**Narrative Improvement**

As a player, I want to be able to be truly involved within the game by having a backstory to follow along and root for the charatcer

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| **Test Case** **ID** | | Workplan SCP-10 | |
| **Owner of Test** | | Ty Hutchison | |
| **Test Name** | | Narrative Improvement | |
| **Date of Last Revision** | | 11/4/2021 | |
| **Test Objective** | | Give the user a proper backstory to the game | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| 1 | Run the game. | The game successfully opens. |  |
| 2 | Enter Level 1 | The Player enters the game on level 1 |  |
| 3 | See Walrus within Level 1 | Player will successfully interact with the walrus |  |
| 4 | Complete Level 1 | The User is able to complete the level and move to the next level |  |
| 5 | Enter next Level | The Player enters the game on the next level |  |
| 6 | See Walrus within the next level | The Player will successfully interact with the walrus |  |
| 7 | Complete the level | The User is able to complete the level and move to the next level |  |
| 8 | Successfully repeat steps 5-7 for the rest of the levels | User will see walrus in every level giving a bit more backstory each level |  |
| **Tester:**  **Date of Test:** | | **Test Result: (P/F/B):** | |