System Test:

1. Test if the game is runnable.

Open the executable file.

After the game begins, click “Play”.

1. Test if the Player is movable.

Move up, right, down and left.

1. Test if objects in the game are activate-able.

Light torch on and off.

Expected outcome:

Pick up a key.

Expected outcome:

Pick up a soul.

Open a door.

1. Attack an enemy.
2. Collide with the wall.
3. Active a trap.
4. Advance the player to next level.
5. Kill the player.
6. Test the “Help” menu.