

Test Plan

Team 12

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A. Identification and Classification

Test Case 1001

System: Amazeballs

Verify logout feature works

Severity: 3

B. Instructionss

1. Open application as a new user and register a user
2. Select the logout option

C. Expected Result

1. User will be logged out

A. Identification and Classification

Test Case 1002

System: Amazeballs

Verify game direction buttons function correctly

Severity: 2

B. Instructions

1. Open application and select "play" option
2. Login with tester information
3. Select a level to play
4. Use the "left" and "right" options

C. Expected Result

1. The direction option selected will correspond to moving in the correct direction

A. Identification and Classification

Test Case 1003

System: Amazeballs

Verify pause option works correctly

Severity: 3

B. Instructions

1. Launch the application
2. Select a game type
3. Select the "pause" option

C. Expected Result

- A. Application will pause and user menu will be available

A. Identification and Classification

Test Case 1004

System: Amazeballs

Verify that restart option works correctly in pause menu Severity: 3

B. Instructions

1. Select the "play" option and open a level
2. Move player to position other than starting position
3. Select the "pause" option
4. Select the "restart" option

C. Expected Result

1. Player will be restored to the original position

A. Identification and Classification

Test Case 1005

System: Amazeballs

Verify that winning move actually results in a winning state Severity: 2

B. Instructions

1. Select the "play" option and open a new level
2. Win the level by crashing into the golden nugget

C. Expected Result

1. Winning result should be displayed to the user

A. Identification and Classification

Test Case 1006

System: Amazeballs

Verify home option works correctly Severity: 3

B. Instructions

1. Select the “play” option and open a level
2. Select the “pause” option
3. Select the “home” option

C. Expected Result

1. User will be returned to the application’s home page

A. Identification and Classification

Test Case 1007

System: Amazeballs

Verify correct levels are displayed for new user

Severity: 2

B. Instructions

1. Launch the application and register as a new user
2. Select the “play” option

C. Expected Result

1. Only level 1 will be available to the new user

A. Identification and Classification

Test Case 1008

System: Amazeballs

Verify correct levels are displayed for existing user

Severity: 2

B. Instructions

1. Open application as an existing user
2. Play and win a level
3. Logout of the application
4. Login to application with same user credentials
5. Select the “play” option

C. Expected Result

1. Highest level available will be one succeeding the last level the user beat

A. Identification and Classification

Test Case 1009

System: Amazeballs

Verify create level option works

Severity: 2

B. Instructions

1. Launch the application as new or existing user
2. Select the "create level" option

C. Expected Result

- A. User will be able to create a level

A. Identification and Classification

Test Case 1010

System: Amazeballs

Verify that high scores are registered

Severity: 3

B. Instructions

1. Launch application and play a level
2. Beat the lowest "high score" on the list of high scores
3. Select the "home" option
4. Select the "high scores" option

C. Expected Result

1. User's recently obtained high score will be displayed

A. Identification and Classification

Test Case 1011

System: Amazeballs

Verify losing action causes loss

Severity: 2

B. Instructions

1. Launch the application and play a level
2. Lose the level by running into the black object on the level

C. Expected Result

1. Lose result will be displayed

A. Identification and Classification

Test Case 1012

System: Amazeballs

Verify home option in loss result works

Severity: 2

B. Instructions

1. Play a level and lose the level
2. Select the "home" option presented upon losing

C. Expected Result

1. User will be returned to the home menu

A. Identification and Classification

Test Case 1013

System: Amazeballs

Verify restart option in loss result works

Severity: 2

B. Instructions

1. Play a level and lose the level
2. Select the "restart" option presented upon losing

C. Expected Result

1. User will be returned original position in the same level they just lost

A. Identification and Classification

Test Case 1014

System: Amazeballs

Check that login verifies user credentials

Severity: 3

B. Instructions

1. Register a new user
2. Attempt logging into the game using the newly created username with an incorrect password
Result 1
3. Attempt logging into the game with the same username, and the Correct password.
Result 2

C. Expected Result

1. User will not be allowed to enter the game
2. User will be allowed to enter the game

A. Identification and Classification

Test Case 1015

System: Amazeballs

Check that the fire button works correctly

Severity: 1

B. Instructions

1. Start a new game at level 1
2. Aim your ball and select the fire button

C. Expected Result

1. The ball should launch from its initial position in the direction the ball was aimed in

A. Identification and Classification

Test Case 1016

System: Amazeballs

Ensure score is updated correctly

Severity: 3

B. Instructions

1. Start a game of AmazeBalls at level 1
2. Win game, and check the score
3. Repeat two more times

C. Expected Result

1. Ensure the score is the same for each win during the game session

A. Identification and Classification

Test Case 1017

System: Amazeballs

Verify that the walls act as an obstacle

Severity: 2

B. Instructions

1. Login to the game

2. Select level 1
3. Interact with the arena walls by firing the ball towards different walls from multiple angles.

C. Expected Result

1. The ball will bounce once its perimeter makes contact with a wall

A. Identification and Classification

Test Case 1018

System: Amazeballs

Verify that scrolling does not affect the game

Severity: 3

B. Instructions

1. Load the application
2. Attempt to scroll left/right/up/down
Result 1
3. Enter tester credentials and select login
4. Attempt to scroll left/right/up/down
Result 2
5. Select play
6. Attempt to scroll left/right/up/down
Result 3
7. Select any level
8. Attempt to scroll left/right/up/down
Result 4

C. Expected Result

1. The login and registration options will remain in their positions
2. The play/create/highscore options will remain in their positions
3. The levels available will remain in their positions
4. The game board will not be moved out of view nor will the gameplay be affected by the scrolling

A. Identification and Classification

Test Case 1019

System: Amazeballs

Verify ball launchers catch the ball

Severity:1

B. Instructions

1. Login to the game
2. Select level 1
3. Fire the ball towards the gray circular ball launchers
such that contact is made between the ball and the gray circles

C. Expected Result

1. The ball will be stored in the launcher and prepared for relaunch

A. Identification and Classification

Test Case 1020

System: Amazeballs

Verify that the secondary ball launchers relaunch the ball Severity: 1

B. Instructions

1. Login to the game
2. Select level 1
3. Fire the ball towards the gray circular ball launchers
such that contact is made between the ball and the gray circles
4. Attempt to refire the ball from the new launch pad

C. Expected Result

1. The ball will leave the launcher in the direction the ball was fired in

A. Identification and Classification

Test Case 1021

System: Amazeballs

Check reset high score button Severity: 3

B. Instructions

1. Login to the game
2. Select high scores
3. Select the reset game button

C. Expected Result

1. The high scores will be set to none

A. Identification and Classification

Test Case 1022

System: Amazeballs

Check that the next level button works

Severity: 2

B. Instructions

1. Login to the game
2. Select new game
3. Select level 1
4. Win the level by hitting the gold nugget
5. Select next on the new screen

C. Expected Result

1. The user should be directed to level 2

A. Identification and Classification

Test Case 1022

System: Amazeballs

Verify that old levels can be replayed

Severity: 2

B. Instructions

1. Complete a level with a user
2. Select "Play" at the home screen
3. Select an old level

C. Expected Result

1. User will be allowed to play an old level

A. Identification and Classification

Test Case 1023

System: Amazeballs

Verify proper physics upon the ball

Severity: 1

B. Instructions

1. Launch the ball at an object on the screen
2. Repeat on several different levels and objects

C. Expected Result

1. The ball will bounce in a proper direction

A. Identification and Classification

Test Case 1024

System: Amazeballs

Verify “reset game” clears completed levels

Severity: 3

B. Instructions

1. Select “reset game” in high scores
2. Select “Play” and check if past levels have been deleted

C. Expected Result

1. Past levels will be deleted

A. Identification and Classification

Test Case 1025

System: Amazeballs

Verify levels in “Play” menu increment correctly

Severity: 3

B. Instructions

1. Go to the “Play” menu
2. Observe level numbers

C. Expected Result

1. Level numbers should be incremented correctly

A. Identification and Classification

Test Case 1026

System: Amazeballs

Verify ball does not get stuck on environment

Severity: 2

B. Instructions

1. Fire the ball at objects and walls in the environment
2. Attempt this on every level

C. Expected Result

1. Ball will always be moving and will never get caught on anything

A. Identification and Classification

Test Case 1027

System: Amazeballs

Verify that selecting a level brings user to that level

Severity: 1

B. Instructions

1. Select a level from the "Play" menu
2. Repeat for each level

C. Expected Result

1. User will be able to play the selected level

A. Identification and Classification

Test Case 1028

System: Amazeballs

Verify login menu tabindex works

Severity: 3

B. Instructions

1. Enter screen to register a new user
2. Select tab in the username textbox

C. Expected Result

1. Cursor will be in the password textbox

A. Identification and Classification

Test Case 1029

System: Amazeballs

Verify game buttons are disabled upon pause

Severity: 3

B. Instructions

1. Play a level
2. Pause the game

C. Expected Result

1. Left, Right, pause, and fire buttons are disabled