Testing Documentation for JS Ray Caster

Test #	Test Case Description	Input	Expected Output	Actual Output
1	Unpausing screen	Press esc	Enter game	Yes
2	Pause screen	Press esc	Game paused	Yes
3	Running into walls	Move into a wall	Should not be able to move further	Yes
4	Moving up	Based on orientation, press WASD	Move up	Yes
5	Moving down	Based on orientation, press WASD	Move down	Yes
6	Moving left	Based on orientation, press WASD	Move left	Yes
7	Moving right	Based on orientation, press WASD	Move right	Yes
8	Bumping into an enemy	Using WASD to walk into an enemy	Window alert, back to main page	Yes
9	Changing direction	Click on screen, move mouse left to right	Changing direction	Yes
10	Show cursor	Press escape	Pause screen, shows cursor	Yes
11	Non hosts colliding with enemies	Non hosts collide with enemies	Does not go to main page	No
12	Running into walls at a low frame rate	Run into walls	Shouldn't go through walls	Yes
13	Multiple people refresh at once	Press refresh	Everyone is given a join order	Yes
14	Running the game on two tabs in the same account	Move on one tab while the other one is also open on the same account	When one tab moves, the other should also move. When one player on a tab	No

			dies, both players should die	