

BREAKDANCE FIGHTER

User Acceptance Testing Script:

Team: Raymond Miller, Cale Castle, Aaron Gilbert, David Burkett

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Instructions

Thanks for taking part in testing BreakDanceFighter!

On each of the following pages, please do each of the listed actions. If the action causes no problems, such as errors, bugs, unexpected results, or unreasonable slowdowns, mark it with a **P** in the Pass/Fail column. Otherwise, clearly mark it with an **F** and provide any necessary notes, such as conditions under which the problem can be duplicated or other specifics.

When you are satisfied that the listed action has been correctly marked, please initial the signoff column. Thank you!

Preparing Installation

Pass/Fail

Notes

Signoff

Ensure that you are using the intended device
Properly download the program
Install the program
Run the program
Get to the main menu

Questions to ask during testing:

Does each action work correctly and quickly?

Menu Testing

Pass/Fail

Notes

Signoff

Main Menu: select options 1 through 3

Main Menu: select "setup"

Main Menu: select "exit"

Setup: Select each option

Setup: select "go back"

Exit Dialogue: select "yes"

Exit Dialogue: select "no"

Career Mode >> Style Select: select options 1 through 3

Career Mode >> Style Select: select "resume"

Career Mode >> Style Select: select "go back"

Special Modes: select options 1 through 3

Special Modes: select "go back"

Special Modes >> Style Select: select options 1 through 3

Special Modes >> Style Select: select "go back"

Special Modes >> Select Stage: select each option

Special Modes >> Select Stage: select "go back"

Training Dojo: select options 1 through 3

Training Dojo: select "go back"

Shop: select options 1 through 9

Shop: select "go back"

Each Combo Detail Screen: select "buy"

Each Combo Detail Screen: select "go back"

Stats Screen: select "reset"

Stats Screen: select "go back"

Practice Mode >> Style Select: select options 1 through 3

Practice Mode >> Style Select: select "go back"

Using menu again after >5 rounds has no negative effects

Questions to ask during testing:

Is each listed option available on this menu screen?

Does each option work correctly, quickly, and result in the expected feedback?

Is the menu easy to understand?

Combat Testing

Pass/Fail

Notes

Signoff

Fight starts correctly and in sync

Player fighter collision: lands attacks, blocks, takes hits

Computer fighter collision: lands attacks, blocks, takes hits

Computer AI: properly challenging, uses moves logically

Crowd meter goes up when using complex and varied moves

Crowd meter goes down when using simple and repetitive moves

Computer fighter's crowd meter moves appropriately

Crowd actions respond to the player's crowd meter

Crowd actions respond to the computer's crowd meter

Fast Style >> Basic Moves: try each of the 9 moves

Fast Style >> Combos: try each available special move

Balanced Style >> Basic Moves: try each of the 9 moves

Balanced Style >> Combos: try each available special move

Strong Style >> Basic Moves: try each of the 9 moves

Strong Style >> Combos: try each available special move

Pause menu properly stops gameplay

Pause menu properly resumes gameplay

Pause menu: select all options

Life bars respond properly to moves

Correct win/loss states when Life bar hits zero

Defeating goons moves on to the correct next enemy

Losing moves on to restart the level

Finishing the level moves on to the correct next level

Rep points added at end of each match

Finishing the entire mode moves on to the end sequence

Levels: try playing each level

Goons: try fighting all goons in each level

Bosses: try fighting each boss

Play after >5 rounds suffers no negative effects

Questions to ask during testing:

Does each action work correctly and quickly?

Does it look right? Sound right? Feel right?

Does it make sense?