

Testing Strategy

I plan to carry out **functional testing** to ensure all the required functions of the game work as expected. I also plan to carry out **user testing** to help identify any errors not detected by functional testing, and also to identify any gameplay issues.

Functional Testing

Title Screen

No	Test details	Expected result	Actual result	Remedial action
1	Load game	Title screen appears and music starts	Title screen appears and music starts	None
2	Play button pressed	Starts game level 1	Starts game level 1	None
3	Instructions button pressed	Displays instructions screen	Displays instructions screen	None
4	Credits button pressed	Displays credits screen	Displays credits screen	None
5	Drag volume slider right	Music volume increases	Music volume increases	None
6	Drag volume slider left	Music volume decreases	Music volume decreases	None

Credits screen

No	Test details	Expected result	Actual result	Remedial action
7	Load credits screen	Credits screen displays correctly	Credits screen displays correctly	None
8	Press back button	Returns to Title screen	Returns to Title screen	None

Instructions screen

No	Test details	Expected result	Actual result	Remedial action
9	Load instructions screen	Instructions screen displays correctly	Instructions screen displays correctly	None
10	Press back button	Returns to Title screen	Returns to Title screen	None

Game screen

No	Test details	Expected result	Actual result	Remedial action
11	Load game screen	Game screen displays correctly Score initialises to zero Key indicator initialises to invisible	Game screen displays correctly Score initialises to zero Key indicator initialises to invisible	None
12	Press up arrow key	Maze moves down	Maze moves down	None
13	Press down arrow key	Maze moves up	Maze moves up	None
14	Press left arrow key	Maze moves right	Maze moves right	None
15	Press right arrow key	Maze moves left	Maze moves left	None
16	Player collides with treasure	Treasure disappears Score increases by 20	Treasure disappears Score increases by 20	None
17	Player collides with key	Key disappears Key indicator becomes visible	Key disappears Key indicator becomes visible	None
18	Player collides with trap door	Nothing	Nothing	None
19	Player collides with trap door & carries key	Displays next level screen	Displays next level screen	None