Test Plan

|  |  |  |
| --- | --- | --- |
| Test # | **Action / Event** | **Expected Result** |
| 1 | Start the game | Splash Screen displays |
| 2 | Splash Screen – Press keys other than S | Nothing Happens |
| 3 | Splash Screen – Press S key | Game Starts |
| 4 | Game Starts – Press space key | Game Pauses |
| 5 | Game Paused – Press space key | Game Continues |
| 6 | Player press right or left arrow keys | Player moves right or left |
| 7 | Player holds down the down arrow key | A hook is released |
| 8 | Player tries to move while hook pressing down | Player won’t move |
| 9 | Hook reaches the bottom of the window | Hook comes back up to the boat |
| 10 | Down arrow key released | Hook comes back up to the boat |
| 11 | Fish reaches the water surface | Game Over |
| 12 | Player is hit by a bubble | Game pauses and a life is lost |
| 13 | Player loses 3 Lives | Game Over |
| 14 | Hook reaches a fish | Fish stops rendering and moving  100 is added to the score |
| 15 | A Row of Fish caught by player but fish reaches water surface | Game Over when the next available Row reaches surface |
| 16 | Player catches all the fish | Player moves on to the next level  Highest Level : 3 |
| 17 | Player finishes level 3 | Game Over |
| 18 | Game Over – Press S | Game starts from Level 1 |