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| --- | --- | --- | --- | --- | --- |
| Title: | Level Boundaries | | | | |
| Owner: | Omar Rosario | | | | |
| Test ID: | TC-01 | | | | |
| Tester: | Jonathan Mason | | | | |
| Date: | 10/12/21 | | | | |
| Objective: | Ensure player stays within the level boundaries | | | | |
| Test Procedure: | | | | | |
| Step | Action | | | Expected Result | Pass (P/F) |
| 1 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice | | | Level 1 successfully starts | P |
| 2 | Use Game Controls to walk towards  the Left Level Boundary of Level 1 | | | Avatar stays within the left boundary of the screen | P |
| 3 | Use Game Controls to reach the  Right Level Boundary of Level 1 | | | Avatar stays within the right boundary of the screen | P |
| 4 | Hit the Yellow Block to proceed  to the next level | | | Player starts the next level | P |
| 5 | Repeat Steps 2-4 for all levels | | | | P |
|  | Level 2 | Left Boundary | | Avatar stays within the boundary of the screen | P |
| Right Boundary | | P |
| Level 3 | Left Boundary | | P |
| Right Boundary | | P |
| Level 4 | Left Boundary | | P |
| Right Boundary | | P |
| Level 5 | Left Boundary | | P |
| Right Boundary | | P |
| Test Results: P | | | | | |
| Tester: Jonathan Mason | Date of Test:  10/12/21 | | Test Result (P/F): P | | |
| Notes:   While it passed all the conditions of the test, the player character dies on level 3 when going to the left. Death is not covered by the conditions of the expected result, so the test still passes. However, this is an issue that needs to be addressed | | | | | |

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| Title: | Level 5 Loop | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-04 | | |
| Tester: | Billy Siri | | |
| Date: | 10/12/2021 | | |
| Objective: | Verify that the player is sent back to the main menu when the yellow block is hit at the end of the last level, level 5. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Select “LEVEL SELECT” on the main menu by pressing down three times and then pressing enter. | The level select screen opens | P |
| 2 | Select “Level Five” by going down four options in the level select menu | Level five loads correctly | P |
| 3 | Navigate to the end of level five without dying to enemies or hazards | The player makes it near the yellow box without getting stuck | P |
| 4 | Jump into the yellow box to end the level | The main menu is loaded successfully | P |
| Test Results: | | | |
| Tester: MM | Date of Test: 10/12/2021 | Test Result (P/F): P | |
| Notes: This fix was implemented with no issues and works as intended. | | | |

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| Title: | Instruction Screen | | |
| Owner: | Jonathan Mason | | |
| Test ID: | TC-05 | | |
| Tester: | Omar Rosario | | |
| Date: | 10/13/2021 | | |
| Objective: | Make sure that the instruction screen is clear. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure "INSTRUCTIONS" is chosen and  press the space bar to confirm choice. | Instruction Screen successfully opens | Pass |
| 2 | Confirm that all the Game Controls are properly displayed on the instruction screen. | Game Controls for walking, jumping, and attacking are all properly displayed. | Pass |
| Test Results: | | | |
| Tester: Omar Rosario | Date of Test: 10/13/2021 | Test Result (P/F): Pass | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Menu Navigation | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-08 | | |
| Tester: | Michael Merritt | | |
| Date: | 10/12/2021 | | |
| Objective: | Verify that the new menu controls work as intended and are interchangeable. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Press ‘S’ or the down arrow key | The section below the currently selected option becomes highlighted (“CREDITS”). | P |
| 2 | Press ‘W’ or the up arrow key | The section above the currently selected option becomes highlighted (“PLAY GAME”). | P |
| 3 | Press ‘D’ or the right arrow key | The section to the right of the currently selected option becomes highlighted (“LEVEL SELECT”). | P |
| 4 | Press ‘A’ or the left arrow key | The section to the left of the currently selected option becomes highlighted (“PLAY GAME”). | P |
| Test Results: | | | |
| Tester: MM | Date of Test: 10/12/2021 | Test Result (P/F): P | |
| Notes: Controls on menus worked smoothly for both WASD and arrow keys. New functionality was also present and functional on the level select screen. | | | |