**User Stories:**

***User: Isaac Crawford***

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| **Test ID** | B0001 |
| **Bug/Enhancement:** | Map Boundaries |
| **User Story:** | As a player, I would like to hit an invisible wall upon hitting the end of the screen so that I do not accidentally fall off and lose unnecessarily. |

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| **Test ID** | E0001 |
| **Bug/Enhancement:** | Screen Size |
| **User Story:** | As a player, I always want to be able to see my character so that I can reliably keep track of where my character is and have control over any situations it encounters. |

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| **Test ID** | E0005 |
| **Bug/Enhancement:** | Moving Platform and Functionality |
| **User Story:** | As a player, I want platforms to be implemented in a manner that complements the level design so that I don’t feel distracted or confused by them. |

***User: Stephen Ippolito***

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| **Test ID** | B0002 |
| **Bug/Enhancement:** | Left Directional Button Override |
| **User Story:** | As a gamer/ developer I want for the directional buttons to override one another so making split second movement decisions feel more responsive. |

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| **Test ID** | E0002 |
| **Bug/Enhancement:** | WASD Movement, Spacebar Jump |
| **User Story:** | As a gamer/developer I want to be able to use the WASD buttons for movement and the spacebar for jump, so my right hand is free to use the mouse when needed. |

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| **Test ID** | E0006 |
| **Bug/Enhancement:** | Player Drop Speed |
| **User Story:** | As a gamer/ developer who was once a novice I want the player drop speed to take longer so the game will be easier and more accessible to new players. |

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| **Test ID** | E0009 |
| **Bug/Enhancement:** | Health Bar/ Lives |
| **User Story:** | As a gamer/ developer I want this game to include either a health bar or life system so players have multiple chances before a game over. |

***User: Alex Santeramo***

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| **Test ID** | B0003 |
| **Bug/Enhancement:** | Main Menu Pause Button |
| **User Story:** | As a player, I want to have a pause button that works when it is intended to. |

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| **Test ID** | E0003 |
| **Bug/Enhancement:** | Instructions/ Controls |
| **User Story:** | As a player, I want to have an instructions and controls screen to make the game easier to learn and play. |

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| **Test ID** | E0007 |
| **Bug/Enhancement:** | Sound |
| **User Story:** | As a player, I want to have sound included in the game to add another layer of depth. |

***User: Nicolas Vazquez***

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| **Test ID** | B0004 |
| **Bug/Enhancement:** | Gold Block Collision |
| **User Story:** | As a player, I found it strange that jumping under the gold block is the way to complete the level, but if you also jump on top of it, it also completes the level. This repetition of ways to complete the level felt unnecessary and repetitive, to where it should be if you only jump under it, otherwise it should act as a platform. |

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| **Test ID** | E0004 |
| **Bug/Enhancement:** | Water Divot Functionality |
| **User Story:** | As a player I found it to be inconsistent to jump in the water divot and no physics to be applied. The player should be slowed down or some event should happen |

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| **Test ID** | E0008 |
| **Bug/Enhancement:** | Vulnerable Enemies |
| **User Story:** | As a player/ developer I felt a lack of satisfaction being unable to hit the enemies. The enemies would constantly move on the screen as “obstacles” and instead of a challenge they only felt like obstacles. |

**Test Plan:**

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| **Test ID** | B0001 | | | |
| **Title** | Map Boundaries | | | |
| **Owner/ creator** | Isaac Crawford | | | |
| **Tester** | Isaac Crawford | | | |
| **Test Date** | 9/18 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Launch the game, then try to walk off the left side of the screen. | The player is unable to walk off the left side of the screen. | | Fail | |
| 1. Relaunch the game, then try to walk off the right side of the screen after making it to the end of the level. | The player is unable to walk off the right side of the screen. | | Fail | |
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| **Test ID** | B0002 | | | |
| **Title** | Left Directional Button Override | | | |
| **Owner/ creator** | Stephen Ippolito | | | |
| **Tester** | Stephen Ippolito | | | |
| **Test Date** | 09/17/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Enter the first level and hold left directional button. | Player moves left across the level. | | Pass | |
| 1. While holding the left directional button press the right directional button in intervals. | Player stops moving left and moves right when the right directional button is pressed. | | Fail | |
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| **Test ID** | B0003 | | | |
| **Title** | Main Menu Pause Button | | | |
| **Owner/ creator** | Alex Santeramo | | | |
| **Tester** | Alex Santeramo | | | |
| **Test Date** | 9/17/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Start the game. | Game boots and the main menu appears. | | Pass | |
| 1. Press P while on the main menu screen. | Nothing should happen (no pause screen overlay should appear). | | Fail | |
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| **Test ID** | B0004 | | | |
| **Title** | Gold Block Collision | | | |
| **Owner/ creator** | Nicolas Vazquez | | | |
| **Tester** | Nicolas Vazquez | | | |
| **Test Date** | **09/18/2020** | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Launch the game | The game opens with a screen showing two options, “start” or “credits” | | Pass | |
| 1. Press “start” and run forward until you get to the end of the game where you see the gold block. (this requires you get through the entire level) Then jump on top of the gold block | The gold block will be at the end of the game with changing sprites and located slightly above the player. Once the player jumps on the gold block, they should be standing on it with nothing happening as opposed to jumping under it to hit it will complete the level | | Fail | |
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| **Test ID** | E0001 | | | |
| **Title** | Screen Size | | | |
| **Owner/ creator** | Isaac Crawford | | | |
| **Tester** | Isaac Crawford | | | |
| **Test Date** | 9/18/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Go as far left on the map as possible (without falling off). | The player is still visible. | | Pass | |
| 1. Go as far right on the map as possible (without falling off). | The player is still visible. | | Pass | |
| 1. Go as far down on the map as possible, then crouch. | The player is still visible. | | Pass | |
| 1. Go as high up on the map as possible, then jump. | The player is still visible at the apex of the jump. | | Fail | |
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| **Test ID** | E0002 | | | |
| **Title** | WASD Movement, Spacebar Jump | | | |
| **Owner/ creator** | Stephen Ippolito | | | |
| **Tester** | Stephen Ippolito | | | |
| **Test Date** | 9/17/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Enter the first level and press the W key. | Player moves left across the level. | | Fail | |
| 1. Press the A key. | Player crouches. | | Fail | |
| 1. Press the S key. | Player moves right across the level. | | Fail | |
| 1. Press the D key. | Player looks up. | | Fail | |
| 1. Press the spacebar. | Player jumps. | | Fail | |
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| **Test ID** | E0003 | | | |
| **Title** | Instructions/ Controls | | | |
| **Owner/ creator** | Alex Santeramo | | | |
| **Tester** | Alex Santeramo | | | |
| **Test Date** | 9/17/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Start game. | Game boots and the main menu appears. An instructions/ controls item is listed in the main menu. | | Fail | |
| 1. Select instructions/controls option from the main menu. | A new screen appears that has all of the controls and instructions for how to play the game. | | Fail | |
| 1. Read instructions/ controls guide. | The instructions/ controls are concise and understandable. | | Fail | |
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| **Test ID** | E0004 | | | |
| **Title** | Water Divot Functionality | | | |
| **Owner/ creator** | Nicolas Vazquez | | | |
| **Tester** | Nicolas Vazquez | | | |
| **Test Date** | 9/17/2020 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Launch game | Game opens and main menu is displayed where the player is greeted with two options, “start game” or “credits” | | Pass | |
| 1. move player to the right to get to the point in the map with the water divot | The player moves to the point of getting to the water divot | | Pass | |
| 1. Jump into the water divot and run back and forth in the water divot | The player move in the water divot and movement is slowed down with new physics | | Fail | |
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| **Test ID** | E0005 | | | |
| **Title** | Moving Platform and Functionality | | | |
| **Owner/ creator** | Isaac Crawford | | | |
| **Tester** | Isaac Crawford | | | |
| **Test Date** | 9/18/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Observe the position of the moving platform relative to the water pit. | The platform is lined up with the water pit in a way that makes it obvious that the two are associated with one another. | | Fail | |
| 1. Observe the speed of the platform above the water pit. | The platform moves fast enough to not feel slow to the player. | | Fail | |
| 1. Observe the size of the platform above the water pit. | The platform is large enough to be able to land on without needing to be precise. | | Fail | |
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| **Test ID** | E0006 | | | |
| **Title** | Player Drop Speed | | | |
| **Owner/ creator** | Stephen Ippolito | | | |
| **Tester** | Stephen Ippolito | | | |
| **Test Date** | 9/17/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Enter the first level and climb onto the first tree branch. Jump off the branch and record the time it takes for the player to drop to the floor. | A drop speed time is established for later testing. | | Pass | |
| 1. After code has been altered, repeat step one. | The player takes longer to drop to ground than the first test. | | Fail | |
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| **Test ID** | E0007 | | | |
| **Title** | Sound | | | |
| **Owner/ creator** | Alex Santeramo | | | |
| **Tester** | Alex Santeramo | | | |
| **Test Date** | 9/17/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Start game | Game boots and loads properly. | | Pass | |
| 1. Listen if music is playing in start screen | Some music is playing on a loop while in the main menu screen. | | Fail | |
| 1. Load into the level and see if music is playing in the game | Music will be playing in the background while the player is inside of the level. | | Fail | |
| 1. See if various actions have sound associated with them | Sounds will play depending on what actions the player performs | | Fail | |
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| **Test ID** | E0008 | | | |
| **Title** | Vulnerable Enemies | | | |
| **Owner/ creator** | Nicolas Vazquez | | | |
| **Tester** | Nicolas Vazquez | | | |
| **Test Date** | 09/18/2020 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Launch game to the title screen | Two options, “start and “credits” can be seen. | | Pass | |
| 1. Select “start” and run forward with the right arrow key to the first enemy | Player will see the first enemy moving in the opposite direction on the map (towards the player) | | Pass | |
| 1. Jump on enemy | Enemy will have a death animation and fall off the screen | | Fail | |
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| **Test ID** | E0009 | | | |
| **Title** | Health Bar/ Lives | | | |
| **Owner/ creator** | Stephen Ippolito | | | |
| **Tester** | Stephen Ippolito | | | |
| **Test Date** | 9/17/20 | | | |
| **Test Step** | **Expected Result** | | **Pass/ Fail** | |
| 1. Enter the first level and look for the life pool in the upper left corner of the screen. | Health life pool is visible in the upper left corner of the screen. | | Fail | |
| 1. Stand in the path of the first enemy and let it hit the player. | Player character blinks and is invulnerable for one second. | | Fail | |
| 1. View the life pool in the upper left corner of the screen. | One life segment has been removed from the life pool | | Fail | |
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