# Everlight Testing

### Key:

Nice path

Mean Path

Annoyed Path

## Menu Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Play button | The user clicks the button | The scene changes to ‘Prologue’ | The scene changes | N/A |
| 002 | Scene select button | The user clicks the button | A menu pops up showing the scenes that can be selected | The menu displays | N/A |
| 003 | Chapter one button | The user clicks the button | The scene changes to ‘Prologue’ | The scene changes | N/A |
| 004 | Chapter two button | The user clicks the button | The scene changes to ‘Interval 1’ | The scene changes | N/A |
| 005 | Chapter three button | The user clicks the button | The scene changes to ‘Interval 2’ | The scene changes | N/A |
| 006 | Scene select back button | The user clicks the button | The player is returned to the main menu | The main menu is shown | N/A |
| 007 | Credits button | The user clicks the button | The credits menu is shown | The credits menu is shown | N/A |
| 008 | Credits back button | The user clicks the button | The player is returned to the main menu | The main menu is shown | N/A |
| 009 | Quit button | The user clicks the button | The game closes | The game closes | N/A |

## Prologue Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Dialogue | The player clicks on Oliver | The dialogue is spoken | The dialogue is spoken | N/A |
| 006 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 007 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |

## Level 1-1 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |

## Level 1-2 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 012 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 013 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 014 | Dialogue | The player clicks on Edward | The dialogue is spoken | The dialogue is spoken | N/A |
| 015 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Level 1-3 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Dialogue | The player clicks on Edward | The dialogue is spoken | The dialogue is spoken | N/A |
| 009 | Boss Battle | The player reaches the end of the dialogue | The boss and other enemies are loaded into the scene | The boss and other enemies are loaded into the scene | N/A |
| 010 | Boss Battle | The player reaches the end of the dialogue | The boss fires out projectiles | The boss fires out projectiles | N/A |
| 011 | Boss Battle | The player collides with the boss | The boss’s health decreases with each hit | The boss’s health decreases with each hit | N/A |
| 012 | Boss Battle | The boss’s health reaches zero | The boss is destroyed and the ‘BossDefeated’ sprite is shown | The boss is destroyed and the ‘BossDefeated’ sprite is shown | N/A |
| 013 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 014 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## End of Chapter 1 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Edward | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Interval 1 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Dialogue | The player clicks on Oliver | The dialogue is spoken | The dialogue is spoken | N/A |
| 006 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 007 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |
| 008 | Scene loader | The player collides with the ‘ToNextLevel’ collider | The scene is changed to level 1-1 | The scene is changed | N/A |

## Level 2-1 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Level 2-2 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 009 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Level 2-3 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 009 | Boss Battle | The player reaches the end of the dialogue | The boss and other enemies are loaded into the scene | The boss and other enemies are loaded into the scene | N/A |
| 010 | Boss Battle | The player reaches the end of the dialogue | The boss fires out projectiles | The boss fires out projectiles | N/A |
| 011 | Boss Battle | The player collides with the boss | The boss’s health decreases with each hit | The boss’s health decreases with each hit | N/A |
| 012 | Boss Battle | The boss’s health reaches zero | The boss is destroyed and the ‘BossDefeated’ sprite is shown | The boss is destroyed and the ‘BossDefeated’ sprite is shown | N/A |
| 013 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 014 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 015 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 016 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 017 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 018 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## End of Chapter 2 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The scene loads | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Interval 2 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Dialogue | The player clicks on Oliver | The dialogue is spoken | The dialogue is spoken | N/A |
| 006 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 007 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |

## Level 3-1 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Zachary | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Level 3-2 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Zachary | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Level 3-3 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Dialogue | The player clicks on Zachary | The dialogue is spoken | The dialogue is spoken | N/A |
| 009 | Boss Battle | The player reaches the end of the dialogue | The boss and other enemies are loaded into the scene | The boss and other enemies are loaded into the scene | N/A |
| 010 | Boss Battle | The player reaches the end of the dialogue | The boss fires out projectiles | The boss fires out projectiles | N/A |
| 011 | Boss Battle | The player collides with the boss | The boss’s health decreases with each hit | The boss’s health decreases with each hit | N/A |
| 012 | Boss Battle | The boss’s health reaches zero | The boss is destroyed and the ‘BossDefeated’ sprite is shown | The boss is destroyed and the ‘BossDefeated’ sprite is shown | N/A |
| 013 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 014 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 015 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 016 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 017 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 018 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## End of Chapter 3 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The scene loads | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Interval 3 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Dialogue | The player clicks on Oliver | The dialogue is spoken | The dialogue is spoken | N/A |
| 006 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 007 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Dialogue | The player clicks on Oliver | The dialogue is spoken | The dialogue is spoken | N/A |
| 006 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 007 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Dialogue | The player clicks on Oliver | The dialogue is spoken | The dialogue is spoken | N/A |
| 006 | Dialogue | The player clicks on Rosie | The dialogue is spoken | The dialogue is spoken | N/A |
| 007 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |

## Level 4-1 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Level 4-2 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Pause screen | The player presses the ‘ESC’ button | The pause screen is displayed, and the game is paused | The pause screen is displayed, and the game is paused | N/A |
| 009 | Save button | The player presses the save button | The game saves what level the player is on | The game is saved | Save button works but there is an issue with the load feature on the main menu |
| 010 | Exit button | The player presses the exit button | The scene is changed to the main menu | The scene is changed | N/A |
| 011 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 012 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Level 4-3 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 009 | Boss Battle | The player reaches the end of the dialogue | The boss and other enemies are loaded into the scene | The boss and other enemies are loaded into the scene | N/A |
| 010 | Boss Battle | The player reaches the end of the dialogue | The boss fires out projectiles | The boss fires out projectiles | N/A |
| 011 | Boss Battle | The player collides with the boss | The boss’s health decreases with each hit | The boss’s health decreases with each hit | N/A |
| 012 | Boss Battle | The boss’s health reaches zero | The boss is destroyed and the ‘BossDefeated’ sprite is shown | The boss is destroyed and the ‘BossDefeated’ sprite is shown | N/A |
| 013 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 014 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 009 | Boss Battle | The player reaches the end of the dialogue | The boss and other enemies are loaded into the scene | The boss and other enemies are loaded into the scene | N/A |
| 010 | Boss Battle | The player reaches the end of the dialogue | The boss fires out projectiles | The boss fires out projectiles | N/A |
| 011 | Boss Battle | The player collides with the boss | The boss’s health decreases with each hit | The boss’s health decreases with each hit | N/A |
| 012 | Boss Battle | The boss’s health reaches zero | The boss is destroyed and the ‘BossDefeated’ sprite is shown | The boss is destroyed and the ‘BossDefeated’ sprite is shown | N/A |
| 013 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 014 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Player injury | The player collides with a game object tagged ‘Enemy’ | The player loses a heart | The player loses a heart | N/A |
| 005 | Player death | The player loses all their hearts | The level restarts | The level restarts | N/A |
| 006 | Journal screen | The player presses the ‘J’ button | The journal screen is displayed, and the game is paused | The journal is shown, and the game is paused | N/A |
| 007 | Journal screen | The player presses the ‘J’ button again | The journal screen is hidden, and the game is un-paused | The journal screen is hidden, and the game is un-paused | N/A |
| 008 | Dialogue | The player clicks on Nancy | The dialogue is spoken | The dialogue is spoken | N/A |
| 009 | Boss Battle | The player reaches the end of the dialogue | The boss and other enemies are loaded into the scene | The boss and other enemies are loaded into the scene | N/A |
| 010 | Boss Battle | The player reaches the end of the dialogue | The boss fires out projectiles | The boss fires out projectiles | N/A |
| 011 | Boss Battle | The player collides with the boss | The boss’s health decreases with each hit | The boss’s health decreases with each hit | N/A |
| 012 | Boss Battle | The boss’s health reaches zero | The boss is destroyed and the ‘BossDefeated’ sprite is shown | The boss is destroyed and the ‘BossDefeated’ sprite is shown | N/A |
| 013 | Dialogue | The player clicks on the defeated boss | The dialogue plays out | The dialogue plays out | N/A |
| 014 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## End of Chapter 4 Tests

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The player clicks on Christine | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |
| 001 | Player Movement | The player presses ‘W’ or the space bar | The player jumps | The player jumps | N/A |
| 002 | Player Movement | The player presses ‘D’ or the right arrow | The player moves to the right | The player moves to the right | N/A |
| 003 | Player Movement | The player presses ‘A’ or the left arrow | The player moves to the left | The player moves to the left | N/A |
| 004 | Dialogue | The scene loads | The dialogue is spoken | The dialogue is spoken | N/A |
| 005 | Scene Loader | The player finishes the dialogue | The next scene is loaded | The next scene is loaded | N/A |

## Bad End

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test Case | What is being tested | User input | What should happen | What did happen | Comments/Changes made |
| 001 | Dialogue | The scene loads | Dialogue plays out | Dialogue plays out | N/A |
| 002 | Scene Loader | The player finishes the dialogue | The menu scene loads | The menu scene loads | N/A |