**Implement Health System User Story**

As a player, I can play a game where I can be hit by a projectile multiple times before dying so that I have some room for error.

**Implement Health System Test Case**

**Test Case Information**

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| **Test Case** **ID** | SCP-31 |
| **Owner of Test** | Jacob Conrad |
| **Test Name** | Implement Health System Test |
| **Test Location (path)** | C:\Users\jrcon\sophomore\SER-225-Team-A2\Team A2\User Stories and Test Cases |
| **Date of Last Revision** | 10/27/2021 |
| **Requirement Tested** | The user takes three projectiles to die but still dies after touching an enemy once. |
| **Test Configuration** | N/A |
| **Test Interdependencies** | Test setup |
| **Test Objective** | Verify that the user has a health system that is visible and allows them to take damage multiple times before dying. |

**Test Procedure**

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| **Test Setup** | N/A | 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 level select menu should open. |  |
| 3 | Press space on the tutorial level. | The tutorial should load and there should be three red hearts at the top of the screen representing the users health. |  |
| 4 | Receive three projectiles from an enemy. | The user should lose a heart (heart turns grey) each time and dies on the third one. |  |
| 5 | Restart the level by pressing space. | Level and hearts should be reset. |  |
| 6 | Touch an enemy. | All hearts should be lost. |  |
| 7 | Press escape to go to the main menu. | Hearts are no longer visible. |  |
| 8 | Restart the tutorial level. | Health should be visible again and be at three hearts (not the previous zero hearts from losing and going to the menu) |  |

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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:**