**Test Plan**

for

**Video Game “Delta Dungeon”**

**Version 1.0 approved**

**Prepared by Team Delta**

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| ID: Steven DeMartini | Test Case # 1 |
| Title: | Music Manger Tests |
| Pre-Conditions: | The game is in the user control state, so the user is controlling the character |
| Test Steps | Start the game  Press the play button on the start menu  The game will transfer to the character control state |
| Expected Results | The music will start to play and repeat until the user changes state. Navigating back to the main menu will destroy the game object. Going back into the player control state will re-instantiate the object and play the music again |

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| ID:Steven DeMartini | Test Case # 2 |
| Title: | Bullet Sound Test |
| Pre-Conditions: | The game is in the user control state, so the user is controlling the character The player is able to fire their gun (attacking is not disabled) |
| Test Steps | Start the game  Press the play button on the start menu  The game will transfer to the character control state  User presses the “fire” button corresponding to gun firing. |
| Expected Results | Upon pressing the mouse button the gun will fire and the sound of the bullet will play. Pressing the button will release the sound at the same time as the bullet is launched in the game.  Neither the shot leaving the gun nor the sound being played will be applied without the other. |

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| ID: Eric Pacheco | Test Case #3 |
| Title: | Camera Test |
| Pre-Conditions: | Player must be present in the level. |
| Test Steps | Game Manager script attaches camera to player prefab and player tracking is enabled..  The player receives damage to ensure the camera shakes. |
| Expected Results | Camera must follow character at a set distance and angle as player moves around the level.  The camera must also shake when the character is attacked. |

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| ID: Abhishek Rajbhandari | Test Case #4 |
| Title: | Player Respawn |
| Pre-Conditions: | Player runs out of health |
| Test Steps | Get player health to zero and check for ability to respawn (player has lives remaining). |
| Expected Results | A new instance of the player is created at the spot of termination.  In case of boss level player spawns in the middle of the room |

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| ID: Abhishek Rajbhandari | Test Case #5 |
| Title: | Enemy Spawn |
| Pre-Conditions: | User presses the “Play” button on the main menu. Game Manager calls Level Generator and Room Generator which spawns enemies. |
| Test Steps | Player walks into room kills all enemies and then walks into new area populated with new enemies. |
| Expected Results | Enemies randomly spawn until level is over. |

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| ID: Joshua Peckham | Test Case #6 |
| Title: | Player Jumps |
| Pre-Conditions: | Player can move |
| Test Steps | 1. Move in a direction with ‘W’, ‘A’, ‘S’, ‘D’ then press “Spacebar” 2. Jumps, Lands, stands back up 3. Repeat |
| Expected Results | The player should be able to jump in any direction by pressing the spacebar and the animation should be fairly smooth on the upward jump, in air and landing. |

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| ID: Joshua Peckham | Test Case #7 |
| Title: | Player Executes Fighting Motions |
| Pre-Conditions: | Player can move |
| Test Steps | 1. Press the left mouse button 1 to 4 times 2. This should show the character making a left punch, right punch, right kick, left kick 3. Repeat |
| Expected Results | The player should be able to make the fighting motions by pressing the Press the left mouse button and the animation should be fairly smooth on each of the fighting movements mentioned above. |

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| ID: Eric Pacheco | Test Case #8 |
| Title: | Special Effects |
| Pre-Conditions: | Game is active |
| Test Steps | Player fires gun. Weapons and health pickups are observed. Enemies are destroyed. Player enters boss room with boss teleporter. |
| Expected Results | Gun fire creates a puff of smoke. Rockets, mines, grenades and suicide enemies create explosions. Weapons and health pickups display their own effects. Boss teleporter displays its own effect. |

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| ID: Jackson Wise | Test Case # 9 |
| Title: | Team Delta Logo |
| Pre-Conditions: | User loads the game. |
| Test Steps | Simply observe that the Team Delta logo is displayed. |
| Expected Results | The Team Delta logo will fade in, be displayed for three seconds, then fade out. |
| Post-Conditions: | The game Main Menu will be displayed. |

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| ID: Jackson Wise | Test Case # 10 |
| Title: | Main Menu |
| Pre-Conditions: | User loads the game. Team Delta logo fades out. |
| Test Steps | Simply observe that the Main Menu is displayed after the Team Delta logo is displayed. |
| Expected Results | Main menus buttons will load the correct corresponding aspects when pressed (Play, Options). |
| Post-conditions | Options menu will be displayed on the screen when the “Options “ button is pressed. Level Generation will take place when the “Play” button is pressed. |

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| ID: Jackson Wise | Test Case # 11 |
| Title: | Level Generation |
| Pre-Conditions: | User presses “Play” button on the Main Menu. |
| Test Steps | The level shal be created automatically after the precondition has been met |
| Expected Results | The game will create a level complete with floors, level boundaries (walls to prevent players falling off the stage), enemies, obstacles, a player and boss room. |
| Post-conditions: | User gains control of player character. |

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| ID: Jackson Wise | Test Case # 12 |
| Title: | Gun Attacks |
| Pre-Conditions: | User has control of player character. Player character can attack (attacking not disabled). |
| Test Steps | User presses the attack button corresponding to gun attacks. |
| Expected Results | A projectile will be fired in the direction of the on-screen mouse pointer. Projectiles will damage enemies. Depending on projectile type, projectiles may be destroyed after hitting an enemy. Projectiles will be destroyed on contact with walls. |
| Post-conditions: | A cool-down period will be activated before the player can fire another projectile. |

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| ID: Jackson Wise | Test Case # 13 |
| Title: | Gun Modification Pickups |
| Pre-Conditions: | Player comes in contact with a gun modification pickup. |
| Test Steps | A test room will be used for a player to try each individual pickup. |
| Expected Results | Pickups will change the gun, firing, shooting and projectile aspects of a player-equipped weapon. |
| Post-conditions: | Player weapon will lose overwritten aspects of their gun. Player gun will fire in a new manner defined by the existing gun modifications. |

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| ID: Jackson Wise | Test Case # 14 |
| Title: | Boss Room Teleporter |
| Pre-Conditions: | Level is generated along with the boss room teleporter. |
| Test Steps | Player touches the boss room teleporter effect. |
| Expected Results | Player is temporarily deactivated. Existing level lowers into the lava effect and is destroyed. Boss room is created at the location of the boss room teleporter. Player is reactivated. |
| Post-conditions: | Boss battle begins. |