

## TEST PLAN for Team 3's 2D Game

**Game Title:** Supersonic Sasha

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**Description:** A sidescroller-type adventure-action game written in Pygame. It is designed so that each level is a panning level, requiring players to act according to the environment of the level. The level is composed of segments, each featuring a new feature that the player can (should) utilize.

The plot: Rapture has occurred and aliens have invaded Earth. In a twisted rendition of the tale of Noah's ark, the aliens strive to capture two of every animal on Earth, including humans. The story follows a woman named Sasha Baryshev who narrowly escaped getting kidnapped, although her beloved Anatoly Baryshev was not so lucky. With a super-fast hoverboard that she stole from the aliens, Sasha aims to defeat the extraterrestrials and save her beloved Anatoly.

### **Brief Instructions**

Use your weapons to kill the enemy boss. Drain its health.

Use the environment and your controls to avoid getting hit by the boss. Making contact with the boss will drain your health.

Both you and the boss have brief invulnerability after being hit.

Falling off the stage (ex. via gaps in the floor) will drain your health! Avoid gaps by jumping.

### **Controls**

| Action                            | Keyboard              | Xbox Controller                  |
|-----------------------------------|-----------------------|----------------------------------|
| Left/Right movement               | Left/Right arrow keys | left/right on left control stick |
| Jumping                           | Up arrow key          | down on right control stick      |
| Dropping through (some) platforms | Down arrow key        | A                                |
| Switching weapons                 | "S" key               | RB                               |
| Attacking                         | "Z" key               | B                                |

### **Checklist**

#### **1. Switch weapons \_\_\_\_\_**

Press "S" key on keyboard or "RB" button on Xbox controller → Switch the currently-held weapon

Comments:

#### **2. Empty gun \_\_\_\_\_**

Use the gun 10x → Gun runs out of ammo and no longer fires bullets

Comments:

3. **Jump on objects** \_\_\_\_\_

Jump on a boulder/rail/raft → Character sprite can land on object and stay there temporarily

Comments:

4. **Enter lower floor level** \_\_\_\_\_

Intentionally fall through a gap in the floor of the level segment shown below → Enter a level of floor that is lower than the one you were previously on, as shown below



Comments:

5. **Dying** \_\_\_\_\_

Completely lose all your health → Message appears on screen saying “You lose”

Comments:

6. **Killing the boss** \_\_\_\_\_

Completely drain the boss’s health → Message appears on screen saying “You win”

Comments:

**Additional Comments/Suggestions**

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