Improved Movement

As a player, I want improved movement so that I can have more control over my character and the gameplay is smooth.

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| Test Case ID | | Workplan A2.1 | |
| Owner of Test | | Nicholas Tourony | |
| Test Name | | Improved Movement Test | |
| Date of Last Revision | | 09/29/2021 | |
| Test Objective | | Ensure that the new movement system works with shift increasing the characters movement speed and the length of the press of the up arrow key changes jump height. | |
| Test Procedure | | | |
| Step | Action | Expected Result | Pass |
| 1 | Run the game. | The game successfully opens. |  |
| 2 | Press the spacebar to start the game. | The game starts and the character is loaded into the first level. |  |
| 3 | Hold the up arrow key down. | The character should do a high jump. |  |
| 4 | Quickly tap the up arrow key. | The character should do a small jump. |  |
| 5 | Tap the up arrow key for a medium amount of time. | The character should jump for at a height in between the last two jumps. |  |
| 6 | Hold the left arrow. | The character moves left at a slow speed. |  |
| 7 | Hold the right arrow key. | The character moves right at a slow speed. |  |
| 8 | Hold shift while holding the left arrow key. | The character moves left at a fast speed. |  |
| 9 | Hold shift while holding the right arrow key. | The character moves right at a fast speed. |  |
| Tester:  Date of Test: | | Test Result: (P/F/B): | |