

Test Results - Group 13

Test 1: Successful

Input	Expected Output	Recorded Output
Click the application icon	The application opens to the main menu	The application opens to the main menu

Test 2: Successful

Input	Expected Output	Recorded Output
Click the stage select menu	The application opens the stage select menu	The application opens up to the stage select menu

Test 3: Successful

Input	Expected Output	Recorded Output
Click the exit button on the main menu.	The application will exit	The application closes

Test 4: Successful

Input	Expected Output	Recorded Output
Click the stage 1 icon.	The application opens the stage 1 ability select page.	The application opens to the respective stage
Click on an unavailable stage	Nothing happens	Nothing happens

Test 5: **Failed**

Input	Expected Output	Recorded Output
Choose 4 abilities	The application greys out abilities as they are selected and enters the stage after 4 are selected	As expected

Choose 3 or less abilities and chooses to start the game	The application greys out abilities as they are selected and enters the stage	Unable to enter without choosing 4
Choose 1 or more abilities and choose to reset abilities	The application greys out abilities as they are selected and when reset is chosen, the abilities relight up to be chosen	Unable to reset
Choose to exit	The application returns to the stage select menu	As expected and returns to stage select

Test 5 fails for the reason that the application cannot progress into the level without selecting 4 abilities and does not reset the abilities afterwards.

Test 6: **Failed**

Input	Expected Output	Recorded Output
Choose 1 ability and flush and rechoose 4 abilities	The selected stage should open with the four selected abilities	Does not clear and reset abilities
Choose 2 ability and flush and rechoose 4 abilities	The selected stage should open with the four selected abilities	Does not clear and reset abilities
Choose 3 ability and flush and rechoose 4 abilities	The selected stage should open with the four selected abilities	Does not clear and reset abilities

Test 6 fails for the reason that the application does not clear and reset the abilities, because the program just proceeds to select the 4 abilities and goes into the game.

Test 7: Successful

Input	Expected Output	Recorded Output
Press the right key	Character moves right	The character moves right
Press the left key	Character moves left	The character moves left

Test 8: Successful

Input	Expected Output	Recorded Output
Press the spacebar	Character jumps	Character jumps
Press the spacebar and the press right while character is still in the air	Character jumps and moves in the right direction	Character jumps and moves in the right direction
Press the spacebar and press left while character is still in the air	Character jumps and moves in the left direction	Character jumps and moves in the left direction

Test 9: Successful

Input	Expected Output	Recorded Output
character moves right	Screen pans in x direction with the character	Screen pans in x direction with the character
character moves left	Screen pans in negative x with the character	Screen pans in negative x with the character
character moves up	Screen pans in positive y with the character	Screen pans in positive y with the character
character moves down	Screen pans in the negative y direction with the player.	Screen pans in the negative y direction with the player.

Test 10: Successful

Input	Expected Output	Recorded Output
Navigate the character to come into contact with the finishing flag	The next stage ability selection is loaded	The next stage in the sequence is loaded, placing you at the start of the next stage

Test 11: Successful

Input	Expected Output	Recorded Output
Push the wall jump key near a wall in the air	The character jumps from the wall	The character jumps from the wall
Push the wall jump key near a wall on the ground	The character idles	The character idles
Push the wall jump key on the ground not near a wall	The character idles	The character idles
Push the wall jump key in the air not near a wall	The character continues falling	Character falls normally

Test 12: Successful

Input	Expected Output	Recorded Output
Push the double jump key in the air	The character jumps in midair	The character jumps in midair
Push the double jump key on the ground	The character does not jump	No effect, Idles
After double jumping, the double jump key is pressed	The character does not jump again	The character does not jump again

Test 13: Successful

Input	Expected Output	Recorded Output
Push the ability key on the ground	The character blinks a short distance in front of them	The character blinks a short distance, not able to spam
Push the ability key in the air	The character blinks a short distance midair before falling	The character blinks a short distance midair before falling
Player is able to blink but attempt to pass through a	Character appear on the other side of wall	Character appears on the other side of a wall

thin wall		
Player is able to blink but attempt to pass through a thick wall	Character runs into wall instead of passing through it.	Character hits the wall, not passing through it

Test 14: Successful

Input	Expected Output	Recorded Output
Character next to a wall on the ground and wall climb key is pressed	Character is sent up	The character flies up close to the wall
Character next to a wall in the air and wall climb key is pressed	Character is sent up	The character flies up close to the wall
Character is not next to a wall and is on the ground and wall climb key is pressed or in the air	Character does not wall climb.	The character does not climb any walls

Test 15: Successful

Input	Expected Output	Recorded Output
Push the bounce ability key	Applies a bouncy effect to the character and character will have elasticity.	Character has bounce enabled. Jumps then hits the floor and is sent back into the air instead of losing y velocity.
Push a different ability key, after pushing bounce key	Character loses elasticity.	Character jumps and hits the ground losing all y velocity.

Test 16: Successful

Input	Expected Output	Recorded Output
Push the dash ability key	Player moves quickly in the	While on the ground,

while on the ground	direction they face for a duration	hitting the dash key move the player quickly in the direction they face
Push the dash ability key while in the air or while dashing	Player does not dash	no additional duration for the dash nor dash in the air.

Test 17: Successful

Input	Expected Output	Recorded Output
Player pushes an ability key at the start	Ability attached to that key is enabled.	'A' is pressed, and double jump is enabled
Player pushes an ability key for ability that is enabled	Player performs an action if criteria for that ability is met.	'A' is pressed again when in the air, and double jump occurs
Player pushes a key that isn't the currently equipped ability key	Player's ability is switched	'W' is pressed, double jump disabled and blink enabled.
Player pushes the key they switched to	Player's ability is performed if criteria for the ability is met.	'W' is pressed, and the character blinks to the right.

Test 18: Successful

Input	Expected Output	Recorded Output
Character's collides with the spike's collider	Player is sent to the beginning of the stage.	Player respawns at the spawn flag.

Test 19: Successful

Input	Expected Output	Recorded Output
Player enters water with a velocity but with no additional movement input	Player's velocity decreases faster to zero	Player's movement is decreases to zero and then starts to idle

Player jumps in water	Player jumps with less force than a regular jump on the ground	Player jumps with less force in the water and can't reach as high heights as a jump outside of water.
Player idles in water	Player floats up the surface	Player's body floats up and has the head sticking out of the water.

Test 20: Successful

Input	Expected Output	Recorded Output
Player collides with pitfall	Player is forced to reset the stage at the start.	Player falls off a platform into a pitfall and is respawned at spawn flag

Test 21: Successful

Input	Expected Output	Recorded Output
Player collides with the beam	Player is forced to respawn at the start of the stage.	Player respawns at start flag
Player collides only with the base of the beam projector.	Player stays alive	Player touches the side of the beam projector and is not sent to start
Player collides with the beam	Player is forced to respawn at the start of the stage.	Player moves into the collider of the beam and is sent to spawn flag.

Test 22: Successful

Input	Expected Output	Recorded Output
Player in on top of a platform not moving	Player idles	Player has no velocity and is idle
Player hits the bottom of a platform	Player hits the bottom and does not go through platform	Player hits the bottom of a platform and does not go through the platform

Player is moving left or right and collides with a platform	Player stops moving in the respective x direction	Player moving in the positive x direction hits wall(platform) and movement is stopped.
---	---	--

Test 23: Successful

Input	Expected Output	Recorded Output
Player touches start Flag	Nothing occurs, player phase through flag.	Player spawns at flag at start and doesn't interact with it
Player dies	Player respawns at start flag	Player respawns at start flag
Player collides with end flag	Player leaves stage	Player is forced to menu scene