

Test Item	Inputs	Expected Output	Actual Output	Results/Remarks
Player joystick movement	Hold your finger on the movement joystick, and then push it to the left, and to the right	Player moves to the left, and to the right in accordance to the joystick being more to the left or to the right, and the speed will be determined by how far to the left or right it is	Player moves to the left, and to the right in accordance to the joystick being more to the left or to the right and at the right speed	Pass
Player dash	Pressing the dash button while holding the movement joystick in a direction and 1. Standing on the ground 2. Then while in the air 3. Then multiple times on the ground 4. Then multiple times in the air	1. Player dashes in the held direction 2. Player dashes in the held direction 3. & 4. Player dashes only once, and then must touch the ground	1. Player dashes in the held direction 2. Player dashes in the held direction 3. & 4. Player dashes only once, and then must touch the ground	Pass 1 2 3 4
Player jump	1. Pressing the jump button 2. Pressing the jump button while moving 3. Pressing the jump button while pressed against a wall on the ground 4. Pressing the jump button while pressed against a wall in the air 5. Pressing the jump button twice in the air, before you hit the ground 6. Pressing the jump button after walking off an edge	1. Player moves up on the screen until falling back down 2. Player moves up and down and also in the held direction 3. Player jumps straight up 4. Player jumps opposite of the wall 5. Player jumps one time 6. Player continues falling	1. Player moves up on the screen until falling back down 2. Player moves up and down and also in the held direction 3. Player jumps straight up 4. Player jumps opposite of the wall 5. Player jumps one time 6. Player continues falling	Pass 1 2 3 4 5 6
Player slash	1. Pressing the slash button	1. The player slashes his sword	1. The player slashes his sword	Pass 1 2 3 4 5 6 7 8

	<p>2. Pressing the slash button while moving</p> <p>3. Pressing the slash button very quickly</p> <p>4. Pressing the slash button while the movement joystick is pointing in the direction of the enemy and the player is far from the enemy</p> <p>5. Pressing the slash button while the movement joystick is pointing in the direction of the enemy and the player is close to the enemy</p> <p>6. Pressing the slash button while the player is close to the enemy and the movement joystick is pointing away from the enemy</p> <p>7. Pressing the slash button against a wall and the ground</p> <p>8. Pressing the slash button against a breakable wall</p>	<p>and shows the slashing animation</p> <p>2. The player slashes and the slash animation follows the player</p> <p>3. If fast enough, some slashes will not go through because of the slash recharge time (it's only 100 ms so you have to press very fast. For testing purposes I lowered it to 400 ms)</p> <p>4. Just the slash animation, the enemy doesn't die</p> <p>5. The enemy dies and the slash animation proceeds as previous</p> <p>6. Just the slash animation, the enemy doesn't die</p> <p>7. Just the slash animation, the tile stays</p> <p>8. The slash is animated and the tile is destroyed</p>	<p>and shows the slashing animation</p> <p>2. The player slashes and the slash animation follows the player</p> <p>3. If fast enough, some slashes will not go through</p> <p>4. Just the slash animation, the enemy doesn't die</p> <p>5. The enemy dies and the slash animation proceeds as previous.</p> <p>6. Just the slash animation, the enemy doesn't die</p> <p>7. Just the slash animation, the tile stays</p> <p>8. The slash is animated and the tile is destroyed</p>	
Enemy aggro	<p>1. Player stands close to a goblin</p> <p>2. Player stands far away from a goblin</p> <p>3. Player goes close to the goblin, and then far away</p> <p>4. Player stands close to a slime</p> <p>5. Player stands far away from a slime</p>	<p>1. Goblin runs and jumps towards the player</p> <p>2. Nothing happens</p> <p>3. The goblin begins running and jumping towards the player before slowing to a stop</p> <p>4. The slime starts charging animation, then</p>	<p>1. Goblin runs and jumps towards the player</p> <p>2. Nothing happens</p> <p>3. The goblin begins running and jumping towards the player before slowing to a stop</p> <p>4. The slime starts charging animation, then</p>	Pass 1 2 3 4 5 6 7 8

	6. Player goes close to the slime, and then far away 7. Player stands close to a monster spawner 8. player stands far away from a monster spawner	leaps towards the player 5. Nothing 6. Slime starts charging animation, then goes back to idling 7. Nothing 8. Nothing	leaps towards the player 5. Nothing 6. Slime starts charging animation, then goes back to idling 7. Nothing 8. Nothing	
Coins	1. Player slashes coin 2. Player walks into the coin 3. Player dashes into the coin	1. Slash animation 2. Coin is picked up 3. Coin is picked up	1. Slash animation 2. Coin is picked up 3. Coin is picked up	Pass 1 2 3
Achievements	1. Player finishes level 1 without dying 2. Player finishes level 2 without dying 3. Player kills the monster spawner without dying 4. Player finishes all levels without dying 5. Player collects all coins in level 1 6. Player collects all coins in level 2 7. Player collects all coins in level 3 8. Player collects all coins in all levels 9. Player completes a level without slashing once 10. Player completes a level while killing every enemy but missing one slash 11. Player completes a level while killing every enemy but not missing a slash 12. Open pause menu and click the trash icon	1. Achievement pops up for not dying on forest 2. Achievement pops up for not dying on desert 3. Achievement pops up for not dying on magma 4. Achievement pops up after the current achievement about finishing all levels 5. Achievement pops up about collecting all coins on forest 6. Achievement pops up about collecting all coins on desert 7. Achievement pops up about collecting all coins on magma 8. Achievement pops up about collecting all coins in game 9. Achievement pops up about pacifist 10. Nothing 11. Achievement pops up about not missing a slash	1. Achievement pops up for not dying on forest 2. Achievement pops up for not dying on desert 3. Achievement pops up for not dying on magma 4. Achievement pops up after the current achievement about finishing all levels 5. Achievement pops up about collecting all coins on forest 6. Achievement pops up about collecting all coins on desert 7. Achievement pops up about collecting all coins on magma 8. Achievement pops up about collecting all coins in game 9. Achievement pops up about pacifist 10. Nothing 11. Achievement pops up about not missing a slash	Pass 1 2 3 4 5 6 7 8 9 10 11 12 13 14

	13. Player uses the pause menu to restart the level and then finishes the level without dying once 14. Player fulfills an achievement requirement while already having it	12. All achievements disappear 13. Achievement pops up about finishing without dying 14. Nothing	12. All achievements disappear 13. Achievement pops up about finishing without dying 14. Nothing	
Animations	1. Click and hold on the movement joystick but stay within the outer circle 2. Click and drag the movement joystick outside the outer circle 3. Click the slash button 4. Click the jump button 5. Jump against a wall while holding the movement joystick to the wall 6. Get hit by an enemy 7. Get hit by an enemy and try to slash, jump, and dash 8. Jump into a death block or get hit 3 times by an enemy 9. Kill a slime 10. Kill a goblin 11. Attack the monster spawner until it dies 12. Get close to a slime 13. Initiate a wall slide and hold the joystick opposite the wall	1. Walk animation 2. Run animation 3. Attack animation 4. Jump animation 5. Wall slide animation 6. Hit animation and knocked in the direction opposite where the enemy collided with player 7. Same as 6 8. Death animation + death message 9. Slime death animation 10. Goblin death animation 11. Monster Spawner hit animation, and then death animation + win message 12. charge animation, then flies through the air in slime jump animation until finished, then when it lands slime land animation. 13. Wall slide animation until idle animation	1. Walk animation 2. Run animation 3. Attack animation 4. Jump animation 5. Wall slide animation 6. Hit animation and knocked in the direction opposite where the enemy collided with player 7. Same as 6 8. Death animation + death message 9. Slime death animation 10. Goblin death animation 11. Monster Spawner hit animation, and then death animation + win message 12. charge animation, then flies through the air in slime jump animation until finished, then when it lands slime land animation. 13. Wall slide animation until idle animation	Pass 1 2 3 4 5 6 7 8 9 10 11 12 13
Pause Menu	1. Press the pause button	1. The game is paused and the menu pops up	1. The game is paused and the menu pops up	Pass 1 2 3 4 5 6 7 8 9 10 11 12 13 14

	<p>2. Press the restart level button on the first level</p> <p>3. Press the restart game button on the first level</p> <p>4. Gain some achievements and press the delete button</p> <p>5. Click on the achievement tab</p> <p>6. Click on the controls tab</p> <p>7. Click on the controls tab again</p> <p>8. Gain some achievements and click on the achievement tab</p> <p>9. Beat the game 5 times, then click the delete button, and beat the game again</p> <p>10. Open the pause menu then click the close menu button</p> <p>11. Jump up in the air and press the pause button then unpause it after a short time</p> <p>12. Get next to an enemy and press the pause button then unpause it after a short time</p> <p>13. Press the restart level button on the second level</p> <p>14. Press the restart game button on the second level</p> <p>15. Press the god mode button</p>	<p>2. The level is restarted</p> <p>3. The game is restarted (no difference to 2 since we're on the first level)</p> <p>4. Achievements disappear from the achievements tab</p> <p>5. Achievements tab pops up and the achievement icons are all grey</p> <p>6. The controls tab pops up</p> <p>7. Nothing</p> <p>8. Achievements gained are shown in color</p> <p>9. The time records are all populated and the top three times show up. Then, only one top time is visible (current run)</p> <p>10. Pause menu pops up, game is paused, then the pause menu closes and resumes</p> <p>11. You will stay in the air until you unpause it, then your trajectory will continue from before the pause button</p> <p>12. The enemy will not attack you until you unpause</p> <p>13. level is restarted (back on desert)</p> <p>14. game is restarted (back on forest)</p> <p>15. Player will have infinite</p>	<p>2. The level is restarted</p> <p>3. The game is restarted (no difference to 2 since we're on the first level)</p> <p>4. Achievements disappear from the achievements tab</p> <p>5. Achievements tab pops up and the achievement icons are all grey</p> <p>6. The controls tab pops up</p> <p>7. Nothing</p> <p>8. Achievements gained are shown in color</p> <p>9. The time records are all populated and the top three times show up. Then, only one top time is visible (current run)</p> <p>10. Pause menu pops up, game is paused, then the pause menu closes and resumes</p> <p>11. You will stay in the air until you unpause it, then your trajectory will continue from before the pause button</p> <p>12. The enemy will not attack you until you unpause</p> <p>13. level is restarted (back on desert)</p> <p>14. game is restarted (back on forest)</p> <p>15. Player will have infinite</p>	
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	<p>16. Press the god mode button again</p>	<p>dashes and not be able to get hurt. Also a message will pop up about god mode being enabled and stay there</p> <p>16. Player goes back to normal mode and has one dash until touching ground or wall jumping and can get hurt again.</p>	<p>dashes and not be able to get hurt. Also a message will pop up about god mode being enabled and stay there</p> <p>16. Player goes back to normal mode and has one dash until touching ground or wall jumping and can get hurt again.</p>	
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