Manual Test-Cases

Test Case ID	Short Description	Category	Steps	Expected outcome	Actual outcome	Status
MT-01	Verify sound	Audio	1. Wait for the timer to reach 0.0s on GameScreen. 2. Verify that ding.wav plays when the timer hits 0.	ding.wav should play when the timer hits 0.	Ding.wav played at the correct time	pass
MT-02	Prolonged stability test	Stability	1. Launch the game 2. Leave the game running for 20 mins	The game should not crash at any point	The game did not crash	pass
MT-03	Character movement and collision test	Controls	1. Press each of the w,a,s,d and arrow keys, and see if the player character moves in the intended direction 2. Move character into a wall of the map and verify the character doesn't go through it	The character can move in 8 directions and collides with walls and map boundaries	The character moves in all 8 directions and collides with walls and boundaries.	pass
MT-04	Interaction radius test	UI / Gameplay	1. Walk over to each event and press the interact button 2. Verify that the correct ui appears on the screen.	All events show the correct message/ui when interacted with.	All events show the correct message/ui when interacted with.	pass
MT-05	Achievements testing	UI / Gameplay	1. Fulfill the requirements for all the achievements 2. Verify that the correct achievement shows up.	All achievements show up	3 out of 4 achievements work	fail
MT-06	Screen transition tests	UI / Gameplay	1. Try all actions that should result in a screen transition (start game, exit to menu, game to quiz, quiz to game, game to pause, win screen, lose screen) 2. Verify that the correct screen is reached.	All screens work properly	All screens work properly	pass

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MT-07	GameScreen object tests	UI / Gameplay	1. Find the bus ticket by bed and press e to pick up. 2. Get the key from under rock by pressing e and unlock the chest by pressing e. 3. Go to the shop, pay for bird seed and feed the goose by pressing e-f-e. 4. Go to the bus and press e to win.	Bus ticket should appear and move to the top right corner when picked up. Seeds should appear on screen and the goose should freeze. The game should end upon pressing e when by the bus.	All behaviour works as intended	pass
MT-08	User experience, accessibility, and inclusivity evaluation tests	UX / Accessibility	1. Launch the game and start a new session. 2. Observe on-screen text instructions, prompts, and messages during gameplay. 3. Observe UI elements, text contrast, and readability across different screens. 4. Observe difficulty level, clarity of objectives, and overall visual themes.	The game provides a pleasant, family-friendly experience using high-contrast visuals and text-based feedback instead of relying solely on sound. Gameplay is easy to understand, does not rely on colour alone, and is suitable for users with limited gaming experience.	All true.	pass
MT-09	Verify offline execution	System	1. Disconnect the device from the internet. 2. Launch the game from the JAR/executable. 3. Navigate through the menu and start a new game.	The game launches and runs fully without requiring an internet connection.	The game launched successfully and all core functionality worked while offline.	pass