|  |  |  |  |
| --- | --- | --- | --- |
| Title: | New Level Testing | | |
| Owner: | Omar Rosario | | |
| Test ID: | TC-15 | | |
| Tester: | Jonathan Mason | | |
| Date: | 12/1/2021 | | |
| Objective: | Ensure structures, obstacles, and level transition works as intended | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure “LEVEL SELECT” is highlighted and press the space bar to confirm choice | Level Select screen successfully loads | P |
| 2 | Ensure “Level Six” is highlighted and press the space bar to confirm choice | Level Six successfully loads | P |
| 3 | Use Game Controls to verify collisions on tree trunks, tree branches, and leaves | Player cannot go through tree trunks and leaves. Player can go through tree branches but stand on tree branches | P |
| 4 | Use Game Controls to verify collisions on floating platforms | Player can stand on floating platforms | P |
| 5 | Verify floating platforms move | Floating platforms move left to right | P |
| 6 | Use Game Controls to navigate to the end of the level and jump into the yellow box | Level Six ends and Level Seven loads successfully | P |
| Test Results: P | | | |
| Tester: | Date of Test:  12/1/2021 | Test Result (P/F): P | |
| Notes:    Good level  (This test was for level 6.) | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Title: | New Level Testing | | |
| Owner: | Omar Rosario | | |
| Test ID: | TC-15 | | |
| Tester: | Omar Rosario | | |
| Date: | 12/1/2021 | | |
| Objective: | Ensure structures, obstacles, and level transition works as intended | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure “LEVEL SELECT” is highlighted and press the space bar to confirm choice | Level Select screen successfully loads | Pass |
| 2 | Ensure the new level is highlighted and press the space bar to confirm choice | The new level successfully loads | Pass |
| 3 | Use Game Controls to verify collisions on tree trunks, tree branches, and leaves | Player cannot go through tree trunks and leaves. Player can go through tree branches but stand on tree branches | Pass |
| 4 | Use Game Controls to verify collisions on floating platforms | Player can stand on floating platforms | Pass |
| 5 | Verify floating platforms move | Floating platforms move left to right | Pass |
| 6 | Use Game Controls to navigate to the end of the level and jump into the yellow box | New level ends and the next level loads successfully if the previous level was not the last level. If the new level was the last level (level nine), the green clear screen will be displayed and the main menu is loaded | Pass |
| Test Results: | | | |
| Tester: | Date of Test:  12/1/2021 | Test Result (P/F): Pass | |
| Notes: Passed with flying colors.   (This test was for level 7.) | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Title: | New Level Testing | | |
| Owner: | Omar Rosario | | |
| Test ID: | TC-15 | | |
| Tester: | Michael Merritt | | |
| Date: | 12/1/2021 | | |
| Objective: | Ensure structures, obstacles, and level transition works as intended | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure “LEVEL SELECT” is highlighted and press the space bar to confirm choice | Level Select screen successfully loads | P |
| 2 | Ensure the new level is highlighted and press the space bar to confirm choice | The new level successfully loads | P |
| 3 | Use Game Controls to verify collisions on tree trunks, tree branches, and leaves | Player cannot go through tree trunks and leaves. Player can go through tree branches but stand on tree branches | P |
| 4 | Use Game Controls to verify collisions on floating platforms | Player can stand on floating platforms | P |
| 5 | Verify floating platforms move | Floating platforms move left to right | P |
| 6 | Use Game Controls to navigate to the end of the level and jump into the yellow box | New level ends and the next level loads successfully if the previous level was not the last level. If the new level was the last level (level nine), the green clear screen will be displayed and the main menu is loaded | P |
| Test Results: | | | |
| Tester: | Date of Test: 12/1/2021 | Test Result (P/F): P | |
| Notes:    Level 8 works as intended, and while difficult, is clearable.  (This test was for level 8.) | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Title: | New Level Testing | | |
| Owner: | Omar Rosario | | |
| Test ID: | TC-15 | | |
| Tester: | Omar Rosario | | |
| Date: | 12/1/2021 | | |
| Objective: | Ensure structures, obstacles, and level transition works as intended | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Ensure “LEVEL SELECT” is highlighted and press the space bar to confirm choice | Level Select screen successfully loads | Pass |
| 2 | Ensure the new level is highlighted and press the space bar to confirm choice | The new level successfully loads | Pass |
| 3 | Use Game Controls to verify collisions on tree trunks, tree branches, and leaves | Player cannot go through tree trunks and leaves. Player can go through tree branches but stand on tree branches | Pass |
| 4 | Use Game Controls to verify collisions on floating platforms | Player can stand on floating platforms | Pass |
| 5 | Verify floating platforms move | Floating platforms move left to right | Pass |
| 6 | Use Game Controls to navigate to the end of the level and jump into the yellow box | New level ends and the next level loads successfully if the previous level was not the last level. If the new level was the last level (level nine), the green clear screen will be displayed and the main menu is loaded | Pass |
| Test Results: | | | |
| Tester: | Date of Test:  12/1/2021 | Test Result (P/F): Pass | |
| Notes: Passed with flying colors.  (This test was for level 9.) | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Title: | Previous Level Improvement Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-16 | | |
| Tester: | Omar Rosario | | |
| Date: | 12/1/2021 | | |
| Objective: | Verify that the new levels are successfully loaded instead of the old ones and that the player is able to clear the improved levels. | | |
| 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 Four” by going down three options in the level select menu | The new level four loads correctly, with a water pit right in front of the start location | Pass |
| 3 | Navigate to the end of the level successfully | The player is able to clear the level and all of the enemies are in accessible locations | Pass |
| 4 | Jump into the yellow box at the end of level four | The new level five loads correctly, with water and rocky ground in front of the start location | Pass |
| 5 | Navigate to the end of the level successfully and jump into the yellow box | The player is able to clear the level and all of the enemies are in accessible locations | Pass |
| Test Results: | | | |
| Tester: | Date of Test: 12/1/2021 | Test Result (P/F): Pass | |
| Notes: Passed with flying colors. | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Title: | Sound Effect Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-17 | | |
| Tester: | Omar Rosario | | |
| Date: | 12/1/2021 | | |
| Objective: | Verify that the new sound effects play in the right situations without repeating or becoming too loud. | | |
| Test Procedure: | | | |
| Step | Action | Expected Result | Pass (P/F) |
| 1 | Select “PLAY GAME” on the main menu by pressing enter, and then press space | The narrative screen opens and is closed, and then level one is loaded | Pass |
| 2 | Jump by pressing “W”, the spacebar, or the up arrow | The jump sound effect is played once on press | Pass |
| 3 | Attack by pressing “E” | The attack sound effect is played once on press | Pass |
| 4 | Locate and defeat the first bug enemy by hitting it with a projectile from your attack | The defeat sound effect is played once when the enemy disappears | Pass |
| 5 | Locate and die to the dinosaur enemy further in the level | The death sound effect is played once when the player is initially hit | Pass |
| 6 | Restart the level by pressing the spacebar, and mute the game by pressing “M” | The music stops and the mute indicator updates to be muted | Pass |
| 7 | Jump by pressing “W”, the spacebar, or the up arrow | No sound effect is played | Pass |
| 8 | Attack by pressing “E” | No sound effect is played | Pass |
| 9 | Locate and defeat the first bug enemy by hitting it with a projectile from your attack | No sound effect is played | Pass |
| 10 | Locate and die to the dinosaur enemy further in the level | No sound effect is played | Pass |
| Test Results: | | | |
| Tester: | Date of Test: 12/1/2021 | Test Result (P/F): Pass | |
| Notes: Passed with flying colors. | | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Title: | Mute Button | | | |
| Owner: | Jonathan Mason | | | |
| Test ID: | TC-18 | | | |
| Tester: | Michael Merritt | | | |
| Date: | 12/1/2021 | | | |
| Objective: | Ensure that there are multiple songs in the game for different parts of the game. | | | |
| Test Procedure: | | | | |
| Step | Action | | Expected Result | Pass (P/F) |
| 1 | Listen to the music on the main menu | | Music is audible | P |
| 2 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice | | Level 1 successfully starts | P |
| 3 | Listen to the music in the game | | Music is audible, different from the main menu’s music, and there are no audible errors between the transition of music | P |
| Test Results: | | | | |
| Tester: | Date of Test: 12/1/2021 | Test Result (P/F): P | | |
| Notes:   Both songs are working and sound much better than before. | | | | |