**Additional Levels**

As a player, I want additional levels in the game, so I become more immersed in the gameplay and to give me more of a challenge.

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| **Test Case** **ID** | | Workplan A6.1 | |
| **Owner of Test** | | Jack Handy | |
| **Test Name** | | Additional Levels Test | |
| **Date of Last Revision** | | 09/29/21 | |
| **Test Objective** | | Verify that additional level(s) can be played through and beaten. Verify that any additional level(s) are more challenging to beat than the previous ones. | |
| **Test Procedure** | | | |
| **Step** | **Action** | **Expected Result** | **Pass/Fail** |
| 1 | Run the game | The main menu displays successfully |  |
| 2 | Press space on “Level Select” | The list of levels should load |  |
| 3 | Press space on Level 6 | The user should be at the start of level 6 |  |
| 4 | Play through Level 6 | Complete the level by jumping and hitting the gold box |  |
| 5 | Repeat actions 1 through 4 for each additional level. | Tasks 1-4 have the correct expected result for each level |  |
| **Tester:**  **Date of Test:** | | **Test Result: (P/F/B):** | |