
CognitV Solutions

**VR Game
Test Cases**

Version 1.0

CognitV Solutions VR Game	Version: 1.0
Test Cases	Date: 05/04/2024

Revision History

Date	Version	Description	Author
05/04/2024	1.0	Create test case document to reflect the tests we ran on the game before handoff	Madi

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Test Cases

1. Introduction

This document aims to show the test cases used to test CognitV's Virtual Reality Exposure Therapy Game before handoff. Since the VR game implements few use cases, has a limited scope, and is an untraditional format for a senior design project the team decided to test the game through repetitive gameplay manually. The TCU CognitV team has tested the game to the best of their ability by interacting with the game in the same way a player would. The specific test case scenarios have been included below separated by relevant groupings.

2. General Setup Tests

- 2.1 Verify that the game is compatible with various VR hardware (headsets, controllers).
- 2.2 Verify all initial settings (audio, display, controls) load correctly.
- 2.3 Verify the player can move around freely within the virtual environment.
- 2.4 Verify the player's microphone is connected to the game and working.
- 2.5 Verify the player is not able to move through objects.
- 2.6 Verify the NPC's are not able to move through objects.
- 2.7 Verify the game loads to the initial scene intended.

3. Menu Tests

- 3.1 Verify the game loads from the start button on the main menu to the initial scene.
- 3.2 Verify the game returns to the exit menu once gameplay is finished.
- 3.3 Verify the game returns to the main menu from the exit menu when main menu is selected.
- 3.4 Verify the game quits from the quit button on the main menu.
- 3.5 Verify the game quits from the quit button on the exit menu.
- 3.6 Verify the options button takes the player to the options screen.
- 3.7 Verify the volume option changes volume levels.
- 3.8 Verify the about button on the main menu takes the player to the SAD info.
- 3.9 Verify the back to main menu button on the SAD info section takes the player to the main menu.
- 3.10 Verify the pause menu appears when the player pauses the game.
- 3.11 Verify the pause menu exit button quits the game.
- 3.12 Verify the pause menu resume button resumes the game.

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4. NPC Introduction Interaction Tests

- 4.1 Verify there is correct instruction prompt synchronization.
- 4.2 Verify the player's ability to interact with NPC's via controller inputs.
- 4.3 Verify there is correct audio and subtitle synchronization during the NPC's speech.
- 4.4 Verify that the player is able to initiate a conversation with any of the NPC's.

5. NPC HR Speech Tests

- 5.1 Verify there is correct instruction prompt synchronization.
- 5.2 Verify that the other NPC's move to the meeting table before the speech starts.
- 5.3 Verify that the NPC can start and complete an HR policy speech without interruptions.
- 5.4 Verify there is correct audio and subtitle synchronization during the NPC's speech.

6. Player's Speech Tests

- 6.1 Verify there is correct instruction prompt synchronization.
- 6.2 Verify the speech timer starts when the player interacts with the podium.
- 6.3 Verify the speech timer stops when the player interacts with the podium again.
- 6.4 Verify the NPC's heads turn to face the player during the speech.

7. Convai NPC Interaction Tests

- 7.1 Verify there is correct instruction prompt synchronization.
- 7.2 Verify the Convai NPC approaches once the player concludes their speech.
- 7.3 Verify the Convai NPC initiates conversation with the player.
- 7.4 Verify there is correct audio and subtitle synchronization during the Convai NPC interaction.
- 7.5 Verify Convai is taking in audio from the player.
- 7.6 Verify Convai responds audibly with an AI generated response to the player.
- 7.7 Verify the Convai NPC disagrees with the player if the player likes the HR policy.
- 7.8 Verify the Convai NPC disagrees with the player if the player dislikes the HR policy.
- 7.9 Verify the Convai NPC continues to disagree with the player in further responses after the initial response.