

Obsidian Ark

Test Plan

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Identification	Test Case Number: 01 Title: Account Creation Type: Functionality Severity: 1
Instructions	On the home page, click signup button
Expected Result	User should be able to create an account

Identification	Test Case Number: 02 Title: Login User Type: Functionality Severity: 1
Instructions	On the homepage, enter username and password and click login button
Expected Result	User should be able to login into their account with the appropriate credentials

Identification	Test Case Number: 03 Title: Change Password Type: Functionality Severity: 2
Instructions	Go to My account (after logging in) and click reset password
Expected Result	User should be able to change their password

Identification	Test Case Number: 04 Title: Personal High scores Type: Functionality Severity: 2
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Instructions	On the home-page, click on "Leaderboard" button and then click on Local button
Expected Result	User should be able to see their high scores

Identification	Test Case Number: 05 Title: Select Map Type: Functionality Severity: 1
Instructions	After clicking start game, select the map you want to play
Expected Result	User should be able to select the map they want to play

Identification	Test Case Number: 06 Title: Global high scores Type: Functionality Severity: 2
Instructions	On the home-page, click on "Leaderboard" button and then click on "Global" button
Expected Result	User should be able to see the global high scores of the game

The team crossed out user story 7 from their backlog.

Identification	Test Case Number: 08 Title: Set Difficulty Type: Functionality Severity: 2
Instructions	Click the set difficulty button after logging in to toggle between difficulties

Expected Result	User should be able to choose a starting difficulty
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Identification	Test Case Number: 09 Title: Menu Navigation Type: Functionality Severity: 1
Instructions	Once in the app, click the different menu buttons (Start Game, Set Difficulty, Leaderboard, Logout, My Account) to perform respective actions
Expected Result	User should be able to perform the respective actions

Identification	Test Case Number: 10 Title: Stop Session Type: Functionality Severity: 1
Instructions	While playing the game, press ESC key to pause and then click exit.
Expected Result	User should be able to stop the session at any point

The team crossed out user story 11 from their backlog.

Identification	Test Case Number: 12 Title: Controlling Character Type: Functionality/Equivalence (WASD) Severity: 1
Instructions	While in game, use WASD keys to move the character in appropriate direction

Expected Result	User should be able to control their character
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Identification	Test Case Number: 13 Title: Pausing Game Type: Functionality Severity: 2
Instructions	Press the ESC key while in game
Expected Result	User should be able to pause the game

Identification	Test Case Number: 14 Title: Gain experience and gold Type: Functionality Severity: 2
Instructions	While in game, attack an enemy to defeat it
Expected Result	User should gain experience and gold after an enemy

Identification	Test Case Number: 15 Title: Stronger enemies with higher difficulty Type: Functionality Severity: 2
Instructions	Set difficulty of game to hard
Expected Result	Player should face stronger enemies at the start of the game

Identification	Test Case Number: 16 Title: Switch weapons Type: Functionality Severity: 2
Instructions	While playing the game, press the key Q
Expected Result	The player should be able to switch between different weapons.

Identification	Test Case Number: 17 Title: Noticed by enemies Type: Functionality Severity: 3
Instructions	While playing the game, go near the enemies
Expected Result	The enemies should approach and start attacking the player

Identification	Test Case Number: 18 Title: Enemy get Knocked Type: Functionality Severity: 2
Instructions	While playing the game, player/user should attack the enemy
Expected Result	The health bar of enemy should decrease after taking attacks The enemy should get knocked out and disappear from the screen once the health bar becomes zero

The team crossed out user story 19 from their backlog.

Identification	Test Case Number: 20 Title: Find power - ups Type: Functionality
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	Severity: 2
Instructions	While playing the game, player/user should move around the map to collect power ups
Expected Result	The user/player should be able to find and collect power - ups in different parts of the map as they move around.

The team crossed out user story 21 from their backlog.

Identification	Test Case Number: 22 Title: Be invincible Type: Functionality Severity: 2
Instructions	Get attacked by the enemy
Expected Result	The player should be invincible for a short period of time after being attacked by the enemy

Identification	Test Case Number: 23 Title: See final score Type: Functionality Severity: 2
Instructions	While playing the game, player should take hits and lose
Expected Result	The user's/player's health bar should become zero The user/player should be able to see their final score displayed on the screen

The team crossed out user story 24 from their backlog.

Identification	Test Case Number: 25 Title: Hear the BGM Type: Functionality Severity: 3
Instructions	While playing the game, user/player should have volume turned on to listening range
Expected Result	The user/player should be able to listen to the background music while playing the game.

Identification	Test Case Number: 26 Title: Mob Spawn Type: Functionality Severity: 3
Instructions	While playing the game, player/user should notice Mob Spawns and Mob Spawns time.
Expected Result	The user/player should be able to see mobs being spawn every few seconds all over the map until player's character dies or player quits/pause the game.