Menu Restructure

As a player, I want to be able to navigate the menu without needing instructions so I can spend more time playing the actual game instead of trying to navigate the menu.

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| Test Case ID | | Workplan B1 | |
| Owner of Test | | Thomas Kwashnak | |
| Test Name | | Menu Restructure | |
| Date of Last Revision | | 09/29/2021 | |
| Test Objective | | Ensure the functionality of the new menu structure | |
| Test Procedure | | | |
| Step | Action | Expected Result | Pass |
| 1. | Run the game | The game successfully opens and the menu displays all options |  |
| 2. | Use arrows to navigate the main menu | The selected item updates as it should be |  |
| 2a. | Press the right arrow | The selection should shift to the element on the right |  |
| 2b. | Press the down arrow | The selection should shift to the element below |  |
| 2c. | Press the left arrow | The selection should shift to the element on the left |  |
| 2d. | Press the up arrow | The element should shift to the element above |  |
| 3. | Navigate to the options menu using arrow keys and pressing space | The options menu displays |  |
| 4. | Press Escape | The options menu is closed and the main menu is showing again |  |
| Tester:  Date of Test: | | Test Result: (P/F/B): | |