Owner: Bryan Sullivan

Title: Debug Menu

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass |
| 1 | Run the game select Wave game | The game Wave Games will start | 0 |
| 2 | When in the game press Shift + “X” | The level is supposed to go to next level | 0 |
| 3 | When in the game press “.” | Adds 100 points | 0 |
| 4 | When in the game press “1” | Adds Green enemy | 0 |
| 5 | When in the game press “2” | Add Red enemy | 0 |
| 6 | When in the game press “3” | Add Cyan enemy | 0 |
| 7 | When in the game press “4” | Adds Yellow enemy | 0 |
| 8 | When in the game press “5” | Adds Burst enemy | 0 |
| 9 | When in the game press “6” | Adds Red Boss | 0 |
| 10 | When in the game press “7” | Adds Green Boss | 0 |

Owner: Bryan Sullivan

Title: Mouse controls  
Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass |
| 1 | Run the game | The game application will start | 0 |
| 2 | Select the option to use the mouse as the controls | The controls will be set to mouse | 0 |
| 3 | select Wave game | Game will start with mouse controls | 0 |
| 4 | Move the mouse up | Moves the avatar up | 0 |
| 5 | Move the mouse down | Moves the avatar down | 0 |
| 6 | Move the mouse left | Moves the avatar left | 0 |
| 7 | Move the mouse right | Moves the avatar right | 0 |

Owner: Colin McNeill

Title: Fix Lag & Freezing

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass |
| 1 | Open the game | The game will not drop below 30 fps and will not crash | 0 |
| 2 | Start a new wave game | The game will not drop below 30 fps and will not crash | 0 |
| 3 | Play with the Green enemy | The game will not drop below 30 fps and will not crash | 0 |
| 4 | Play with Red enemy | The game will not drop below 30 fps and will not crash | 0 |
| 5 | Play with Cyan enemy | The game will not drop below 30 fps and will not crash | 0 |
| 6 | Play with Yellow enemy | The game will not drop below 30 fps and will not crash | 0 |
| 7 | Play with Burst enemy | The game will not drop below 30 fps and will not crash | 0 |
| 8 | Play with Red Boss | The game will not drop below 30 fps and will not crash | 0 |
| 9 | Play with Green Boss | The game will not drop below 30 fps and will not crash | 0 |
| 10 | Play with all combinations of enemies | The game will not drop below 30 fps and will not crash | 0 |
| 11 | Play until level 20 | The game will not drop below 30 fps and will not crash | 0 |
| 12 | Return to the main menu | The game will not drop below 30 fps and will not crash | 0 |
| 13 | Start a new wave game | The game will not drop below 30 fps and will not crash | 0 |
| 14 | Play until level 20 again | The game will not drop below 30 fps and will not crash | 0 |

Owner: Colin McNeill

Title: Fix Leaderboard

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass |
| 1 | Run the game and increase score by collecting coins | The score will increase | 0 |
| 2 | Play until a high-score is reached, then get a game-over to return to main menu | The game will end and the user will go to the main menu | 0 |
| 3 | Click “Leaderboard” on the main menu | The leaderboard will show the most recent high-score | 0 |
| 4 | Start a new game, increase score by collecting coins | The score will increase | 0 |
| 5 | Play until a high-score is reached, then get a game-over to return to main menu | The game will end and the user will go to the main menu | 0 |
| 6 | Click “Leaderboard” on the main menu | The leaderboard will show the most recent high-score along with the previously-achieved high score | 0 |
| 7 | Exit and restart Wave Game | The game will close and restart | 0 |
| 8 | Click “Leaderboard” on the main menu | The leaderboard will show both previously-achieved high-scores from the session before the game was restarted. | 0 |

Owner: Henok Ketsela

Title: Points not resetting

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass |
| 1 | Start the game and play the game to increase the score by collecting coins | The game starts and score increases | 0 |
| 2 | While playing the game, pause and return to the main menu | Game pauses and returns to the main menu | 0 |
| 3 | Start the game again and start playing | The game starts over and score resets | 0 |
| 4 | Pause game and exit game | Game pauses and exits | 0 |
| 5 | Run the game and select the game mode “Waves” | The selected game “Waves” mode will start | 0 |
| 6 | Play the game to increase the score by collecting coins | Score increases | 0 |

Owner: Henok Ketsela

Title: Difficulty Scaling

Tester:

Date Tested:

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| --- | --- | --- | --- |
| Step | Action | Expected Result | Pass |
| 1 | Run the game and select the game mode | The selected game mode starts | 0 |
| 2 | Play the first level and verify that the “level one enemy” is the correct enemy on the first level | The “level one enemy” is the correct enemy that shows up | 0 |
| 3 | Repeat for levels 2-20 and check if the enemies show up accordingly. | The enemies show up accordingly. | 0 |

Owner: Ellsworth Evarts

Title: Fix power-ups

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Results | Pass |
| 1 | Run the game and select a mode | Selected mode runs | 0 |
| 2 | Play game and pickup coins | Collect points to spend on power-ups | 0 |
| 3 | Press ‘p’ to open pause menu | Game pauses and offers options | 0 |
| 4 | Choose ‘shop’ button | Power-ups buying menu opens up and allows you to spend your points on power-ups | 0 |
| 5 | Know how many of each power-up has been activated | Game tells you how many of which power-ups are active | 0 |
| 6 | As upgrades are purchased they should cost more and should be limited | Only a set number of same type upgrades should be allowed for purchase and the cost of upgrades should increase quickly. | 0 |
| 7 | After returning to the game the player should have the chosen upgrades but still can be killed off by enemies | Heal rate can never outpace extended attacks from enemies, but while avoiding enemies could allow for healing to occur | 0 |

Owner: Ellsworth Evarts

Title: Add control scheme to the main menu

Tester:

Date Tested:

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Expected Results | Pass |
| 1 | Start the game and see a control scheme menu | A new menu with explanation of controls | 0 |
| 2 | Click on the control scheme menu | Enters into a new menu with control scheme information | 0 |
| 3 | When in control menu be able to test controls | A small window where the player can test the controls of the character to understand the controls in depth | 0 |
| 4 | When done learning controls to be able to get back to the main game menu | A button added to return to previous main menu, or a small prompt to return back upon hitting ‘ESC’ key | 0 |
| 5 | When clicking on help button, it offers no help | Help menu should be changed to game mechanics menu or enemies and power ups | 0 |
| 6 | Click on game mechanics menu | Menu gives information on enemy types and power-ups mechanics | 0 |
| 7 | Ability to leave game mechanics menu and return to main menu | Add a button to return to previous main menu or a prompt to return back upon hitting ‘ESC’ key | 0 |