **2** | Check if the start button is working | Start button | Direct player straight to game | When the player clicks the button it directs them to the game immediately | Once it clicked it directed the player to the game – yes |  |
| **3** | Does the tutorial button work? | Tutorial (how to play) button | Takes the player to the tutorial page where they learn how to play | When clicked the player is taken to the tutorial page | Yes, when the button is clicked the player is directed to the tutorial page |  |
| **4** | To check if the back to menu button directs player to the menu screen | Back to menu button | Should direct the player back to the main menu when clicked | After being clicked it directs the player back to the start page | Once clicked it goes straight back to the main menu, so yes |  |
| **5** | If the ship is moving | Shooter | When the player uses the arrow keys the shooter that is to be controlled should move either up, down, left or right | As the arrow keys are being pressed, the shooter moves up, down, left or right as directed | Yes, using the arrow keys made the shooter move as expected |  |
| **6** | Testing whether the bullet that comes out of the shooter directs user to another frame when they hit the right or wrong answer | Hit test | If the bullet that comes out of the shooter hits either both answers, it directs the user to a right or wrong answer page | When the bullet has been shot and lands on either answer, it successfully goes to the frame it has been coded to go to | Everything went well as expected  |  |
| **7** | For the next button to work  | Next button | After the first question is answered correctly, the user would have to click “next” to get to the 2nd question | When the button is pressed it takes the player to the next question | Yes, as expected when the next button is clicked it directs the player to the next question |  |
| **8** | When the spacebar is hit, a bullet will shoot out of the shooter | Bullet | When the player presses the spacebar key, the bullet will fly out | The bullet appears when spacebar is hit | It went well as planned |  |
| **9** | On the levels menu, whichever level button the player presses, it shall direct the player to either one | Levels menuButtons leading to other levels | For all buttons to work; to direct players to the levels they select | When buttons are hit they move from the frame that they are on, to the frame of whichever level is selected | Yes it went as expected |  |