Design- Testing Plan

There is no difference in iterative and post-development test data in this form. Each test will be done when the appropriate module has been completed and iterative testing will be evidenced on documents separate to this testing plan. The format shown in this plan will be used for the post-development testing of the final version.

Test Number	What am I testing?	Expected outcome	How am I going to test it?	Actual Outcome	Notes and fixes.
1.	Player- Movement	The player should move smoothly at a constant speed when I press the arrow keys. Pressing the arrow keys should also change the animation of the player. If multiple keys are pressed than the player should react to the last key pressed.	I will press the arrow keys in order. Starting by holding each one for 5 seconds, I will then speed this up until I am pressing multiple buttons at the same time.		
2.	Player- Interaction	The Player should enter the interacting animation and trigger interaction with certain objects when I press space.	I will press spacebar to test the animation. I will rapidly press it to see if the three second cool down works like intended. I will then have to load up levels to interact around objects to see if the state is working correctly.		
3.	Player- Tutorial	At the start of the game, there should be images of the controls floating above the player for 15 seconds.	I will load up the game multiple times in a row and time how long the controls last before disappearing.		
4.	Player- Win	At the end of the game, the player should enter a win animation and the user should not be able to interact with it.	I will artificially put the player into a win state to see if the animation will work as intended, I will then if I can interact with the player by pressing spacebar and the arrow keys during the animation.		
5.	Platform	This should prevent player movement and support the player.	I will try to make the player run through a platform. I will also load the player on platforms to see if the player falls through them or stands on them.		
6.	Neutral area-start	Should start as a black screen with the text (Press space to start). This animation should change when the user presses start (as the player should be interacting).	I will load the game from the start and see if the animation is always in start. I will than press all the keys to see if the animation changes with only the spacebar.		
7.	Neutral area-On	Should load after a level is completed.	I will enter every other level, then manually enter into a completed state. I will then see if I am loaded back into the neutral area.		
8.	Neutral area- Win	Should change to a win screen when all the battery slots are on.	I will manually set all the battery slots into a complete state to see if a win screen appears.		
9.	P1 slot	When P1 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
10.	P2 slot	When P2 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		

11.	P3 slot	When P3 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
12.	B1 slot	When B1 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
13.	B2 slot	When B2 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
14.	B3 slot	When B3 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
15.	C1 slot	When C1 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
16.	C2 slot	When C2 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
17.	C3 slot	When C3 battery is in a win state, this should enter an on. While in this state it should change animation to show a battery in its slot.	I will manually set battery into a complete Win state to see if the animation will change.		
18.	P.Teleporter	When interacted with, should enter an on state.	To test this interaction, I will set it change animation while on. After interacting with it, if it goes blank, then it is working fine and I will remove that animation change after testing.		
19.	P1	When P. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the P1 instance. I will manually activate the battery. This should cause the player to be moved from the P1 to the neutral area instance.		
20.	P1.Teleporter	When I load into the P1 stage, the player should be placed on this object.	I will manually load P1 and see if the playable character is not only in the instance, but next to the teleporter.		
21.	Fuel	When the player interacts with this object, as it changes to hold, the player should have a hold state and change animations to be holding the fuel and the fuel should change animation to disappear.	I make the player interact with the fuel while having the code visible, this interaction should give the player an additional state (fuel) and the fuel's current state should be changed to hold. If that works fine, then the associated animations should take place.		
22.	Generator	When the player interacts with this object, as it changes to powered, the	I make the player interact with the generator while having the code visible, this interaction		

		player should leave the hold state and change animations to no longer holding the fuel and the Generator should change animation to be vibrating and pumping out steam.	should remove an additional state from the player (fuel) and the generator's current state should be changed to powered. If that works fine, then the associated animations should take place.		
23.	Generator-Broken	4 seconds after being in a powered state, the generator should change to a broken state. This will cause it to change animation so that it stops vibrating and produces a puff of black smoke before staying still.	I make the player interact with the generator while having the code visible. I will time the interval between the changing of states (if it does happen). If everything goes to plan, then the associated animations should take place.		
24.	Powered platform	While in an unpowered state, it should behave just like a platform and block movement. If the generator is in an powered state, then it will change states, losing all interactions and changing animation to swing down (via the right platform) to hang vertically.	Firstly, I will try to fall through the platform. If everything works fine, the player should walk on it like it was the floor. I make the player interact with the generator while having the code visible. If everything goes to plan, then the platform will change state and the associated animations should take place. I will then try to fall through the platform, this time it should not impede my movement.		
25.	High Powered Lamp	If the powered platform is on, then it will change state to On. While on its animation will change , causing it to change animation to extend the light further down.	I will manually set the powered platform into an on state, the lamp should respond to this by changing animation.		
26.	Solar Panel	If the High Powered Lamp is on, then it will change state to Powered. While on its animation will change- the panels will start to shimmer with light.	I will manually set the High Powered Lamp into an on state, the panels should respond to this by changing animation.		
27.	Power Box	When the player interacts with this object, it should change to a plugged state, the Power Box should change animation to have the plug connected to it.	I make the player interact with the Power Box, if it changes states, it should change animation.		
28.	Power Box- Powered	If both the solar panel is on and the power box is plugged, it will enter a powered state. While powered it should change its animation to have its symbol glow.	I will manually set the Power Box into a plugged state and the panels into an on state, the Power Box should change state a glow in response.		
29.	Gate	While in an unpowered state, it should behave just like a platform and block movement. If the Power Box is in a powered state, then it will change states, losing all interactions and animations	Firstly, I will try to walk through the platform. If everything works fine, the player should walk on it in to it like it was a wall. I will manually set the Power Box to powered, the gate should disappear along with all interactions and animations.		
30.	P1 Battery	When the player touches this item, it should enter a win state and the	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, then something is wrong.		

		player should enter an animation to hold it up and celebrate.			
31.	P2	If P1 has been completed, when P. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the P2 instance. I will manually activate the battery. This should cause the player to be moved from the P2 to the neutral area instance.		
32.	P2.Teleporter	When I load into the P2 stage, the player should be placed on this object.	I will manually load P2 and see if the playable character is not only in the instance, but next to the teleporter.		
33.	Small projectile	When the player interacts with the projectile, it should transfer state with the player. This will than make it disappear (this will also work the other way around).	I will have the player interact with the object. I will open the code to see if the state has been transferred. After this, the animations should change so that the Player is holding the projectile and the projectile has disappeared. I will then interact with the invisible protective to see if the state can be transferred back.		
34.	Player- Small projectile	When in this state, the player should walk slower and be unable to jump.	While in this state, I will press the movement keys, the player should be moving slower and I should not be able to jump.		
35.	Large projectile	When the player interacts with the projectile, it should transfer state with the player. This will than make it disappear (this will also work the other way around).	I will have the player interact with the object. I will open the code to see if the state has been transferred. After this, the animations should change so that the Player is holding the projectile and the projectile has disappeared. I will then interact with the invisible protective to see if the state can be transferred back.		
36.	Player- Large projectile	When in this state, the player shouldn't be able to work or jump.	While in this state, I will press the movement keys, the player shouldn't be moving slower and I should not be able to jump		
37.	Catapult- Charging	When interacting with the catapult, the first interaction should pull the holder back, a further interaction will pull it back further.	I will use the player to interact with the catapult. As each interaction causes the catapult to change state, there should also be an associated animation taking place.		
38.	Catapult- Loading	When interacting with the catapult, if it is not in a charged state, the play should say (I can't reach). If the player in in a S.projectile state it will transfer the state to the catapult- causing the projectile to be added to the catapult's animation.	I will use the player to interact with the catapult. As each interaction causes the catapult to change state, there should also be an associated animation taking place.		
39.	Catapult-Firing	When interacting with the catapult while it is in a L1 state will cause a weak charge, with the animation of the projectile only going a short distance. If the projectile is in a full charge state, it will hit the wall and enter a strong launch state.	I will use the player to interact with the catapult. As each interaction causes the catapult to change state, there should also be an associated animation taking place.		

40.	Shabby wall	It should behave just like a platform and block movement. If the catapult is in a strong launch state, than the wall will break, changing its interaction and animations.	Firstly, I will try to walk through the platform. If everything works fine, the player should walk on it in to it like it was a wall. I will manually set the catapult into a strong launch state to see if the wall will change state.		
41.	Box	It should behave just like a platform and block movement. When interacted with, the player should enter a pushing state. They can only move left.	Firstly, I will try to walk through the platform. I will make the player interact with the Box, if the state successfully transfers, then I will attempt to move left and right, I should only be able to move left.		
42.	Box- rough	During this state, the player should only move at 1/4 speed.	I will move the player to the left and see how fast they are traveling, I may time a certain distance to work out a more exact speed.		
43.	Box- smooth	During this state, the player should only move at 3/4 speed.	I will move the player to the left and see how fast they are traveling, I may time a certain distance to work out a more exact speed.		
44.	Box- normal	During this state, the player should only move at 1/2 speed.	I will move the player to the left and see how fast they are traveling, I may time a certain distance to work out a more exact speed.		
45.	Box- broken	During this state, the player will be removed from the box animation. The box should drop and break, removing its ability to block the player.	I will Manually push the box to this state, the falling animation should play just before it hits the edge. After than I will make the player drop down and walk around in the area to try to detect any time of movement restrictions.		
46.	Boulder- push	When interacted with, the player should enter a pushing state.	I will make the player interact with the boulder, if the state was transferred successfully, it should walk while rolling the boulder.		
47.	Boulder-roll	When in this state player should be removed from the pushing state and it should roll off and stop before hitting the glass wall. The player will have to push it back again.	I will push the boulder the require distance right to make it enter this state. After the animation has played out, I will then attempt to interact with the boulder again.		
48.	Boulder-crash	When in this state player should be removed from the pushing state and it should roll off and hit the glass wall, it should then lose all of its animations.	I will push the boulder the require distance right to make it enter this state. After the animation has played out, I will then attempt to interact with the boulder again, I should be able to.		
49.	Glass wall	While in an unbroken state, it should behave just like a platform and block movement. If the boulder is in a crash state, then it will change states, losing all interactions and changing its animation to break.	Firstly, I will try to walk through the platform. If everything works fine, the player should walk on it in to it like it was a wall. I will manually set the boulder to crash, the glass wall should break removing its interactions and changing its animations.		
50.	P2 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, then something is wrong.		

51.	P3	If P1 and P2 have both been completed, when P. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the P3 instance. I will manually activate the battery. This should cause the player to be moved from the P3 to the neutral area instance.		
52.	P3.Teleporter	When I load into the P3 stage, the player should be placed on this object.	I will manually load P3 and see if the playable character is not only in the instance, but next to the teleporter.		
53.	Source box	These objects hold three different states, if the player interacts with certain parts of the Source box, it will transfer states (and vice versa).	I will have the player interact with the source box while displaying its code. At each point I will attempt to transfer the states to and from the player.		
54.	Fire- On	Will act as a platform. If the player touches this platform it will say (I am not fire proof! I need to stop the fire to continue.).	I will make the player walk into the fire; it should be stopped short of its animation and talk, blocking the player from advancing.		
55.	Fire- Off	When the sprinklers are on, the fire will, have all animations and interactions removed when it changes state.	I will have the character attempt to walk past the area were the fire was, it should be able to walk past it like any normal section.		
56.	Smoke alarm- off	Can transfer states to and from the player when interacted with. Its visuals will change depending on the state.	I will interact with the alarm with the player while it is in both gamma and beta state, there should be a visual change as the state is transferred between the two but nothing else.		
57.	Smoke alarm- alpha	When the player interacts with the alarm while in an alpha state, it will change to an on state and start flashing.	I will interact with the object while in an alpha state while the code is showing, I should be able to see a change in state and the animation should change.		
58.	Sprinklers	When the smoke alarm is on, the spriklers will enter an On state. This will cause it to change animation and spray water.	I will manually set the alarm into an on state; this should cause the sprinklers to enter an on state.		
59.	Fire door	While in an unbroken state, it should behave just like a platform and block movement. If the sprinklers are in an on state, then it will change states, losing all interactions animation	Firstly, I will try to walk through the platform. If everything works fine, the player should walk on it in to it like it was a wall. I will manually set the boulder to crash, the glass wall should break removing its interactions and changing its animations.		
60.	Beta gun- off	Can transfer states to and from the player when interacted with. Its visuals will change depending on the state.	I will interact with the beta gun with the player while it is in both gamma and alpha state, there should be a visual change as the state is transferred between the two but nothing else.		
61.	Beta gun- beta	When the player interacts with the beta gun while in a beta state, it will change to an on state and start glowing from the tip.	I will interact with the object while in a beta state while the code is showing, I should be able to see a change in state and the animation should change.		

62.	Waterfall	While on, it should act like a platform. If the Beta sensor is on, then it will change to an off state. When in this state it will lose all interactions and change animation to lesser stream of water.	Firstly, I will try to walk through the platform. If everything works fine, the player should walk on it in to it like it was a wall. I will manually interact with the beat sensor, this should cause the waterfall to change state, this should be evidenced by the change in visuals. I will then try to make the Player walk past it		
63.	Beta sensor	When the Beta gun is on, the object will enter an On state.	I will manually set the alarm into an on state; I will have to have view the code in view to see if it successfully changed state.		
64.	Gamma gun- off	Can transfer states to and from the player when interacted with. Its visuals will change depending on the state.	I will interact with the gamma with the player while it is in both beta and alpha state, there should be a visual change as the state is transferred between the two but nothing else.		
65.	Gamma gun- gamma	When the player interacts with the gamma gun while in a gamma state, it will change to an on state and start glowing from the tip	I will interact with the object while in a gamma state while the code is showing, I should be able to see a change in state and the animation should change.		
66.	Cancer-On	Will act as a platform. If the player touches this platform it will say (I'm not touching this! Find a way to get rid of it!).	I will make the player walk into the cancer, it should be stopped short of its animation and talk, blocking the player from advancing.		
67.	Cancer-Off	If the Gamma gun is on, the cancer will have all animations and interactions removed when it changes state.	I will have the character attempt to walk past the area were the cancer was, it should be able to walk past it like any normal section.		
68.	Button	When the Player walks on the button, it should change state to on; this will also change its animation to make it pressed down.	I will move the player over the button. If it changes state, than it should change animation as I walk on it.		
69.	Protective Wall	It should behave just like a platform and block movement. If the Button is in an on state, than the wall enter an Off, changing its interaction and animations.	Firstly, I will try to walk through the wall. If everything works fine, the player should walk on it in to it like it was a wall. I will manually set the button into a on state to see if the wall will change state.		
70.	P3 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, then something is wrong.		
71.	B.Teleporter	When interacted with, should enter an on state.	To test this interaction, I will set it change animation while on. After interacting with it, if it goes blank, then it is working fine and I will remove that animation change after testing.		
72.	B1	When B. Teleporter is activated, this stage should load.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the B1 instance.		

		When the battery is collected, this stage should be deleted.	I will manually activate the battery. This should cause the player to be moved from the B1 to the neutral area instance.		
73.	B1.Teleporter	When I load into the B1 stage, the player should be placed on this object.	I will manually load B1 and see if the playable character is not only in the instance, but next to the teleporter.		
74.	The fan	When the player interacts with the object, it will enter an off state, this should change its animation so that it stays still.	I will walk the player up to the object and press space; the object should change state, therefore changing its animation.		
75.	Hair	It should behave just like a platform and block movement. If the fan is in an off state, than the hair will enter an unlocked state, changing its interaction and animations.	Firstly, I will try to walk through the hair. If everything works fine, the player should walk on it in to it like it was a wall. I will manually set the fan into an off state to see if the hair will change state.		
76.	Switch	When the player interacts with the object, it will enter an on state. While in an on state, its animation should change to being flipped on.	I will walk the player up to the object and press space; the object should change state, therefore changing its animation.		
77.	Light bulb	If the switch is on, then it should change state to On. While on it should change its animation to glow.	I will manually set the switch into an on state, if the light bulb should glow in response to this.		
78.	Plant	When the light bulb is on, it will enter a powered state, this will make it change its animation to grow towards the light and behave like a platform.	First, I will walk past it to make sure that it does not block movement. I will then manually set the light bulb into an On state. This should cause the state change. Finally, I will try to walk up the platform without falling through it.		
79.	Pull chain	When the player interacts with the object, it will enter an on state. When it is on, its animation will change to it to extend down and then back up.	I will walk the player up to the object and press space; the object should change state, therefore changing its animation.		
80.	Drop weight	If the Pull chain is on, then the drop weight will also change state to on, his will change its animation to fall and hit the knee.	I will then manually set the light bulb into an On state. This should cause the state change. This will be confirmed with the animation.		
81.	The knee	If the drop weight is on, then the knee will also change state to reflex, his will change its animation kick the box.	I will then manually set the light bulb into an On state. This should cause the state change. This will be confirmed with the animation.		
82.	The box	While in an idle state, it should behave just like a platform and block movement. If the knee is in a reflex state, then it will change states, losing all interactions and changing its animation to break.	Firstly, I will try to walk through the box. If everything works fine, the player should walk on it in to it like it was a wall. I will manually set the knee to reflex; the box should break removing its interactions and changing its animations.		

83.	B1 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, than something is wrong.		
84.	B2	If P1 has been completed, when P. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the B2 instance. I will manually activate the battery. This should cause the player to be moved from the B2 to the neutral area instance.		
85.	B2.Teleporter	When I load into the B2 stage, the player should be placed on this object.	I will manually load B2 and see if the playable character is not only in the instance, but next to the teleporter.		
86.	Buttons	When the Player interacts with a button, it will change the object it it's sate, causing that button to glow.	I will make the player interact with all four buttons. Each one should change state when I press them, lighting up.		
87.	Microscope	When in any state other than 1, it should behave like a platform. Changes state and animation to match the buttons, each number will shrink it smaller and smaller.	Firstly, I will make the Player walk into it, it should not allow me to pass it- like a normal platform. I will then manually change the state of each button; this should be confirmed by the changing animation of this object. Finally, I will leave the buttons on 1 and try to walk past the object.		
88.	Acids	These objects hold four different states, if the player interacts with certain parts of the Acids, it will transfer states (and vice versa), each change of state will either have the Player picking up and holding an acid or putting it back.	I will have the player interact with the protiens while displaying its code. At each point I will attempt to transfer the states to and from the player.		
89.	RNA	The RNA consists of four different parts, each one of these parts can have one of the acid stats transferred to them. Each part will than change its animation to have the complete strand.	I will use the Player to attempt to transfer the wrong states to each part, and then have the player attempt to transfer the acid states to the right paths; this will be confirmed via the change in animations.		
90.	RNA- Wall	While in an idle state, it should behave just like a platform and block movement. When every part is in an acid state, the RNA will change to an On state, and then it will change states, losing all interactions and changing its animation to break.	Firstly, I will make the Player walk into it, it should not allow me to pass it- like a normal platform. I will then manually change the state of each section; this should be confirmed by the changing animation of this object. Finally, I will then attempt to walk the player through the wall.		
91.	Proteins	These objects hold three different states, if the player interacts with certain parts of the Proteins, it will	I will have the player interact with the proteins while displaying its code. At each point I will		

		transfer states (and vice versa), each change of state will either have the Player picking up and holding an protein or putting it back.	attempt to transfer the states to and from the player.		
92.	Enzyme gate	The gate consists of two different parts, each one of these parts can have one of the protein states transferred to them. Each part will than change its animation to have the complete strand. If the player attempts to transfer blue, they will say (It doesn't fit).	I will use the Player to attempt to transfer the wrong states to each part, and then have the player attempt to transfer the acid states to the right paths; this will be confirmed via the change in animations. When I try to transfer the blue state, they player should speak.		
93.	Enzyme gate- Wall	While in an idle state, it should behave just like a platform and block movement. When both parts are in On states, the gate will change to an On state, and then it will change states, losing all interactions and changing its animation to break.	Firstly, I will make the Player walk into it; it should not allow me to pass it- like a normal platform. I will then manually change the state of each section; this should be confirmed by the changing animation of this object. Finally, I will then attempt to walk the player through the wall.		
94.	B2 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, then something is wrong.		
95.	B3	If B1 and B2 have both been completed, when B. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the B3 instance. I will manually activate the battery. This should cause the player to be moved from the B3 to the neutral area instance.		
96.	B3.Teleporter	When I load into the B3 stage, the player should be placed on this object.	I will manually load B3 and see if the playable character is not only in the instance, but next to the teleporter.		
97.	Chain	When the player interacts with the object, it will enter an On state. If the chain is in this state it will change its animation to be pulled down and remain longer.	I will walk the player up to the object and press space; the object should change state, therefore changing its animation.		
98.	Bell and bowel	If the chain is in an On state, the object will enter an On state; this will make it change animation to have the bell ring.	I will manually set the chain into an On state, this should trigger the bell and bowel to enter an on state, signal by the animation.		
99.	Hungry Dog	While in an Off state, it should behave just like a platform and block movement. If the player touches the dog, the player should say (It looks hungry). If the bell and bowel is in an	Firstly, I will try to walk through the dog. If everything works fine, the player should walk on it in to it like it was a wall and speak.		

		on state, then it will change states, losing all interactions and changing its animation to make it run over the bell and bowel.	I will manually set the bell and bowel to on; the dog should move removing its interactions and changing its animations.		
100.	Distractions	These objects hold four different states, if the player interacts with certain parts of the distractions, it will transfer states (and vice versa), each change of state will either have the Player picking up and holding a distraction or putting it back.	I will have the player interact with the distraction while displaying its code. At each point I will attempt to transfer the states to and from the player.		
101.	Busy bees	While in an Off state, it should behave just like a platform and block movement. If the player touches the bees, the player should say (Would you walk past them!)	Firstly, I will try to walk through the bees. If everything works fine, the player should walk on it in to it like it was a wall and speak.		
102.	Busy bees- meat	If the player tries to interact with the bees while in a meat state, the player will say (Nothing's happening, maybe they're vegetarian?).	Firstly, I will try to walk through the object. If everything works fine, the player should walk on it in to it like it was a wall. I will then interact with the object, the player you speak.		
103.	Busy bees- horn	If the player tries to interact with the bees while in a meat state, the player will say (This only seems to make them angry, I should stop)	Firstly, I will try to walk through the object. If everything works fine, the player should walk in to it like it was a wall. I will then interact with the object, the player you speak.		
104.	Busy bees- flowers	If the player interacts with the bees while in a flower state, the bees will enter a flower state. This will remove their interactions and change their animations so have them swarm in a different place.	Firstly, I will try to walk through the object. If everything works fine, the player should walk in to it like it was a wall. I will then have the player interact with it while in a flower state, the bees should change animation and allow me to walk past them.		
105.	Decoys	These objects hold three different states, if the player interacts with certain parts of the decoys, it will transfer states (and vice versa), each change of state will either have the Player picking up and holding a decoy or putting it back.	I will have the player interact with decoys while displaying its code. At each point I will attempt to transfer the states to and from the player.		
106.	Bird	While in an Off state, it should behave just like a platform and block movement. If the player touches the bird, the player should say (It looks dangerous).	Firstly, I will try to walk through the bird. If everything works fine, the player should walk on it in to it like it was a wall and speak.		
107.	Bird- rose	If the player tries to interact with the bird while in a rose state, the player will say (It doesn't seem interested, maybe roses aren't its thing?).	Firstly, I will try to walk through the object. If everything works fine, the player should walk on it in to it like it was a wall. I will then interact with the object, the player you speak.		

108.	Bird- light	If the player tries to interact with the bird while in a rose state, the player will say (It doesn't seem interested, maybe roses aren't its thing?).	Firstly, I will try to walk through the object. If everything works fine, the player should walk on it in to it like it was a wall. I will then interact with the object, the player you speak.		
109.	Bird-toy	If the player interacts with the bird while in a toy state, the bird will enter a toy state. This will remove its interactions and change its animation to have it court the toy.	Firstly, I will try to walk through the object. If everything works fine, the player should walk in to it like it was a wall. I will then have the player interact with it while in a toy state; the bird should change animation and allow me to walk past them.		
110.	B3 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, then something is wrong.		
111.	C.Teleporter	When interacted with, should enter an on state.	To test this interaction, I will set it change animation while on. After interacting with it, if it goes blank, then it is working fine and I will remove that animation change after testing.		
112.	C1	When C. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the C1 instance. I will manually activate the battery. This should cause the player to be moved from the C1 to the neutral area instance.		
113.	C1.Teleporter	When I load into the C1 stage, the player should be placed on this object.	I will manually load C1 and see if the playable character is not only in the instance, but next to the teleporter.		
114.	Power Box	When the player interacts with the box, it have a powered state transferred to it, this state will animate the clip in the players and, and take it off the floor. If the player was to interact again, it would transfer states back.	I will have the player interact with the power box. This should cause both the player and object to change state, evidenced by their changing animations. I would then have the player interact again to attempt to transfer the state back.		
115.	Hydrocarbon wall	While in an unpowered state, it should behave just like a platform and block movement. If the player interacts with the wall while powered, the state will be transferred. When in a powered state the wall will lose both its animations and its interactions.	Firstly, I will try to walk through the object. If everything works fine, the player should walk in to it like it was a wall. I will then have the player interact with it while in a powered state; the bird should change animation and allow me to walk past them		
116.	Bellows	When the player interacts with this object, as it changes to bellow, the player should have a bellow state and change animations to be holding the bellows and the bellows should change animation to disappear. The	I make the player interact with the fuel while having the code visible, this interaction should give the player an additional state (bellow) and the bellows' current state should be changed to bellow. If that works fine, then the associated animations should take place. I will then try to transfer the state back.		

		player should also be able to transfer this state back.			
117.	Bonfire	While in an On state, it should behave just like a platform and block movement. If the player touches the bonfire, the player should say (There is a lot of black smoke, maybe it's not getting enough air?). If the player transfers the bellow state, it will change to an off state, changing its animation to ash and removing its interactions.	Firstly, I will try to walk through the object. If everything works fine, the player should walk in to it like it was a wall. I will then have the player interact with it while in a bellow state; the bonfire should change animation and allow me to walk past them.		
118.	Hydrocarbon	When the player interacts with the hydrocarbon, it have carbon state transferred to it, this state will animate the hydrocarbon in the players and, and take it off the floor. If the player was to interact again, it would transfer states back.	I will have the player interact with the hydrocarbon. This should cause both the player and object to change state, evidenced by their changing animations. I would then have the player interact again to attempt to transfer the state back		
119.	Polymer wall- off	There is a small invisible platform over the ditch just touching the foot of the player they tried walk off or jump across the map; this should cause the player to stop at the ditch.	I will walk the player up to the platform and attempt to move it further; it shouldn't be able to move right in that situation.		
120.	Polymer wall- carbon	While in a carbon state, it should remove one of the platforms allowing the player to walk across the half of the ditch.	I will walk the player half way up platform and attempt to move it further; it shouldn't be able to move right in that situation.		
121.	Polymer wall- carbon (x2)	While in a carbon state, it should remove one of the platforms allowing the player to walk across the second half of the ditch.	I will have the player walk across the ditch in both directions, it should be able to without problem.		
122.	C1 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, than something is wrong.		
123.	C2	If C1 has been completed, when C. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the C2 instance. I will manually activate the battery. This should cause the player to be moved from the C2 to the neutral area instance.		
124.	C2.Teleporter	When I load into the C2 stage, the player should be placed on this object.	I will manually load C2 and see if the playable character is not only in the instance, but next to the teleporter.		
125.	Gas canisters	This object holds two different states, if the player interacts with certain parts of the canisters, it will	I will have the player interact with the proteins while displaying its code. At each point I will		

		transfer states (and vice versa), each change of state will either have the Player picking up and holding an canister or putting it back.	attempt to transfer the states to and from the player.		
126.	Gas feed	Can transfer states to and from the player when interacted with to either O or Ar. Its visuals will change depending on the state.	I will interact with the gas feed with the player while it is in both O and Ar state, there should be a visual change as the state is transferred between the two to symbolise the transferring of states. I will then try to transfer the states back from the gas feed.		
127.	Fire room- Idle	Will behave like a platform. If the gas feed is O, then the room state is changed to O, if the feed is Ar, then the room state is changed to Ar.	I will make the player walk into the fire room; it should not be able to walk past it. I will then manually change the state of the gas feed while the code of the room is open, to see if the states are changing.		
128.	Fire room- O	If the player interacts with the room while it's in O state, the player will say (The last time I added oxygen to a fire it burned faster!)	I will make the player interact with the fire room while it is in O state, it should speak. I will then attempt to walk past the room, it should be blocked.		
129.	Fire room- Ar	If the player interacts with the room while it's in an Ar state, it will change to an off state. When in an on state its animation will change to gas suffocating the fire, its interactions and animations will then be removed, allowing the player to pass.	Firt, I will attempt to walk past the room, I should be blocked. Then I will make the player interact with the fire room while it is in an Ar state. This should cause it to change animation and interaction allowing me to pass.		
130.	Blocks	This object holds three different states, if the player interacts with certain parts of the blocks, it will transfer states (and vice versa), each change of state will either have the Player picking up and holding a block or putting it back.	I will have the player interact with block while displaying its code. At each point I will attempt to transfer the states to and from the player.		
131.	Open Circuit- Wood	If the player tries to interact with the circuit while in a wood state, the player will say (Nothing is happening).	I will interact with the object, the player should then speak.		
132.	Open Circuit- Plastic	If the player tries to interact with the circuit while in a plastic state, the player will say (Nothing is happening).	I will interact with the object, the player should then speak.		
133.	Open Circuit- Metal	If the player tries to interact with the circuit while in a plastic state, the player will transfer the state. This will make the circuit enter a closed state, changing it's animation to have the meta block in it.	I will interact with the object, if the state was transferred, the gate should change animation.		

134.	Gate	While in an off state, it should behave just like a platform and block movement. If the circuit is in a closed state, then it will change states, losing all interactions and animations.	Firstly, I will try to walk through the gate. If everything works fine, the player should walk in to it like it was a wall. I will manually set the circuit to closed; the gate should open removing its interactions and changing its animations.		
135.	Pulley	When the player interacts with the object, it will enter an On state. When in an On state, it will be pulled downwards, before springing up further than its first position.	I will walk the player up to the object and press space; the object should change state, therefore changing its animation.		
136.	Alkali drop	While in an off state, it should behave just like a platform and block movement. If the pulley is in an on state, then it will change states, changing animation to blow up and losing all interactions.	Firstly, I will try to walk through the alkali. If everything works fine, the player should walk in to it like it was a wall. I will manually set the pulley to on; the alkali should change removing its interactions and changing its animations.		
137.	C2 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, and then something is wrong.		
138.	C3	If C1 and C2 have both been completed, when C. Teleporter is activated, this stage should load. When the battery is collected, this stage should be deleted.	I will manually activate the teleporter. This should cause the player to be moved from the neutral area to the C3 instance. I will manually activate the battery. This should cause the player to be moved from the C3 to the neutral area instance.		
139.	C3.Teleporter	When I load into the C3 stage, the player should be placed on this object.	I will manually load C3 and see if the playable character is not only in the instance, but next to the teleporter.		
140.	Button	When the player interacts with the object, it will enter an on state. If the button is on, it will change animation to have the red button part of it pressed in further.	I will walk the player up to the object and press space; the object should change state, therefore changing its animation.		
141.	Electroplating station	While in an off state, it should behave just like a platform and block movement. If the button is in an on state, then it will change states, changing animation to transfer metal from the bottom to the top node, causing the water to collapse the bottom and run down the drain.	Firstly, I will try to walk through the station. If everything works fine, the player should walk in to it like it was a wall. I will manually set the pulley to on; the station should change removing its interactions and changing its animations.		
142.	Torch	When the player interacts with the torch, it have a fire state transferred to it, this state will animate the torch in the players and, and take it off the	I will have the player interact with the torch. This should cause both the player and object to change state, evidenced by their changing animations. I would then have the player		

		floor. If the player was to interact again, it would transfer states back.	interact again to attempt to transfer the state back.		
143.	Syringe	If the player transfers the fire state to the syringe, it will change state. This will change its animation to have a flame at one end, causing it to rise up on the other end.	I will have the player interact with the torch. This should cause both the player and object to change state, evidenced by their changing animations.		
144.	Gate	If the High Powered Lamp is on, then it will change state to Powered. While on its animation will change- the panels will start to shimmer with light.	I will manually set the High Powered Lamp into an on state, the panels should respond to this by changing animation.		
145.	Chemicals	These objects hold three different states, if the player interacts with certain parts of the decoys, it will transfer states (and vice versa), each change of state will either have the Player picking up and holding a decoy or putting it back.	I will have the player interact with chemicals while displaying its code. At each point I will attempt to transfer the states to and from the player.		
146.	Flames- Idle	Will act like a platform; block the player from advancing through the level.	I will have the player try to walk and jump past each flame, it should just stop at the flames.		
147.	Flames- colour	When a player transfers a state to a flame, it will enter that state. Depending on the state, the flames will change animations to: white (Mg), red (Ca) and green (Cu).	I will transfer each of the three states to every flame to see if the animation changes, the colours should always be the same for each flame.		
148.	Flames- On	When the flame has the state transferred to it that matches the colour on top of it, it will all of its animations and interactions.	I will transfer each of the three states to every flame and then try to walk past it when it changes colour, noting if it colour matches the top if it allows me to pass.		
149.	C3 Battery	When the player touches this item, it should enter a win state and the player should enter an animation to hold it up and celebrate.	I will move my player into the battery, if it doesn't enter a win state and/or the character doesn't dance, then something is wrong.		