Additional Levels

As a player, I want additional levels in the game, so I become more immersed in the gameplay and to give me more of a challenge.

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case ID | | Workplan A6.1 | |
| Owner of Test | | Jack Handy | |
| Test Name | | Additional Levels Test | |
| Date of Last Revision | | 09/29/21 | |
| Test Objective | | Verify that additional level(s) can be played through and beaten. Verify that any additional level(s) are more challenging to beat than the previous ones. | |
| Test Procedure | | | |
| Step | Action | Expected Result | Pass/Fail |
| 1 | Run the game | The main menu displays successfully |  |
| 2 | Press space on “Level Select” | The list of levels should load |  |
| 3 | Press space on Level 6 | The user should be at the start of level 6 |  |
| 4 | Play through Level 6 | Complete the level by jumping and hitting the gold box |  |
| Tester:  Date of Test: | | Test Result: (P/F/B): | |