Boss Design

As a player, I can play in a boss battle so that there is a challenge, and I can engage with a storyline.

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| Test Case ID | | Workplan A5.1 | |
| Owner of Test | | Jacob Conrad | |
| Test Name | | New Boss Test | |
| Date of Last Revision | | 09/27/2021 | |
| Test Objective | | Verify that the boss enemy can injure the player and the player can injure the boss. Verify the boss enemy adds a difficult but beatable challenge to the game. | |
| Test Procedure | | | |
| Step | Action | Expected Result | Pass/Fail |
| 1 | Run the game. | The main menu successfully displays. |  |
| 2. | Press space on “Level Select”. | The list of levels should load. |  |
| 3 | Press space on the level with the boss battle. | This will take the user to the boss battle level. |  |
| 4a | Attack boss | The boss should take damage. |  |
| 4b | Touch boss | The player should die. |  |
| 4c | Receive boss attack | The player should take damage. |  |
| Tester:  Date of Test: | | Test Result: (P/F/B): | |