As a Player I want to have level boundaries so that I can stay inside the level.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Title: | Level Boundaries | | | |
| Owner: | Omar Rosario | | | |
| Test ID: |  | | | |
| 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: |  |  |  |  |

As a Player I want to have a mute button so that I can silence the music if I want.

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| --- | --- | --- | --- | --- | --- |
| Title: | Mute Button | | | | |
| Owner: | Omar Rosario | | | | |
| Test ID: |  | | | | |
| 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: | | | | | |

As a player, I want to be able to finish level three so that I can experience the rest of the game without being interrupted or having to go back to the main menu.

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| --- | --- | --- | --- |
| Title: | Level 3 Improvement Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: |  | | |
| 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: | | | |

As a player, I want to go back to the main menu after finishing level 5 so that I can return to the character or level select screens without having to lose a level first.

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| --- | --- | --- | --- |
| Title: | Level 5 Loop Verification | | |
| Owner: | Michael Merritt | | |
| Test ID: |  | | |
| 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: | | | |