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| Title: | Cat Sprite Flipping | | |
| Owner: | Jonathan Mason | | |
| Test ID: | TC-06 | | |
| Tester: | Michael Merritt | | |
| Date: | 11/10/2021 | | |
| Objective: | Ensure that the cat sprite is facing the direction that the player is inputting while in the air. | | |
| 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 jump while walking forwards. | Avatar jumps forward and properly shows itself as facing forwards | P |
| 3 | Use Game Controls to jump while walking backwards. | Avatar jumps backwards and properly shows itself as facing backwards. | P |
| 4 | Use Game Controls to jump one direction and then hold the opposite the direction while in the air. | Avatar initially jump in the initial direction but then flips over to the other direction when the Game Controls are used to do so. | P |
| Test Results: | | | |
| Tester: Michael Merritt | Date of Test: 11/10/2021 | Test Result (P/F): P | |
| Notes:  Feature works as intended. | | | |

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| Title: | Double Bound Spacebar | | | |
| Owner: | Omar Rosario | | | |
| Test ID: | TC-09 | | | |
| Tester: | Michael Merritt | | | |
| Date: | 11/9/2021 | | | |
| Objective: | Remap action and jump mechanic to a separate key | | | |
| Test Procedure: | | | | |
| Step | Action | | Expected Result | Pass (P/F) |
| 1 | Ensure "PLAY GAME" is chosen and  press the “space” key to confirm choice | | Level 1 successfully starts | P |
| 2 | Use game controls to approach the Walrus NPC at the end of Level 1 | | Player can reach the Walrus using the game controls | P |
| 3 | Press the spacebar | | Player jumps and Walrus’ speech bubble does not appear | P |
| 4 | Press the “F” key | | Player does not jump, and Walrus’ speech bubble appears | P |
| 5 | Walk away from Walrus until speech bubble disappears | | Walrus’ speech bubble disappears | P |
| 6 | Approach Walrus and press the “C” key | | Player does not jump, and Walrus’ speech bubble appears | P |
| Test Results: | | | | |
| Tester: Michael Merritt | Date of Test: 11/9/2021 | Test Result (P/F): P | | |
| Notes:   Test passed without any issues. | | | | |

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| Title: | Relocate Narrative Screen | | | |
| Owner: | Omar Rosario | | | |
| Test ID: | TC-10 | | | |
| Tester: | Michael Merritt | | | |
| Date: | 11/9/2021 | | | |
| Objective: | Move Narrative Screen to appear before gameplay starts | | | |
| Test Procedure: | | | | |
| Step | Action | | Expected Result | Pass (P/F) |
| 1 | Confirm that there are only FIVE choices in the main menu | | Only five choices are  present | P |
| 2 | Ensure "PLAY GAME" is chosen and  press the “space” key to confirm choice | | Narrative Screen should appear | P |
| 3 | Press the “space” to confirm skipping functionality | | Level 1 successfully starts | P |
| 4 | Restart the game OR die on Level 1 and press the “ESC” key to return to main menu | | Player returns to main menu | P |
| 5 | Ensure "LEVEL SELECT" is chosen and  press the “space” key to confirm choice | | Level Select screen appears successfully | P |
| 6 | Ensure "Level One" is chosen and  press the “space” key to confirm choice | | Narrative Screen should appear | P |
| Test Results: | | | | |
| Tester: Michael Merritt | Date of Test: 11/9/2021 | Test Result (P/F): P | | |
| Notes:   Narrative screen loads when intended, and no longer closes before the user has a chance to fully read it. | | | | |

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| Title: | Level Completion Feedback Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-11 | | |
| Tester: | Omar Rosario | | |
| Date: | 11/9/21 | | |
| Objective: | Verify that the level completion feedback is audible, and that the box sprite is functioning correctly. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | (P/F) |
| 1 | Select “PLAY GAME” on the main menu by pressing enter. | The first level loads | Pass |
| 2 | Navigate to the end of the first level near the gold box and look at it | The gold box is on screen and contains a checkered flag texture | Pass |
| 3 | Jump into the gold box on the first level | A sound effect is played once and the level is cleared, leading to the second level | Pass |
| 4 | Navigate to the end of the second level near the gold box | The gold box is on screen | Pass |
| 5 | Mute the game by pressing “M” | The game music stops playing | Pass |
| 6 | Jump into the gold box on the second level | No sound effect is played and the level is cleared, leading to the third level | Pass |
| Test Results: | | | |
| Tester: | Date of Test: 11/9/21 | Test Result (P/F): Pass | |
| Notes:  Passed with flying colors. | | | |

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| Title: | Attack Spawn Location Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-12 | | |
| Tester: | Omar Rosario | | |
| Date: | 11/9/21 | | |
| Objective: | Verify that the player’s attack appears in front of them and can defeat enemies. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Select “PLAY GAME” on the main menu by pressing enter. | The first level loads | Pass |
| 2 | Press “E” to fire an attack | A fireball should appear on the right of the player near the cat’s head | Pass |
| 3 | Press “Left” or “A” to face left | The player’s sprite turns to face the left | Pass |
| 4 | Press “E” to fire an attack | A fireball should appear on the left of the player near the cat’s head | Pass |
| 5 | Locate a bug enemy and use your attack on it while both the player and the bug are on the same flat ground | The fireball defeats the bug enemy | Pass |
| 6 | Locate a dinosaur enemy and use your attack on it while both the player and the dinosaur are on the same flat ground | The fireball defeats the dinosaur enemy | Pass |
| Test Results: | | | |
| Tester: | Date of Test: 11/9/21 | Test Result (P/F): Pass | |
| Notes:  Passed with flying colors. | | | |

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| --- | --- | --- | --- |
| Title: | Attack Mechanics | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-13 | | |
| Tester: | Jonathan Mason | | |
| Date: | 11/9/21 | | |
| Objective: | Verify that the newly implemented attack 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 | Press the spacebar | The character performs a vertical jump | P |
| 3 | Press the attack key (“E”) prior to landing | The character fires a projectile while still mid-air | P |
| 4 | Repeat the jump process and repeatedly press the attack key (“E”) | The character fires a projectile for each time the attack key is pressed | P |
| Test Results: | | | |
| Tester: | Date of Test: 11/9/21 | Test Result (P/F): P | |
| Notes: Feature works as intended | | | |

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| Title: | Attacking While Walking | | |
| Owner: | Jonathan Mason | | |
| Test ID | TC-14 | | |
| Tester: | Billy Siri | | |
| Date: | 11/9/2021 | | |
| Objective: | Improve the animations for this specific state | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice. | Game successfully opens | P |
| 2 | Use Game Controls to walk towards the right or left. | The cat sprite moves to the right or left | P |
| 3 | Use Game Controls to attack while walking | The cat sprite stops walking and the attack successfully fires. | P |
| Test Results: | | | |
| Tester: | Date of Test: 11/9/21 | Test Result (P/F): P | |
| Notes: Feature works as intended. | | | |