Test Table

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| --- | --- | --- | --- | --- | --- |
| Test Case ID | Test Action/Description | Expected Result/Output | Actual Result/Output | Test Pass/Fail | Action Taken |
| 1 | Splash screen loads when application is started | The splash screen loads without crashing |  |  |  |
| 2 | Main menu loads | Main menu loads without crashing and all buttons display |  |  |  |
| 3 | Check when exit button is pressed, application closes | When the button is pressed, the application closes |  |  |  |
| 4 | Check when help button is pressed, user is taken to instructions on how to play | When the button is pressed, the information page is displayed |  |  |  |
| 5 | Check that all text located within the help page is readable on all devices |  |  |  |  |
| 6 | Check when the user presses return button, goes back to main page |  |  |  |  |
| 7 | Check if the player can start the game by pressing the play button on the main menu |  |  |  |  |
| 8 | Check that the first level fully loads upon initiating the game |  |  |  |  |
| 9 | Check that the player loads into the level with full health |  |  |  |  |
| 10 | Check that the player can move within the loaded level |  |  |  |  |
| 11 | Camera always follows the player through the map |  |  |  |  |
| 12 | Check that enemies spawn |  |  |  |  |
| 13 | Check that enemies move randomly around the map |  |  |  |  |
| 14 | Check that the enemy chases the player when player is near by |  |  |  |  |
| 15 | Check that the spawn of enemies doesn’t spawn past certain amount for each level |  |  |  |  |
| 16 | Check that if enemy touches the player, the player takes damage |  |  |  |  |
| 17 | Upon taking damage, the player’s health bar updates |  |  |  |  |
| 18 | Check that when the enemy hits a player, the enemy is destroyed |  |  |  |  |
| 19 | Check when a player loses all health, the game over screen appears |  |  |  |  |
| 20 | Check if a player has completed all requirements to move to next level |  |  |  |  |
| 21 | Check that the next level loads properly |  |  |  |  |
| 22 | Check that the player health stays the same during level changes |  |  |  |  |
| 23 | Check the player can restart the game from the game over screen |  |  |  |  |
| 24 | Check that the player can access the main page from the scene over page |  |  |  |  |
| 25 | Check that all sounds loads and plays |  |  |  |  |
| 26 | Check that all music loads and plays |  |  |  |  |
| 27 |  |  |  |  |  |
| 28 |  |  |  |  |  |