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: | | | |