**New Enemies User Story**

As a player, I can play in a game where there are a variety of distinct enemies so that I am enjoying the challenge of the game.

**New Enemies Test Case**

**Test Case Information**

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| **Test Case** **ID** | Workplan A4.1 |
| **Owner of Test** | Jacob Conrad |
| **Test Name** | New Enemy Test |
| **Test Location (path)** | OneDrive:\SER 225 Fall 2021\Team A2\4-Scrum Sprint 0\Scrum Sprint 0 Report.docx |
| **Date of Last Revision** | 09/27/2021 |
| **Requirement Tested** | Backlog D1 |
| **Test Configuration** | N/A |
| **Test Interdependencies** | Test setup |
| **Test Objective** | Verify that new enemies are functioning as intended and do not cause any issues to gameplay. Additionally, see if the new enemies make the game more challenging and engaging. |

**Test Procedure**

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| **Test Setup** | Complete D1, D2 on the Workplan | N/A |

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| **Step** | **Action** | **Expected Result** | **Pass (✓)** |
| 1 | Run the game. | The main menu successfully displays. |  |
| 2 | Press space on “Play Game”. | The first level should be loaded. |  |
| 3 | Play through all levels. | Enemies should move fluidly and |  |
| 3a | Attack enemies | The enemy should die. |  |
| 3b | Touch Enemies | The player should die. |  |
| 3c | Receive enemy attack (if it has one) | The player should die. |  |

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| **Test Cleanup** | None | N/A |

**Test Result**

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| **Tester:** | **Date of test:** | **Test Result (P/F/B):** |

**Notes:**