

Test Case ID: 001

Test Title: Player Character Movement with keyboard controls

Environment: Unity Editor on Windows

Preconditions: Run button starts the game

Expected Behaviour: Every step produces the correct behaviour without any additional unexpected behaviours

Step	Instructions	Expected Behaviour
1	While the countdown is playing, press each of the 4 arrow keys separately	No movement of the Player Character. Countdown proceeds normally
2	While the countdown is playing (restart if necessary), click the pause button	Pause menu opens up with options "main menu" and "resume" with a grey overlay and the game is paused. No movement of the Player Character
3	Press each of the 4 arrow keys	No movement of the Player Character
4	Click the resume button	Returns to game scene. Game is unpaused. Countdown picks up from where it left off
5	Press each of the 4 arrow keys while waiting for countdown to finish	Player Character stays in the same location until the countdown finishes. No background scrolling
6	Observe Player Character with no inputs	The background should start scrolling down while the player character starts animating a run
7	Press the left arrow key	The Player Character moves to the left lane
8	Press the left arrow key	The Player Character continues in the left lane
9	Press the up arrow key, wait for animation to finish	The Player Character jumps
10	Press the down arrow key, wait for animation to finish	The Player Character slides on the ground
11	Press the right arrow key	The Player Character returns to the middle lane
12	Repeat steps 9-10 in the middle lane	The Player Character jumps, then slides on the ground
13	Press the right arrow key	The Player Character moves to the right lane
14	Press the right arrow key	The Player Character continues in the right lane
15	Repeat steps 9-10 in the right lane	The Player Character jumps, then slides on the ground
16	Quickly press the up arrow key then the down arrow key, wait for animation to finish	The Player Character starts to jump but slides on the ground instead
17	Quickly press the down arrow key then the up arrow key, wait for animation to finish	The Player Character starts to slide but jumps instead
18	Press the up arrow key, then press the down arrow key while still in the air	The Player Character jumps, and then quickly returns to the ground to start sliding once the down arrow key is pressed
19	Press the down arrow key, then press the up arrow key while still sliding	The Player Character slides on the ground, and then stops its animation and starts the jumping animation once the up arrow key is pressed
20	While in the middle lane press the up arrow key and then the right/left arrow key	The Player Character jumps, then moves to the left or right respective to the arrow key pressed while still in the air
21	While in the middle lane press the down arrow key and then the right/left arrow key	The Player Character slides, then moves to the left or right respective to the arrow key pressed while still sliding on the ground
22	Click the pause button	The Player Character should freeze in place The background stops scrolling. The pause menu opens with the two buttons "main menu" and "resume being displayed on a grey overlay
23	Click the resume button	The Player Character returns to its animations. The background resumes scrolling. The pause overlay is removed.

Test Case ID: 002

Test Title: Obstacle behaviour and pickups

Environment: Unity Editor on Windows

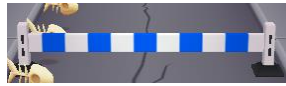
Preconditions: Test Case 001 succeeds. Have all 4 available power up items in inventory (bought from store)

Expected Behaviour: Every step produces the correct behaviour without any additional unexpected behaviours

Obstacles:



Raised Obstacle



Lowered Obstacle



Short Obstacle



Tall Obstacle



Moving Obstacle

Items:



Fish Bone



Heart



Magnet



X2/Double



Star



Premium Currency

Step	Instructions	Expected Behaviour
1	Once the countdown finishes, observe for a trail of fish skeletons	A trail of fish skeletons should appear in one of the lanes
2	Continue observing the trail of fish skeletons	The trail will start going to different lanes
3	Move to get hit by a fish skeleton	Upon collision with the Player Character a short SFX will play and the fish skeleton will disappear. The count of fish skeletons in the top right will increase by one per fish skeleton collided with
4	Move to get hit by an obstacle	Upon collision with the Player Character a short Meow will be heard. The Player Character will play a damage taken animation and start flashing white. The obstacle that was collided with will play an animation or despawn. A life will be subtracted, represented on the UI
5	While flashing white from colliding with an obstacle, move to get hit by another obstacle	The Player Character will phase through the obstacle, playing no additional audio and taking no damage.
6	Once the Player Character stops flashing white move to get hit by another obstacle	Upon collision with the Player Character a short Meow will be heard. The Player Character will play a damage taken animation and start flashing white. The obstacle that was collided with will play an animation or despawn. A life will be subtracted, represented on the UI
Tester may have to restart game multiple times to test all of the following behaviours, due to obstacle and pickups being randomized.		
7	Run into a tall obstacle	Upon collision with the Player Character a short Meow will be heard. The Player Character will play a damage taken animation and start flashing white. The obstacle that was collided with will play an animation or despawn. A life will be subtracted, represented on the UI
8	Slide under a tall obstacle	Upon collision with the Player Character a short Meow will be heard. The Player Character will play a damage taken animation and start flashing white. The obstacle that was collided with will play an animation or despawn. A life will be subtracted, represented on the UI
9	Jump over a tall obstacle	Upon collision with the Player Character a short Meow will be heard. The Player Character will play a damage taken animation and start flashing white. The obstacle that was collided with will play an animation or despawn. A life will be subtracted, represented on the UI
10	Run beside a tall obstacle	Player Character runs by safely
11	Repeat steps 7-10 for a short obstacle	Same behaviour except the player can jump over safely

12	Repeat steps 7-9 for a raised obstacle	Same behaviour except the player can slide under safely
13	Repeat steps 7-9 for a lowered obstacle	Same behaviour except the player can jump over safely
14	Repeat steps 7-10 for a moving obstacle	Same behaviour except the player can jump over safely
15	Bring a magnet into the level (using item selector in the main menu before pressing run) and click it during the countdown	Item remains unused. No powerup given to the Player Character
16	Wait for the countdown to finish then click the item	Item disappears from the UI. Powerup added and represented in the UI. Player Character begins "Vacuuming" in fish skeletons. Effect ends once the powerup disappears from the UI
17	Pickup a magnet in the level	Powerup added and represented in the UI. Player Character begins "Vacuuming" in fish skeletons. Effect ends once the powerup disappears from the UI
18	Repeat steps 12-14 for the 2x item	Exhibits the same behaviour but instead of "Vacuuming" in fish skeletons, the score goes up at double the rate
19	Repeat steps 12-14 for the star item	Exhibits the same behaviour but instead of "Vacuuming" in fish skeletons, the player does not take damage from obstacles
20	Run into obstacles while the star power up is active	No damage taken by the Player Character. Phases through the obstacles.
21	Run into an obstacle once the star power up is gone from the UI	Upon collision with the Player Character a short Meow will be heard. The Player Character will play a damage taken animation and start flashing white. The obstacle that was collided with will play an animation or despawn.
22	Repeat steps 12-13 for the heart item	The heart will not be used until damage is taken. No powerup will be added. No Vacuuming behaviour, instead will increase the Player Characters life count by 1, represented in the UI
23	Take damage with the heart item. Use the heart item. Collide with objects until game over	The game over scene will happen once damage is taken once more than the Player Character has maximum lives
24	Collide with the premium currency	The premium currency will disappear and increase your count of premium currency items by one in the UI

Test Case ID: 003

Test Title: Game states

Environment: Unity Editor on Windows

Preconditions: Test Case 002 succeeds

Expected Behaviour: Every step produces the correct behaviour without any additional unexpected behaviours

Step	Instructions	Expected Behaviour
1	Click pause, then click main menu	Game leaves the gameplay state back to the main menu
2	Run the game, and lose all lives	Get another chance screen appears
3	Click the green button with the premium currency icon on it	Game starts from where you lost all your lives. Starts a countdown and gives you 1 life back
4	Lose all lives after getting another chance	Game goes to leaderboard + game over state, (with mission screen open if a mission was completed)
5	Click leaderboard button	Leaderboard opens up and displays top local scores
6	Close leaderboard screen and click Run	Game starts from the beginning
7	Lose all lives and click the game over button	Game goes to leaderboard + game over state, (with mission screen open if a mission was completed)