2Sticks4Shooting Test Plan

1.Can the player move?

Yes, using the arrow keys, and WASD.

2. Can the player shoot?

Yes, shooting is tracked by the cursor and activated with left mouse click. The reverse shotgun and pistol (basic bullet) are both fully functional. The Sin Gun, however, sometimes works and sometimes does not. It also does not allow for the parameters of the sin wave to be modified currently (although they should).

3. Can the player pick up weapons?

Yes, but only 1 weapon can be picked up as of now.

4. Can the player and enemy take damage?

Only the player thus far.

5. Does the AI chase the player

Yes, the AI is constantly moving towards the player.

6. Are collisions detected?

Yes. Players, enemies, and bullets cannot pass through walls. Also, players, enemies, and bullets cannot pass through eachother.

7. Does the reticule follow the player’s mouse?

Yes. The reticule follows the mouse currently.

8. Can the player switch weapons?

Yes, pressing the “Q” keyboard key causes the player to switch weapons.

9. Can the player reload?

Yes, pressing the “R” keyboard key causes the player to reload for a specified time.