

Test ID	Test Number	What Test Data is	Expected Output	Success?	Further Action?	File
1	1	Clicking the interact button after approaching the dock	Duck feeding shall engage, fun will increment, time shall increment	Yes	No	TEST1-SUCC.mp4
2	1	Clicking the interact button after approaching the sport building	Sport recreation shall engage, fun will go up, time shall increment	Yes	No	TEST2-SUCC.mp4
3	1	Clicking the eat button after approaching the piazza building	Feeding shall engage, food will increment	Yes	No	TEST3-SUCC.mp4
4	1	Clicking the study button after approaching the piazza building	Studying shall engage, study shall increment, time shall increment	Yes	No	TEST4-SUCC.mp4
5	1	Clicking the study button after approaching the compsci building	Studying shall engage, study shall increment, time shall increment	Yes	No	TEST5-SUCC.mp4
6	1	Holding up	Character moves up	Yes	No	TEST6-SUCC.mp4
7	1	Holding left	Character moves left	Yes	No	TEST7-SUCC.mp3
8	1	Holding down	Character moves down	Yes	No	TEST8-SUCC.mp4
9	1	Holding right	Character moves right	Yes	No	TEST9-SUCC.mp4
10	1	Clicking the sleep early button after approaching the Goodricke building between 20:00 and 23:00	Sleep engaged, next day progressed	Yes	No	TEST10-SUCC.mp4
11	1	Walk around	Map is made visible	Yes	No	TEST11-SUCC.mp4
12	1	Wait for name entry screen	Name entry screen appears	Yes	No	TEST12-SUCC.mp4
13	1	Enter name into leaderboard	Leaderboard accepts the name	Yes	No	TEST13-SUCC.mp4
14	1	Every day walk to nisa and perform recreation, then view results screen after entering name	Bonus points are scored	Yes	No	TEST14-SUCC.mp4
15	1	Every day walk to piazza and perform eating, then view results screen after entering name	Bonus points are scored	No	I went to the streaks objects that defined eating, renaming it from "eat" to "food", which	TEST15-FAIL1.mp4

					is the name of eating action	
15	1	Every day walk to piazza and perform eating, then view results screen after entering name	Bonus points are scored	Yes	No	TEST15-SUCC.mp4
16	1	Every day walk to compsci and perform studying, then view results screen after entering name	Bonus points are scored	Yes	No	TEST16-SUCC.mp4
17	1	Input the correct number codes during the study game	Success message displayed	Yes	No	TEST17-SUCC.mp4
18	1	Input the incorrect number code during the study game	Failure message displayed	Yes	No	TEST18-SUCC.mp4
19	1	Play for 5-6 minutes	The game will end	No	Error reported to team, glitch that prevented week from ending if day 7 ends at Goodricke	TEST19-FAIL1.mp3
19	2	Play for 5-6 minutes	The game will end	Yes	No	TEST19-SUCC.mp3
20	1	Clicking the steal button after approaching Nisa	Time will pass and the fun meter will go increment	Yes	No	TEST20-SUCC.mp4
21	1	Achieve a high score, then go to the leaderboard screen to see your name at the top	The name and score will appear	Yes	No	TEST21-SUCC.mp4
22	1	Clicking the sleep early button after approaching the Goodricke building between 20:00 and 23:00	Sleep engaged, next day progressed	Yes	No	TEST22-SUCC.mp4
23	1	Enter nothing into the name entry screen	Leaderboard rejects and requests re-entry	Yes	no	TEST23-SUCC.mp4
24	1	Get a score of 0	The end screen says I did not pass.	Yes	No	TEST24-SUCC.mp4
25	1	Get a score below 40	The end screen says I did not pass.	Yes	No	TEST25-SUCC.mp4
26	1	Get a score above 40	The end screen says I did pass	Yes	No	TEST26-SUCC.mp4
27	1	Do an interaction that skips time (interacting with NISA)	An animation will play	No	None, the task is too low priority to	TEST27-FAIL1.mp4

					spend time on	
28	1	Start game by pressing the play button	A backstory will be described before transition to main game	No	None, the task is too low priority to spend time on	TEST28-FAIL1.mp4
29	1	Wait for one in-game day	It will take around a minute	Yes	No	TEST29-SUCC.mp4
30	1	Play for one in-game day (Go to NISA for two in-game hours, study at CompSci for two in-game hours)	It will take around a minute	No	No, the requirement is impractical given the time-skip mechanics of the game. Tests 29 and 30 are mutually exclusive	TEST30-FAIL1.mp4