**System Test:**

1. Test if the game is runnable.
   1. Open the executable file.
   2. After the game begins, click “Start”.
2. Test if the Player is movable.

Move up, right, down and left.

1. Walk to the light or torch object, turn it on and off by pressing “space-key”.

* Expected outcome: Turning the torch on will produce light.

1. Pick up a key by using “E-key”.

* Expected outcome: A message will display picking a key.

1. Pick up a soul.

* Expected outcome: Add the soul to the player inventory.

1. Open a door using “E-key”.

* Expected outcome: Doors open and move to the next stage if you have the key. Otherwise, a message will display “looked you need ‘type of key’ key”.

1. Attack an enemy using “space-key”.

* Expected outcome: Enemy health decrease and enemy get destroyed.

1. Collide with the wall.

* Expected outcome: stop moving in the direction of the wall

1. Advance the player to next level by using the stairs using “E-key”.

* Expected outcome: The next level of game is loaded.

1. Kill the player.

* Expected outcome: Game ends and a new screen will show up with options “Try again” or “Quit”.