**Update Instructions User Story**

As a player, I want to be able to go into the instructions screen and learn how to play and what buttons do certain actions.

**Update Instructions Test Case**

Test Case Information

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| **Test Case** **ID** | Workplan SCP-10 |
| **Owner of Test** | Ty Hutchison |
| **Test Name** | Narrative Improvement |
| **Test Location (path)** | C:\Users\Ty Hutchison\Desktop\Sophmore Year\SER 225\Legacy Project\Team A2\User Stories and Test Cases |
| **Date of Last Revision** | 11/4/2021 |
| **Requirement Tested** | The user will be able to understand the instructions with both the instructions menu and the in game instructions |
| **Test Configurations** | N/A |
| **Test interdependencies** | Test Setup |
| **Test Objective** | Lower the base volume of the game when you launch it |

Test Procedure

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| --- | --- | --- | --- | --- | --- |
| **Test Setup** | | **N/A** | | **N/A** | |
| **Step** | **Action** | | **Expected Result** | | **Pass** |
| 1 | Run the game. | | The game successfully opens. | |  |
| 2 | Navigate to Instructions Menu | | User will enter into the Instructions menu | |  |
| 3 | Go through the instructions | | User will be able to properly learn how to play the game | |  |
| 4 | Enter Level 1 | | User will enter level 1 | |  |
| 5 | Check in game instructions | | User will be able to press ‘x’ to see in game instructions | |  |

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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:**