# Level Progression – Buc Battle Game

## IS - Initial Setup

|  |  |
| --- | --- |
| Step No. | Action |
| IS-1 | Navigate to the "Buc Battle" game |
| IS-2 | Select the "Start Game" button in the start menu to start the game |

## V - Verifications/Actions

|  |  |
| --- | --- |
| Step No. | Verification/Action |
| V-1 | Verify that when all enemies are defeated, a new level starts. |
| V-2 | Verify that Level 1 enemies only move horizontally and only one missile is active at a time. |
| V-3 | Verify that in Level 2, enemies enter row by row as a group. |
| V-4 | Verify that in Level 2, a maximum of 3 enemy missiles can be present at once. |
| V-5 | Verify that Level 3 introduces a new enemy type that dives toward the player in a sine wave pattern. |
| V-6 | Verify that the new enemy type in Level 3 cannot shoot missiles. |
| V-7 | Verify that there is a 3-second pause after row-based enemies return before the new diving enemy appears in Level 3. |
| V-8 | Verify that in Level 3, a maximum of 5 enemy missiles can be present at once. |
| V-9 | Verify that in Level 4, up to 3 diving enemies attack in random order using a sine wave pattern, and that the missile cap remains at 5. |

## Expected Results

* V-1: Verify that when all enemies are defeated, a new level starts.
* V-2: Verify that Level 1 enemies only move horizontally and only one missile is active at a time.
* V-3: Verify that in Level 2, enemies enter row by row as a group.
* V-4: Verify that in Level 2, a maximum of 3 enemy missiles can be present at once.
* V-5: Verify that Level 3 introduces a new enemy type that dives toward the player in a sine wave pattern.
* V-6: Verify that the new enemy type in Level 3 cannot shoot missiles.
* V-7: Verify that there is a 3-second pause after row-based enemies return before the new diving enemy appears in Level 3.
* V-8: Verify that in Level 3, a maximum of 5 enemy missiles can be present at once.
* V-9: Verify that in Level 4, up to 3 diving enemies attack in random order using a sine wave pattern, and that the missile cap remains at 5.

## Actual Results

|  |  |  |
| --- | --- | --- |
| Step No. | Pass/Fail | Comments |
| V-1 |  |  |
| V-2 |  |  |
| V-3 |  |  |
| V-4 |  |  |
| V-5 |  |  |
| V-6 |  |  |
| V-7 |  |  |
| V-8 |  |  |
| V-9 |  |  |

## Sign-Off

Name (Printed): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Environment: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_