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.
   1. Move up, right, down and left.
3. Test if objects in the game are activate-able.
   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.
   2. Pick up a key.
      * Expected outcome: Add the key to the list of the player inventory.
   3. Pick up a soul.
      * Expected outcome: Add the soul to the player inventory.
   4. Open a door.
      * Expected outcome: Doors open and move to the next stage.
4. Attack an enemy.

* 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. Active a trap.

* Expected outcome: Health decreased.

1. Advance the player to next level.

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

1. Kill the player.

* Expected outcome: Game ends.

1. Test the “Help” menu.