

Manual Testing Results

Test case ID	Related requirements	Scenario	Steps	Description/Expected results	Actual results
1	NFR_SATISFACTION	Make sure that the game graphics don't affect the gameplay in a negative way.	1. Launch the game 2. Press 'New Game' button 3. Choose a boat 4. Play the game paying attention to graphics and visual style of the game	The game's design is satisfying to look at and use. Game provides clear interface; all objects are clearly visible and recognizable.	<u>Pass.</u> Game provides a clear user interface - it is easy to understand what to do. Design is simple but appealing, all objects are clearly visible and recognizable.
2	FR_TUTORIAL	Make sure that tutorial screen appears before the race starts.	1. Launch the game 2. Press 'New Game' button 3. Choose a boat 4. Read the tutorial	There is a tutorial at the start of each race.	<u>Pass.</u> Tutorial is shown.
3	UR_INFO_DISPLAY	See if information is displayed on the screen during the race	1. Launch the game 2. Press 'New Game' button 3. Choose a boat 4. Play the game and pay attention to the information displayed	Screen displays user's position in race, distance remaining, stamina, speed, acceleration, and damage.	<u>Pass.</u> Information is displayed.
4	UR_SAVE	Try to save the game and resume later, see if there is a button to do so	1. Launch the game 2. Press 'New Game' 3. Press 'Load Save'	Game provides facilities to save the state of the game and resume later.	<u>Pass.</u> Save functionality is present
5	UR_BOAT_SPECS	Try to customize boat specifications	1. Launch the game 2. Press 'New Game' 3. Choose a boat	The game allows to choose boat specification in terms of speed, acceleration, stamina, maneuverability, and robustness	<u>Pass.</u> Different boat specifications can be chosen before the race.

Evidence of testing & screenshots:

Test case 1:

The game has a simple and attractive design. All elements are big enough, clearly visible, and recognizable.



Figure 1: Main Menu Screen

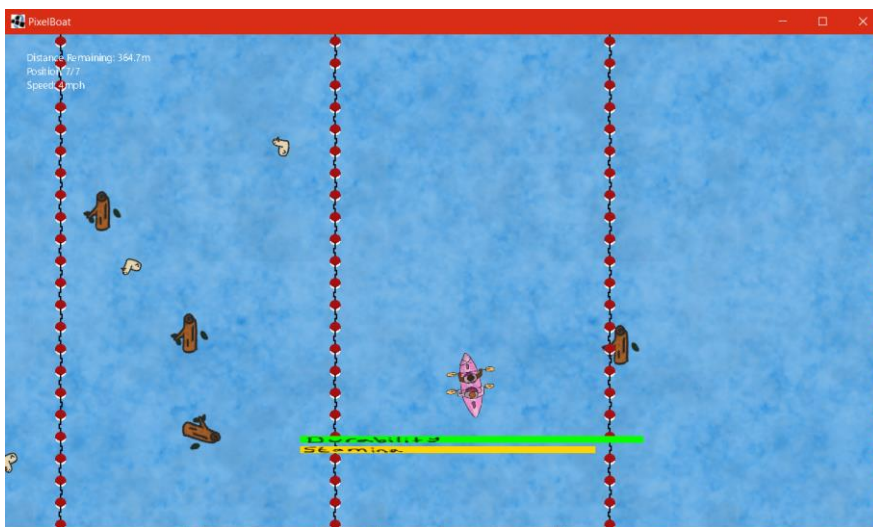


Figure 2: Obstacles are clearly visible.

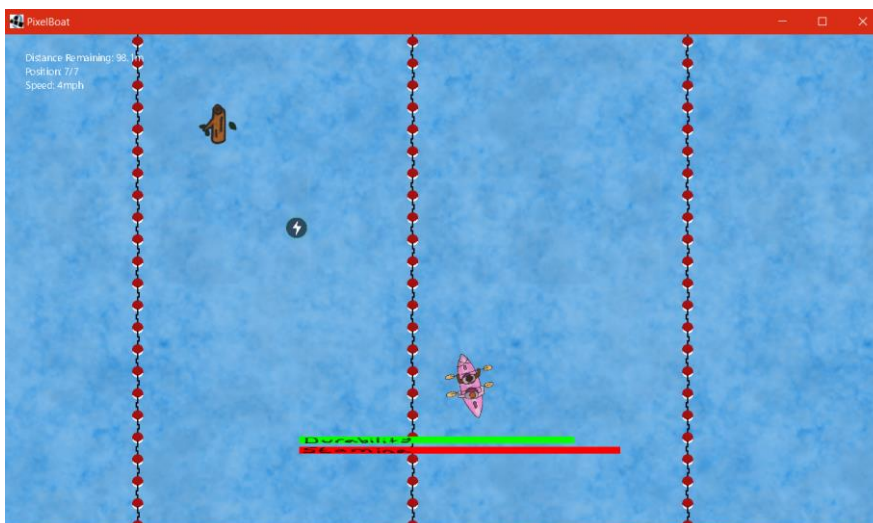


Figure 3: Powerup packs are clearly distinguishable from obstacles

Test case 2:

Tutorial is shown at the beginning of each race. Instructions are written in a clear and simple language.

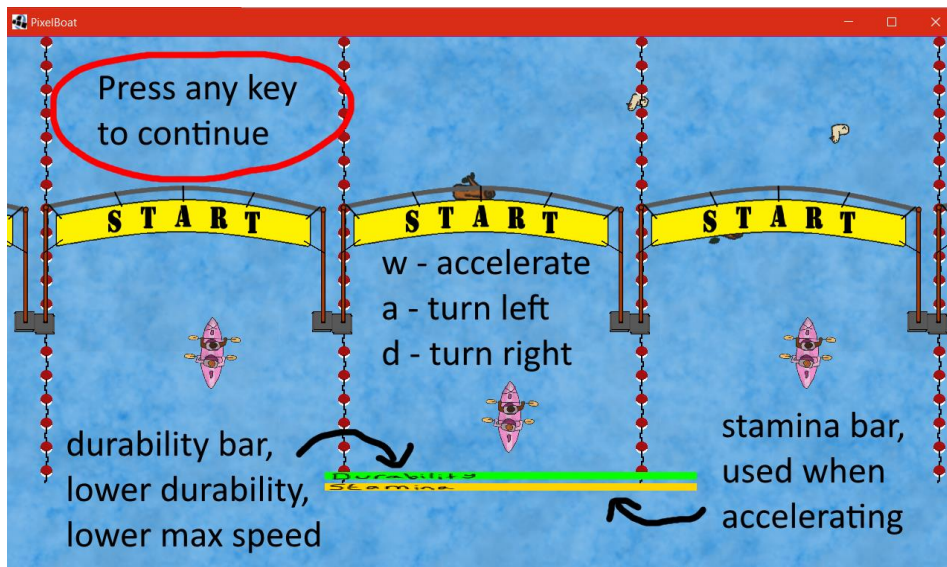


Figure 4: Tutorial shown before the race

Test case 3:

Information is displayed on the screen during the race.

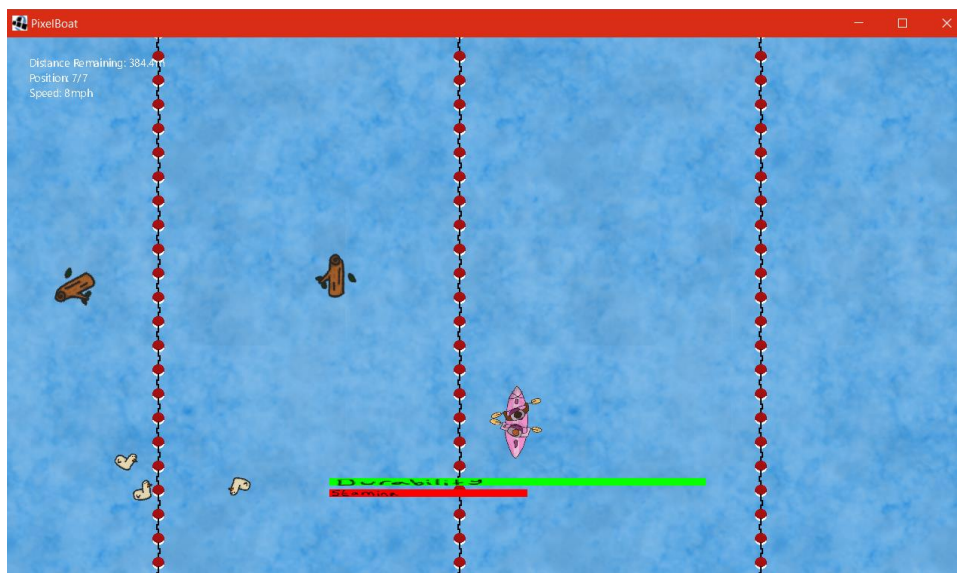


Figure 5: Remaining distance, player's position and speed are displayed on the screen

Test case 4:

Game allows to save the current state and load it later.

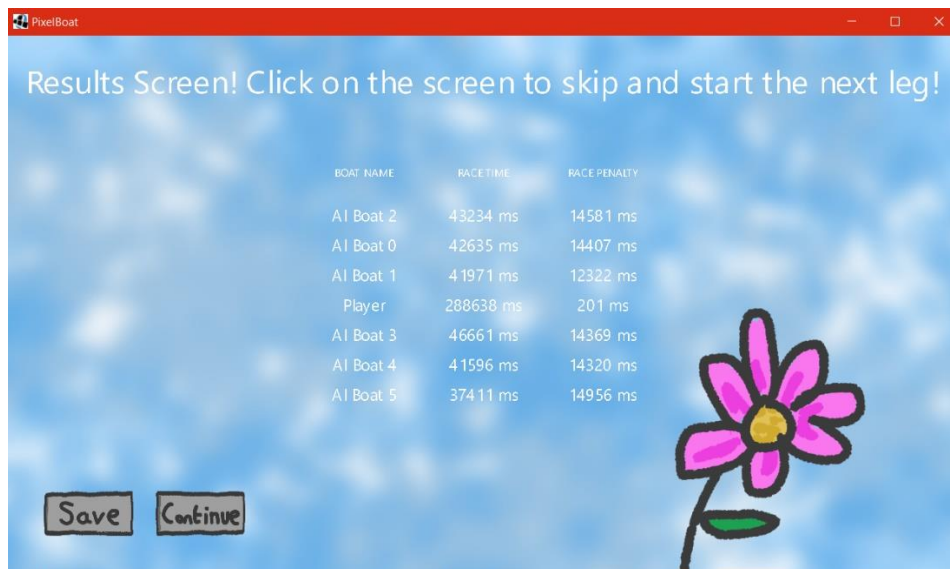


Figure 6: Result screen provides an option to save the state of the game

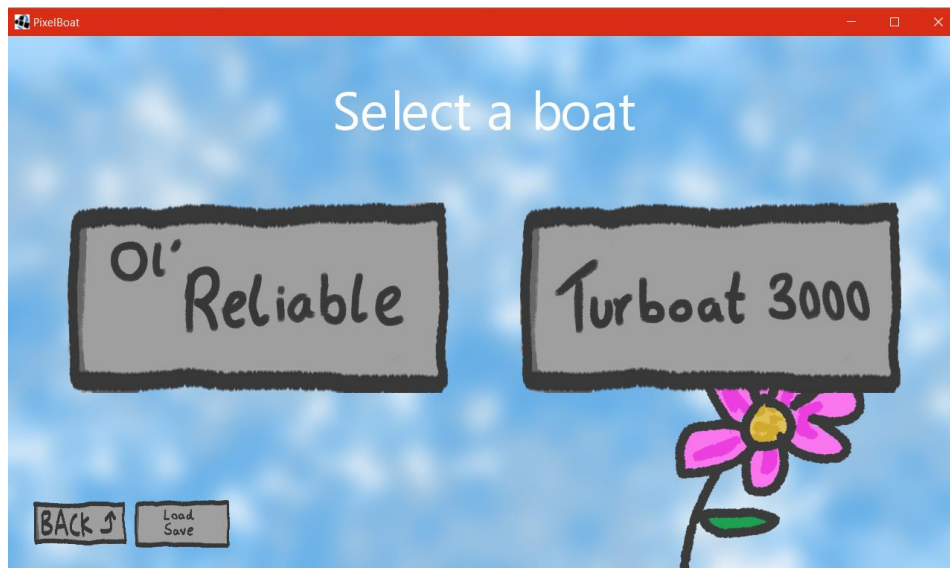


Figure 7: Boat Selection or Load Screen

Test case 5:

Game allows to choose between different boat specifications.