



# ***RUMBLE ROCKETS***

***UAT SCRIPT***

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# Instructions

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Thanks for being a part of testing **Rumble Rockets**!

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, specifics, etc. Feel free to continue notes on the back. When you are satisfied that the listed action has been correctly marked, please initial the signoff column.

Each section is followed by some questions to help you work through the points. Please let us know if you need any assistance. Thank you!

Sincerely,  
The Rumble Rockets Team

| <b>Preparations</b>                           | <b>Pass/Fail</b> | <b>Notes</b> | <b>Signoff</b> |
|-----------------------------------------------|------------------|--------------|----------------|
| Ensure that you are using the intended device | [ ]              |              | [ ]            |
| Properly download the program                 | [ ]              |              | [ ]            |
| Install the program                           | [ ]              |              | [ ]            |
| Run the program                               | [ ]              |              | [ ]            |
| Program arrives at main menu                  | [ ]              |              | [ ]            |

***Does each action work correctly and quickly?***

# Menu Testing

|                                                                        | Pass/Fail | Notes | Signoff |
|------------------------------------------------------------------------|-----------|-------|---------|
| Main Menu: logo, "Press OK" and soft key text display                  | [ ]       |       | [ ]     |
| Main Menu: racer icons and all full-length portraits display           | [ ]       |       | [ ]     |
| Main Menu: select all 5 racers/random → Pause Screen                   | [ ]       |       | [ ]     |
| Main Menu: random selects from all racers, no pattern                  | [ ]       |       | [ ]     |
| Main Menu: select "High Scores"                                        | [ ]       |       | [ ]     |
| Main Menu: select "Exit" → program ends                                | [ ]       |       | [ ]     |
| Pause Screen: game controls and soft key text display                  | [ ]       |       | [ ]     |
| Pause Screen: toggle sound (muted by default?)                         | [ ]       |       | [ ]     |
| Pause Screen: select "Go" → Gameplay                                   | [ ]       |       | [ ]     |
| High Scores: scores and soft key text display                          | [ ]       |       | [ ]     |
| High Scores: inputting a new high score                                | [ ]       |       | [ ]     |
| High Scores: select "Exit" → Main Menu                                 | [ ]       |       | [ ]     |
| High Scores: data stays after new game, and program end                | [ ]       |       | [ ]     |
| Gameplay: speedometer, clock, ranking and score display                | [ ]       |       | [ ]     |
| Gameplay: Catapult Bar displays at checkpoints                         | [ ]       |       | [ ]     |
| Gameplay: Catapult Bar is marked when button is pressed                | [ ]       |       | [ ]     |
| Gameplay: select "Pause"                                               | [ ]       |       | [ ]     |
| Gameplay: select "Exit" → High Scores                                  | [ ]       |       | [ ]     |
| Announcements: 3, 2, 1, GO!                                            | [ ]       |       | [ ]     |
| Announcements: Wrong Way                                               | [ ]       |       | [ ]     |
| Announcements: Out of Bounds                                           | [ ]       |       | [ ]     |
| Announcements: Checkpoint                                              | [ ]       |       | [ ]     |
| Announcements: Game Over                                               | [ ]       |       | [ ]     |
| Announcements: Booster! (green power-up)                               | [ ]       |       | [ ]     |
| Announcements: Brakes! (red power-up)                                  | [ ]       |       | [ ]     |
| Announcements: Unstoppable Speed! (gold power-up)                      | [ ]       |       | [ ]     |
| Announcements: Slam! (technique)                                       | [ ]       |       | [ ]     |
| Announcements: Draft! (technique)                                      | [ ]       |       | [ ]     |
| Announcements: Rocket-Exhaust Slam! (technique)                        | [ ]       |       | [ ]     |
| Announcements: Retro-Rockets! (technique)                              | [ ]       |       | [ ]     |
| Announcements: Power-Slide! (technique)                                | [ ]       |       | [ ]     |
| Announcements: Barrel Roll! (technique)                                | [ ]       |       | [ ]     |
| Is there anything that makes the menu confusing, frustrating, or ugly? | [ ]       |       | [ ]     |

***Is the element displayed, functional, responsive and well-timed?***

***Does the action result in the expected feedback?***

***Does it look right? Sound right? Feel right?***

# Gameplay Testing

|                                                                           | Pass/Fail | Notes | Signoff |
|---------------------------------------------------------------------------|-----------|-------|---------|
| Race starts correctly and in sync                                         | [ ]       |       | [ ]     |
| Pausing properly stops and resumes gameplay                               | [ ]       |       | [ ]     |
| Interruption (calls, messages, etc) causes no problems                    | [ ]       |       | [ ]     |
| Racing for >5 checkpoints causes no problems                              | [ ]       |       | [ ]     |
| Completing >5 races causes no problems                                    | [ ]       |       | [ ]     |
| Exit the game; phone shows no problems (lag, errors, etc)                 | [ ]       |       | [ ]     |
| Track hazards: collision with objects                                     | [ ]       |       | [ ]     |
| Track hazards: sticky (slow)                                              | [ ]       |       | [ ]     |
| Track hazards: slippery (lose control)                                    | [ ]       |       | [ ]     |
| Track hazards: splat (screen obstructed by alien guts)                    | [ ]       |       | [ ]     |
| Track hazards: crosswind (continual push in one direction)                | [ ]       |       | [ ]     |
| Power-Ups: red (brakes)                                                   | [ ]       |       | [ ]     |
| Power-Ups: green (booster)                                                | [ ]       |       | [ ]     |
| Power-Ups: gold (unstoppable speed)                                       | [ ]       |       | [ ]     |
| Techniques: try simply turning in all directions                          | [ ]       |       | [ ]     |
| Techniques: Slam (knock into an opponent)                                 | [ ]       |       | [ ]     |
| Techniques: Draft (fly behind an opponent for a bit)                      | [ ]       |       | [ ]     |
| Techniques: Rocket-Exhaust Slam (use your rocket trails)                  | [ ]       |       | [ ]     |
| Techniques: Retro-Rocket Blast (just fire the retro-rockets)              | [ ]       |       | [ ]     |
| Techniques: Power-Slide (retro-rockets while turning)                     | [ ]       |       | [ ]     |
| Techniques: Barrel Roll (turn back while power-sliding)                   | [ ]       |       | [ ]     |
| Techniques: Allow opponents to hit you with techniques                    | [ ]       |       | [ ]     |
| Techniques: Test all animations for each character                        | [ ]       |       | [ ]     |
| Try crashing, spinning out, etc with each character                       | [ ]       |       | [ ]     |
| Out of bounds: slow-down and haze effect                                  | [ ]       |       | [ ]     |
| Out of bounds: eventually hit invisible wall                              | [ ]       |       | [ ]     |
| Checkpoints: cannot miss them; must go through to count                   | [ ]       |       | [ ]     |
| Checkpoints: going through backwards does nothing                         | [ ]       |       | [ ]     |
| Checkpoints: the closer to the center, the bigger the boost               | [ ]       |       | [ ]     |
| Catapult Bar: wider marks make a bigger boost                             | [ ]       |       | [ ]     |
| Computer AI: logical, smart, appropriately challenging                    | [ ]       |       | [ ]     |
| Difficulty appropriately increases at each checkpoint                     | [ ]       |       | [ ]     |
| Game Over: <5 <sup>th</sup> at a checkpoint → High Scores screen          | [ ]       |       | [ ]     |
| Is there anything that makes the game confusing, frustrating, or not fun? | [ ]       |       | [ ]     |

***Is the element displayed, functional, responsive and well-timed?***

***Does it result in the expected feedback?***

***Does it look right? Sound right? Feel right?***