Somnium Test Plan:

Game: Somnium

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Description: You play as Simon, a man trapped in his own nightmare. Manifesting itself as mansion, you must explore your somewhat nonsensical surroundings, and solve puzzles that obstruct your path to the exit. Beware though; a monster lurks on the floor with you, whose sole motivation is to hunt you down.

Instructions:

Explore the mansion and solve all the puzzles on the floor in order to reach the spiral staircase. At the same time make sure to avoid the monster and not let him see you. If the monster catches you, it’s gameover.

Controls:

Arrow Keys - Movement

Space - Interact

i - Show inventory (and item key mappings)

Enter - Confirm message

Checklist:

1. Once you have the right items, place the teddy bear in the crib => This should let you use the staircase door to trigger the end of the game.
2. Find the monster and let him get you => This should trigger the gameover screen.
3. Unlock every door => each door should disappear and never return (N.b some doors need keys to unlock them)
4. Attempt to leave the corridor by walking through the walls => The player should collide with the walls preventing him from leaving the level area.
5. Press the inventory key “I” => This should display all the current items in your inventory and what key you need to press to use them.

Additional comments: