**Level 5 Map Restructure**

As a player, I want the map for level 5 to be restructured so that I can experience a new level and have a proper conclusion to the game.

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| **Test Case** **ID** | | Workplan SCP-6 | |
| **Owner of Test** | | Nicholas Tourony | |
| **Test Name** | | Level 5 Map Restructure Test | |
| **Date of Last Revision** | | 09/29/2021 | |
| **Test Objective** | | Ensure that level 5 has been restructured so that it is functionally different than level 1. | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass** |
| 1 | Run the game. | The game successfully opens. |  |
| 2 | Press space to enter the first level and beat it. | The player loads into the first level, and they can navigate to the end of the level. |  |
| 3 | Restart the game and use the level selection in the main menu to select level 5. | The player is loaded into the fifth level. |  |
| 4 | Play and beat the fifth level. | The player can beat the fifth level and it has noticeable differences than the first level. |  |
| **Tester:**  **Date of Test:** | | **Test Result: (P/F/B):** | |