Level 3 Map Restructure

As a user I want to be able to go through level 3 and play it and complete the level without getting stuck.

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| Test Case ID | | Workplan A9.1 | |
| Owner of Test | | Ty Hutchison | |
| Test Name | | Level 3 Map Restructure Test | |
| Date of Last Revision | | 09/29/2021 | |
| Test Objective | | Ensure that level 3 has been redesigned so that the level is beatable. | |
| Test Procedure | | | |
| Step | Action | Expected Result | Pass/Fail |
| 1 | Run the game and come up to the main menu | Game runs and opens to main menu |  |
| 2 | Open the game and select level three and press Space bar | Level 3 is selected and begins the level |  |
| 3 | Go through and complete level 3 with as many attempts as you want | User completes level 3 in however many tries |  |
| 4 | Return to the main menu after the level is completed | After the gold block is hit return to the main menu |  |
| Tester:  Date of Test: | | Test Result: (P/F/B): | |