Test Plan – *Add more rows as needed.*

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| --- | --- | --- | --- | --- |
| Event/User Input | What should happen? | Does it work/what happens? | Can this be fixed?  Yes – How?  No – Why not? | Is the problem fixed? Details of new outcome |
| W or Space key is pressed | The player will jump | Yes – the player jumps | N/A | N/A |
| A or D | The player will move left and right respectively | Yes – player moves | N/A | N/A |
| Left click play button | Goes to level select layout | Yes – goes to level select screen | N/A | N/A |
| Left button clicked on quit | Closes the game | Yes – closes the game | N/A | N/A |
| Player dies when hits an obstacle at lowest health | Resets layout | No – constantly restarts | Yes- reset variable | Now the layout restarts once |
| get to the end | Play end animation | No – does not start sequence | Yes – add the timeline object and “play timeline” | Starts timeline |
| Start of layout | Start playing music on the main level | No – plays it on every lesson | Yes – add a layout specific trigger object | Music only plays on main level |
| All gameplay | Player graphic follows player collision around | No – stays at start location | Yes – add the graphic as a child | Now follows player collision object |
| Level reset | Bonus points reset | yes | N/A |  |
| Start of layout | Creates lots of cherry blossom | Constantly creates them | Yes, add a repeat function |  |
| On collision with time slow power up | On collision with time slow power up time slows the returns to normal | No, time is slowed forever | Yes, add a wait action and reset it afterwards. |  |
| When the player hits the tutorial text. | It writes it and stays that way. | No, the text re-writes when the player touches it again. | Yes, add an instance variable that controls the condition. |  |
| On start of layout. | Each chain adds the corresponding spikey ball. | No, one of them controls all of them. | Add condition that says ‘is overlapping with’ the corresponding object. |  |
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