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| Title: | Mute Button | | | | |
| Owner: | Omar Rosario | | | | |
| Test ID: | TC-02 | | | | |
| Tester: | Michael Merritt | | | | |
| Date: | 10/27/2021 | | | | |
| Objective: | Ensure the player can mute and unmute the music while playing and inside the main menu | | | | |
| Test Procedure: | | | | | |
| Step | Action | | | Expected Result | Pass (P/F) |
| 1 | Press “M” | | | “M” key mutes the music | P |
| 2 | Press “M” | | | “M” key unmutes the music | P |
| 3 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice | | | Level 1 successfully starts | P |
| 4 | Press “M” | | | “M” key mutes the music | P |
| 5 | Press “M” | | | “M” key unmutes the music | P |
| 6 | Use Game Controls to hit the Yellow Block to proceed to the next level | | | Player enters the next level without complications | P |
| 7 | Repeat Steps 4-6 for all levels | | | | P |
|  | Level 2 | Mute | | “M” key mutes and unmutes the music | P |
| Unmute | | P |
|  | Level 3 | Mute | | P |
| Unmute | | P |
|  | Level 4 | Mute | | P |
| Unmute | | P |
|  | Level 5 | Mute | | P |
| Unmute | | P |
| Test Results: | | | | | |
| Tester: Michael Merritt | Date of Test:  10/27/2021 | | Test Result (P/F): P | | |
| Notes: Mute functionality works on all screens. | | | | | |

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| Title: | Level 3 Improvement Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-03 | | |
| Tester: | Omar Rosario | | |
| Date: | 10/27/2021 | | |
| Objective: | Verify that the player is able to make the jump across the lake and to the yellow block to finish the level. | | |
| 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 | Pass |
| 2 | Select “Level Three” by going down two options in the level select menu | Level three loads correctly | Pass |
| 3 | Locate the enemy on the screen and make sure it is in an accessible area | Enemy is able to move, be walked into, or attacked | Pass |
| 4 | Move the player to the top of the tree near the left of the water | Player is able to climb the tree | Pass |
| 5 | Jump over the water pit to the tree on the other side of the water | Player is able to make the jump | Pass |
| 6 | Navigate to the end of the level and jump into the yellow box | Level 3 ends and level 4 begins | Pass |
| Test Results: | | | |
| Tester: | Date of Test:  10/27/2021 | Test Result (P/F): Pass | |
| Notes: Test case passed with flying colors. | | | |

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| Title: | Player Movement | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-07 | | |
| Tester: | Michael Merritt | | |
| Date: | 10/28/2021 | | |
| Objective: | Verify that the newly implemented movement mechanics work. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Start up the game and select either “PLAY GAME” or “LEVEL SELECT” and choose a level to play | You are loaded into the respective level. | P |
| 2 | Hold the spacebar | The character performs a vertical jump with a greater height | P |
| 3 | Tap the spacebar | The character performs a vertical jump with a shorter height | P |
| 4 | While moving, hold the spacebar | The character performs a vertical jump with a longer distance | P |
| 5 | While moving, tap the spacebar | The character performs a vertical jump with a shorter distance | P |
| Test Results: | | | |
| Tester: Michael Merritt | Date of Test: 10/28/2021 | Test Result (P/F): P | |
| Notes: The short jump and full jump both seem to work as intended. | | | |