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

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

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	6. Player goes	leaps towards the	leaps towards the	
	close to the slime,	player	player	
	and then far away	5. Nothing	5. Nothing	
	7. Player stands	6. Slime starts	6. Slime starts	
	close to a monster	charging	charging	
	spawner	animation, then	animation, then	
	8. player stands	goes back to idling	goes back to idling	
	far away from a	7. Nothing	7. Nothing	
	monster spawner	8. Nothing	8. Nothing	
Coins	1. Player slashes	1. Slash animation	1. Slash animation	Pass 1 2 3
	coin	2. Coin is picked	2. Coin is picked	
	2. Player walks	up	up	
	into the coin	3. Coin is picked	3. Coin is picked	
	3. Player dashes	up	up	
	into the coin	'	'	
Achievements	1. Player finishes	1. Achievement	1. Achievement	Pass 1 2 3 4 5 6 7
	level 1 without	pops up for not	pops up for not	8 9 10 11 12 13 14
	dying	dying on forest	dying on forest	
	2. Player finishes	2. Achievement	2. Achievement	
	level 2 without	pops up for not	pops up for not	
	dying	dying on desert	dying on desert	
	3. Player kills the	3. Achievement	3. Achievement	
	monster spawner	pops up for not	pops up for not	
	without dying	dying on magma	dying on magma	
	· -	4. Achievement	4. Achievement	
	4. Player finishes all levels without			
		pops up after the	pops up after the	
	dying	current	current	
	5. Player collects	achievement	achievement	
	all coins in level 1	about finishing all	about finishing all	
	6. Player collects	levels	levels	
	all coins in level 2	5. Achievement	5. Achievement	
	7. Player collects	pops up about	pops up about	
	all coins in level 3	collecting all coins	collecting all coins	
	8. Player collects	on forest	on forest	
	all coins in all	6. Achievement	6. Achievement	
	levels	pops up about	pops up about	
	9. Player	collecting all coins	collecting all coins	
	completes a level	on desert	on desert	
	without slashing	7. Achievement	7. Achievement	
	once	pops up about	pops up about	
	10. Player	collecting all coins	collecting all coins	
	completes a level	on magma	on magma	
	while killing every	8. Achievement	8. Achievement	
	enemy but	pops up about	pops up about	
	missing one slash	collecting all coins	collecting all coins	
	11. Player	in game	in game	
	completes a level	9. Achievement	9. Achievement	
	while killing every	pops up about	pops up about	
	enemy but not	pacifist	pacifist	
	missing a slash	10. Nothing	10. Nothing	
	12. Open pause	11. Achievement	11. Achievement	
	menu and click	pops up about not	pops up about not	
	the trash icon	missing a slash	missing a slash	
	are dustricult	וווטטוווק מ טומטוו	1111331118 @ 31@311	

1	40.01	40.411	40.411	
	13. Player uses	12. All	12. All	
	the pause menu	achievements	achievements	
	to restart the level	disappear	disappear	
	and then finishes	13. Achievement	13. Achievement	
	the level without	pops up about	pops up about	
	dying once	finishing without	finishing without	
	14. Player fulfills	dying	dying	
	an achievement	14. Nothing	14. Nothing	
	requirement while	· ·		
	already having it			
Animations	1. Click and hold	1. Walk animation	1. Walk animation	Pass 1 2 3 4 5 6 7
	on the movement	2. Run animation	2. Run animation	8 9 10 11 12 13
	joystick but stay	3. Attack	3. Attack	
	within the outer	animation	animation	
	circle	4. Jump animation	4. Jump animation	
		5. Wall slide	5. Wall slide	
	Click and drag the movement	animation	animation	
		6. Hit animation	6. Hit animation	
	joystick outside			
	the outer circle	and knocked in	and knocked in	
	3. Click the slash	the direction	the direction	
	button	opposite where	opposite where	
	4. Click the jump	the enemy	the enemy	
	button	collided with	collided with	
	5. Jump against a	player	player	
	wall while holding	7. Same as 6	7. Same as 6	
	the movement	8. Death	8. Death	
	joystick to the	animation + death	animation + death	
	wall	message	message	
	6. Get hit by an	9. Slime death	9. Slime death	
	enemy	animation	animation	
	7. Get hit by an	10. Goblin death	10. Goblin death	
	enemy and try to	animation	animation	
	slash, jump, and	11. Monster	11. Monster	
	dash	Spawner hit	Spawner hit	
	8. Jump into a	animation, and	animation, and	
	death block or get	then death	then death	
	hit 3 times by an	animation + win	animation + win	
	enemy	message	message	
	9. Kill a slime	12. charge	12. charge	
	10. Kill a goblin	animation, then	animation, then	
	11. Attack the	flies through the	flies through the	
		air in slime jump	air in slime jump	
	monster spawner until it dies	animation until	animation until	
	12. Get close to a	finished, then	finished, then	
	slime	when it lands	when it lands	
	13. Initiate a wall	slime land	slime land	
	slide and hold the	animation.	animation.	
	joystick opposite	13. Wall slide	13. Wall slide	
	the wall	animation until	animation until	
l			I idla animation	
		idle animation	idle animation	
Pause Menu	1. Press the pause	1. The game is	1. The game is	Pass 1 2 3 4 5 6 7
Pause Menu	1. Press the pause button			Pass 1 2 3 4 5 6 7 8 9 10 11 12 13 14

2. Press the
restart level
button on the first
level
3. Press the
restart game
button on the first
level
4. Gain some
achievements and
press the delete
button
5. Click on the
achievement tab
6. Click on the
controls tab
7. Click on the
controls tab again
8. Gain some
achievements and click on the
achievement tab
9. Beat the game
5 times, then click
the delete button,
and beat the
game again
10. Open the
pause menu then
click the close
menu button
11. Jump up in the
air and press the
pause button then
unpause it after a
short time
12. Get next to an
enemy and press
the pause button
then unpause it
after a short time
13. Press the
restart level
button on the
second level
14. Press the
restart game
button on the
second level
15. Press the god
mode button

2. The level is restarted 3. The game is restarted (no difference to 2 since we're on the first level) 4. Achievements disappear from the achievements tab 5. Achievements tab pops up and the achievement icons are all grey 6. The controls tab pops up 7. Nothing 8. Achievements gained are shown in color 9. The time records are all populated and the top three times show up. Then, only one top time is visible (current run) 10. Pause menu pops up, game is paused, then the pause menu closes and resumes 11. You will stay in the air until you unpause it, then your trajectory will continue from before the pause button 12. The enemy will not attack you until you unpause 13. level is restarted (back on desert) 14. game is restarted (back on

forest)

15. Player will

have infinite

2. The level is restarted 3. The game is restarted (no difference to 2 since we're on the first level) 4. Achievements disappear from the achievements tab 5. Achievements tab pops up and the achievement icons are all grey 6. The controls tab pops up 7. Nothing 8. Achievements gained are shown in color 9. The time records are all populated and the top three times show up. Then, only one top time is visible (current run) 10. Pause menu pops up, game is paused, then the pause menu closes and resumes 11. You will stay in the air until you unpause it, then your trajectory will continue from before the pause button 12. The enemy will not attack you until you unpause 13. level is restarted (back on desert) 14. game is restarted (back on forest) 15. Player will have infinite

16. Press the god	dashes and not be	dashes and not be	
mode button	able to get hurt.	able to get hurt.	
again	Also a message	Also a message	
	will pop up about	will pop up about	
	god mode being	god mode being	
	enabled and stay	enabled and stay	
	there	there	
	16. Player goes	16. Player goes	
	back to normal	back to normal	
	mode and has one	mode and has one	
	dash until	dash until	
	touching ground	touching ground	
	or wall jumping	or wall jumping	
	and can get hurt	and can get hurt	
	again.	again.	