Week Four Testing Plan

Level transition: Set aside 15 minutes for testing. This allows the player to transition from level to level as they complete each one. The input would be a player completing a level, the output would be moving on to the next level. We will test by moving to the next level over and over again until we are confident it works as it should.

Level 2: Set aside 45 minutes to an hour for testing. This is the second level that the player will be able to access. This level will have multiple enemies that the player will interact with. We will test it by interacting and fighting the multiple enemies on the level as well as progressing to the level multiple times.

New enemy: Set aside 15 to 30 minutes to test this new enemy. This is a new enemy that the player will have to deal with. Testing this enemy will involve killing and dying to it multiple times as well as testing it’s attack over and over again until we are satisfied.

Frame of inventory: This will require 10-20 minutes to check on as it isn’t the final form of this aspect. This aspect will just be checked in on to make sure everything is in place for the finishing touches to be put together.

Revamp health system: This will have 15 to 25 minutes set aside for it for testing. This will be a new health system that splits the hearts we have right now into four parts each, allowing the enemies to deal less than a full heart so some enemies can be more or less harmful. The testing will be taking damage and making sure the proper amount is reduced from the health over and over again until we are satisfied that it works correctly.