Team B1

**Test Cases**

**Menu Controls**

Creator: Freddy Stock

Test ID: MC1

Tester: Freddy Stock

Test Date: Sprint 1

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n) |
| 1 | Run the game | The main menu should display with a message explaining the menu controls |  |
| 2 | Select the instructions menu with the enter key | The main menu disappears, and the instructions menu should appear |  |
| 3 | Return to the main menu by selecting the menu option from within the instructions menu with enter | The instructions menu disappears, and the main menu should reappear |  |
| 4 | Play the game by selecting the menu option with the enter key | The main menu disappears, and the game should start at level 1 |  |
| 5 | Return to the main menu by opening the pause menu with “p” and selecting the main menu option with enter | The current level disappears, and the main menu comes back to the screen |  |
| 6 | Quit the game by selecting the quit game option on the main menu with enter | The program closes |  |

**Player Move Speed**

Creator: Freddy Stock

Test ID: PM1

Tester: **TBD**

Test Date: **TBD**

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n) |
| 1 | Run the program | The main menu appears |  |
| 2 | Start the game by selecting the appropriate menu option | The main menu disappears, and player is spawned into the main level |  |
| 3 | Move the player character ten tiles and record the time taken. | The player character moves the selected distance |  |
| 4 | Close the program and repeat steps 1-4 10 times keeping track of each new time. Then find the average of the findings in terms of tiles/second. Compare this value to the expected value calculated from the code | The average will be within .1 tiles/second of the calculated value that the player character should move at |  |

**Large Aspect Ratio Bug**

Creator: Aiden Rosen

Test ID: LAR1

Tester: **TBD**

Date Tested: **TBD**

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n): |
| 1 | Change aspect ratio to large | Aspect ratio of game increases |  |
| 2 | Load into a game | Aspect ratio stays large |  |
| 3 | Lose the game so the “you lose” screen appears | “You lose” screen appears with no blue outline |  |

**Continued Movement When Tabbed Out Bug**

Creator: Aiden Rosen

Test ID: CM1

Tester: **TBD**

Date Tested: **TBD**

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n): |
| 1 | Load into a game | Game loads and is playable |  |
| 2 | Move in a direction and click off the game | Player should move before clicking off, and then stop when the game is out of focus |  |
| 3 | Click back into the game | Player should be standing still |  |

**NPC Prompt**

Creator: MacArthur Mills

Test ID: NPC1

Tester: **TBD**

Test Date: **TBD**

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n) |
| 1 | Run the game | The main menu should display |  |
| 2 | Press space bar while hovering over play game | The main menu disappears, and the story text scrolls up the screen |  |
| 3 | Press spacebar during the story text scroll | Text scroll will be skipped and level one will start |  |
| 4 | Progress through the level until Walrus NPC is found | Walrus NPC will be on screen |  |
| 5 | Approach the Walrus NPC | Small bubble with text prompting the user to press “Space” will appear |  |
| 6 | Stand next to the Walrus NPC | Small bubble will be highlighted in yellow |  |
| 7 | Press spacebar | Walrus will display a message |  |

**Music**

Creator: MacArthur Mills

Test ID: M1

Tester: **TBD**

Test Date: **TBD**

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n) |
| 1 | Run the game | The main menu should display and music should play |  |

**Static Attack**

Creator: Aidan Mountain

Test ID: SA1

Tester: **TBHD**

Test Date: **TBD**

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n) |
| 1 | Run The game | The main menu displays |  |
| 2 | Select “Play Game” | Game starts |  |
| 3 | Complete Level 1 and advance to Level 2 | User is progressed to level 2 |  |
| 4 | While Stationary, press the 1 key to use the characters attack | Player is able to use character’s “hairball” attack |  |
| 5 | While walking, press the 1 key to use the characters attack | Player is able to use character’s “hairball” attack |  |
| 6 | While jumping and in air, press the 1 key to use the characters attack | Player is able to use character’s “hairball” attack |  |

**Lawnmower Enemy Hitbox**

Creator: Aidan Mountain

Test ID: LEH1

Tester: **TBHD**

Test Date: **TBD**

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Results: | Pass (y/n) |
| 1 | Run the game | The main menu displays |  |
| 2 | Select “Play Game” | Game starts |  |
| 3 | Complete level 1 and advance to level 2 | User is moved onto level 2 |  |
| 4 | Character jumps on top of Lawnmower enemy | Character does not die until the character model visibly touches the Lawnmower enemy |  |

Test: EB1

Owner: Aiden Rosen

Title: No Enemy Border Collision

Tester: Aiden Rosen

Date Tested: 11/3/21

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass? (y/n) |
| 1 | Load into level 3 | The player should spawn at the start of level 3. | y |
| 2 | Let the enemies walk towards the edge of the map | Enemies should walk towards the start of the level. | y |
| 3 | Wait for the enemy to walk into the level border | Enemy should change directions after colliding | y |

Test: LE1

Owner: Aiden Rosen

Title: Improve Lawnmower Enemy

Tester: Aiden Rosen

Date Tested: 11/3/21

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass? (y/n) |
| 1 | Load into level 3 | The player should spawn at the start of level 3. | y |
| 2 | Progress through the level until a lawnmower enemy spawns | Lawnmower enemy should spawn in and behave as normal | y |
| 3 | Wait 5 seconds | After 5 seconds, the lawnmower enemy should stop. | y |
| 4 | Wait another second | After one more second, the lawnmower should move at an increased speed for a second. | y |
| 5 | Avoid the enemy and wait for it to slow down | After the dash ability is finished, the lawnmower should return to normal speed. | y |

**Check Points**

Creator: Freddy Stock

Test ID: CH1

Tester: Freddy Stock

Test Date: 11/6/2021

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n) |
| 1 | Run the game and hit play game | The game should load level 1 | Y |
| 2 | Kill the player before reaching the first checkpoint | The player should be presented with the game lose screen | Y |
| 3 | Hit enter to restart the level | The level should start with the player at the initial spawn point | Y |
| 4 | Pass the first checkpoint and then kill the player | The player should be presented with the game lose screen | Y |
| 5 | Hit enter to restart the level | The level should restart with the player at the location of the first checkpoint | Y |
| 6 | Finish the first level | The player should be presented with the level won screen and then level 2 should start with the player at the initial spawn location | Y |
| 7 | Kill the player before reaching the first checkpoint | The player should be presented with the game lose screen | Y |
| 8 | Hit enter to restart the level | The level should restart with the player at the initial spawn point | Y |
| 9 | Pass the first checkpoint and then kill the player | The player should be presented with the game lose screen | Y |
| 10 | Hit enter to restart the level | The level should restart with the player at the location of the first checkpoint | Y |
| 11 | Pass the second checkpoint and then kill the player | The player should be presented with the game lose screen | Y |
| 12 | Finish the level | The player should be presented with the level won screen and then the next level should load | Y |
| 13 | Repeat steps 7-12 for levels 3 and 4 (both have two checkpoints) | (Refer to steps 7-12 for the correlating results) | Y |
| 14 | Close the game | The game should close | Y |

**Save and Load Games**

Creator: Freddy Stock

Test ID: SL1

Tester: Freddy Stock

Test Date: 11/6/2021

Test Procedure:

|  |  |  |  |
| --- | --- | --- | --- |
| Step: | Action: | Expected Result: | Pass (y/n) |
| 1 | Run the game and hit play new game | The game should load level 1 | Y |
| 2 | Finish the first level | The player should be presented with the level won screen and then level 2 should start | Y |
| 3 | Close the game and restart it | The main menu should be shown | Y |
| 4 | Hit play saved game | The game should start at the beginning of level 2 | Y |
| 5 | Finish the second level | The game should progress normally to level 3 | Y |
| 6 | Close the game and restart it | The main menu should be shown | Y |
| 7 | Hit play saved game | The game should start at the beginning of level 3 | Y |
| 8 | Finish the third level | The game should progress normally to level 4 | Y |
| 9 | Close the game and restart it | The main menu should be shown | Y |
| 10 | Hit play saved game | The game should start at the beginning of level 4 | Y |
| 11 | Close the game and restart it | The main menu should be shown | Y |
| 12 | Hit play new game | The game should start at the beginning of level 1 | Y |
| 13 | Close the game and restart it | The main menu should be shown | Y |
| 14 | Hit play saved game | The game should start at the beginning of level 1 | Y |

Test: LPH1

Owner: Aiden Rosen

Title: Limit Rate of Fire of Hairball

Tester: Aiden Rosen

Date Tested: 11/`8/21

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass? (y/n) |
| 1 | Finish the first level | The player should complete the level without the ability to shoot. | y |
| 2 | Spam the shoot button | There should only be 3 hairballs on screen at a time | y |
| 3 | Shoot 3 hairballs and then die | The hairball count should be reset, allowing the user to shoot 3 more hairballs at a time upon respawning | y |
| 4 | Shoot 3 hairballs and then complete level 2 | The hairball count should be reset, allowing the user to shoot 3 more hairballs at a time upon completing level 2 | Y |