TEST CASES

The following is a list of the test cases our team made to evaluate the state of each of the enhancements and bugs we wanted to address.

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| --- | --- | --- | --- | --- | --- |
| Title: | Level Boundaries | | | | |
| Owner: | Omar Rosario | | | | |
| Test ID: | TC-01 | | | | |
| Tester: |  | | | | |
| Date: |  | | | | |
| 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 |  |
| 2 | Use Game Controls to walk towards  the Left Level Boundary of Level 1 | | | Avatar stays within the left boundary of the screen |  |
| 3 | Use Game Controls to reach the  Right Level Boundary of Level 1 | | | Avatar stays within the right boundary of the screen |  |
| 4 | Hit the Yellow Block to proceed  to the next level | | | Player starts the next level |  |
| 5 | Repeat Steps 2-4 for all levels | | | |  |
|  | Level 2 | Left Boundary | | Avatar stays within the boundary of the screen |  |
| Right Boundary | |  |
| Level 3 | Left Boundary | |  |
| Right Boundary | |  |
| Level 4 | Left Boundary | |  |
| Right Boundary | |  |
| Level 5 | Left Boundary | |  |
| Right Boundary | |  |
| Test Results: | | | | | |
| Tester: | Date of Test: | | Test Result (P/F): | | |
| Notes: | | | | | |

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| --- | --- | --- | --- | --- | --- |
| Title: | Mute Button | | | | |
| Owner: | Omar Rosario | | | | |
| Test ID: | TC-02 | | | | |
| Tester: |  | | | | |
| Date: |  | | | | |
| 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 |  |
| 2 | Press “M” | | | “M” key unmutes the music |  |
| 3 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice | | | Level 1 successfully starts |  |
| 4 | Press “M” | | | “M” key mutes the music |  |
| 5 | Press “M” | | | “M” key unmutes the music |  |
| 6 | Use Game Controls to hit the Yellow Block to proceed to the next level | | | Player enters the next level without complications |  |
| 7 | Repeat Steps 4-6 for all levels | | | |  |
|  | Level 2 | Mute | | “M” key mutes and unmutes the music |  |
| Unmute | |  |
|  | Level 3 | Mute | |  |
| Unmute | |  |
|  | Level 4 | Mute | |  |
| Unmute | |  |
|  | Level 5 | Mute | |  |
| Unmute | |  |
| Test Results: | | | | | |
| Tester: | Date of Test: | | Test Result (P/F): | | |
| Notes: | | | | | |

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| --- | --- | --- | --- |
| Title: | Level 3 Improvement Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-03 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 2 | Select “Level Three” by going down two options in the level select menu | Level three loads correctly |  |
| 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 |  |
| 4 | Move the player to the top of the tree near the left of the water | Player is able to climb the tree |  |
| 5 | Jump over the water pit to the tree on the other side of the water | Player is able to make the jump |  |
| 6 | Navigate to the end of the level and jump into the yellow box | Level 3 ends and level 4 begins |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Level 5 Loop Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-04 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 2 | Select “Level Five” by going down four options in the level select menu | Level five loads correctly |  |
| 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 |  |
| 4 | Jump into the yellow box to end the level | The main menu is loaded successfully |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Instruction Screen | | |
| Owner: | Jonathan Mason | | |
| Test ID: | TC-05 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 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. |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Cat Sprite Flipping | | |
| Owner: | Jonathan Mason | | |
| Test ID: | TC-06 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 2 | Use Game Controls to jump while walking forwards. | Avatar jumps forward and properly shows itself as facing forwards |  |
| 3 | Use Game Controls to jump while walking backwards. | Avatar jumps backwards and properly shows itself as facing backwards. |  |
| 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. |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Player Movement | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-07 | | |
| Tester: |  | | |
| Date: |  | | |
| 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. |  |
| 2 | Hold the spacebar | The character performs a vertical jump with a greater height |  |
| 3 | Tap the spacebar | The character performs a vertical jump with a shorter height |  |
| 4 | While moving, hold the spacebar | The character performs a vertical jump with a longer distance |  |
| 5 | While moving, tap the spacebar | The character performs a vertical jump with a shorter distance |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Menu Navigation | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-08 | | |
| Tester: |  | | |
| Date: |  | | |
| 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”). |  |
| 2 | Press ‘W’ or the up arrow key | The section above the currently selected option becomes highlighted (“PLAY GAME”). |  |
| 3 | Press ‘D’ or the right arrow key | The section to the right of the currently selected option becomes highlighted (“LEVEL SELECT”). |  |
| 4 | Press ‘A’ or the left arrow key | The section to the left of the currently selected option becomes highlighted (“PLAY GAME”). |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- | --- |
| Title: | Double Bound Spacebar | | | |
| Owner: | Omar Rosario | | | |
| Test ID: | TC-09 | | | |
| Tester: |  | | | |
| Date: |  | | | |
| 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 |  |
| 2 | Use game controls to approach the Walrus NPC at the end of Level 1 | | Player can reach the Walrus using the game controls |  |
| 3 | Press the spacebar | | Player jumps and Walrus’ speech bubble does not appear |  |
| 4 | Press the “F” key | | Player does not jump, and Walrus’ speech bubble appears |  |
| 5 | Walk away from Walrus until speech bubble disappears | | Walrus’ speech bubble disappears |  |
| 6 | Approach Walrus and press the “C” key | | Player does not jump, and Walrus’ speech bubble appears |  |
| Test Results: | | | | |
| Tester: | Date of Test: | Test Result (P/F): | | |
| Notes: | | | | |

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| --- | --- | --- | --- | --- |
| Title: | Relocate Narrative Screen | | | |
| Owner: | Omar Rosario | | | |
| Test ID: | TC-10 | | | |
| Tester: |  | | | |
| Date: |  | | | |
| 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 |  |
| 2 | Ensure "PLAY GAME" is chosen and  press the “space” key to confirm choice | | Narrative Screen should appear |  |
| 3 | Press the “space” to confirm skipping functionality | | Level 1 successfully starts |  |
| 4 | Restart the game OR die on Level 1 and press the “ESC” key to return to main menu | | Player returns to main menu |  |
| 5 | Ensure "LEVEL SELECT" is chosen and  press the “space” key to confirm choice | | Level Select screen appears successfully |  |
| 6 | Ensure "Level One" is chosen and  press the “space” key to confirm choice | | Narrative Screen should appear |  |
| Test Results: | | | | |
| Tester: | Date of Test: | Test Result (P/F): | | |
| Notes: | | | | |

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| --- | --- | --- | --- |
| Title: | Level Completion Feedback Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-11 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 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 |  |
| 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 |  |
| 4 | Navigate to the end of the second level near the gold box | The gold box is on screen |  |
| 5 | Mute the game by pressing “M” | The game music stops playing |  |
| 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 |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Attack Spawn Location Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-12 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 2 | Press “E” to fire an attack | A fireball should appear on the right of the player near the cat’s head |  |
| 3 | Press “Left” or “A” to face left | The player’s sprite turns to face the left |  |
| 4 | Press “E” to fire an attack | A fireball should appear on the left of the player near the cat’s head |  |
| 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 |  |
| 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 |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Attack Mechanics | | |
| Owner: | Billy Siri | | |
| Test ID: | TC-13 | | |
| Tester: |  | | |
| Date: |  | | |
| 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. |  |
| 2 | Press the spacebar | The character performs a vertical jump |  |
| 3 | Press the attack key (“E”) prior to landing | The character fires a projectile while still mid-air |  |
| 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 |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Attacking While Walking | | |
| Owner: | Jonathan Mason | | |
| Test ID | TC-14 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 2 | Use Game Controls to walk towards the right or left. | The cat sprite moves to the right or left |  |
| 3 | Use Game Controls to attack while walking | The cat sprite stops walking and the attack successfully fires. |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | New Level Testing | | |
| Owner: | Omar Rosario | | |
| Test ID: | TC-15 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 2 | Ensure the new level is highlighted and press the space bar to confirm choice | The new level successfully loads |  |
| 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 |  |
| 4 | Use Game Controls to verify collisions on floating platforms | Player can stand on floating platforms |  |
| 5 | Verify floating platforms move | Floating platforms move left to right |  |
| 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 |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Previous Level Improvement Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-16 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 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 |  |
| 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 |  |
| 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 |  |
| 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 |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- |
| Title: | Sound Effect Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: | TC-17 | | |
| Tester: |  | | |
| Date: |  | | |
| 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 |  |
| 2 | Jump by pressing “W”, the spacebar, or the up arrow | The jump sound effect is played once on press |  |
| 3 | Attack by pressing “E” | The attack sound effect is played once on press |  |
| 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 |  |
| 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 |  |
| 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 |  |
| 7 | Jump by pressing “W”, the spacebar, or the up arrow | No sound effect is played |  |
| 8 | Attack by pressing “E” | No sound effect is played |  |
| 9 | Locate and defeat the first bug enemy by hitting it with a projectile from your attack | No sound effect is played |  |
| 10 | Locate and die to the dinosaur enemy further in the level | No sound effect is played |  |
| Test Results: | | | |
| Tester: | Date of Test: | Test Result (P/F): | |
| Notes: | | | |

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| --- | --- | --- | --- | --- |
| Title: | Mute Button | | | |
| Owner: | Jonathan Mason | | | |
| Test ID: | TC-18 | | | |
| Tester: |  | | | |
| Date: |  | | | |
| Objective: | Ensure that there is 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 |  |
| 2 | Ensure "PLAY GAME" is chosen and  press the space bar to confirm choice | | Level 1 successfully starts |  |
| 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 |  |
| Test Results: | | | | |
| Tester: | Date of Test: | Test Result (P/F): | | |
| Notes: | | | | |