**Test Cases – Project “Out of Time”**

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| **Test Case ID** | **Test Action** | **Expected Result** | **Actual Result (Output)** | **Test Pass/Fail** | **Action Taken** |
| **1.** | Testing Dean Spawn | When each level begins, Dean should spawn at the beginning of the level | Dean spawn perfectly on each level. | Pass | None |
| **2.** | Testing Dean Movement | When the player presses the correct button then the player should move in that direction | When the movement keys are pressed dean moves in the correct direction. | Pass | None |
| **3.** | Testing Dean Jump | When the player presses the jump button, Dean should jump in the air | Dean jumps into the air. | Pass | None |
| **4.** | Testing Healthbar | When Dean is hit by an enemy some of his health bar should be deducted each time | When hit the health bar dose decrease. | Pass | None |
| **5.** | Testing Player Score | When an enemy is killed or a collectible is collected then the player’s score should increase | When the player kills an enemy or gets a collectable the score dose increase. | Pass | None |
| **6.** | Testing Pistol Shooting | When the player presses the shoot button with pistol in hand then a bullet should come out | When the handgun key is pressed a bullet dose fly out. | Pass | None |
| **7.** | Testing Pistol Ammo | When the player shoots the Pistol then their ammo counter should go down | The ammo dose go down when used. | Pass | None |
| **8.** | Testing Rifle Shooting | When the player presses the shoot button with Rifle in hand then a bullet should come out | When the rifle key is pressed a bullet dose fly out. | Pass | None |
| **9.** | Testing Rifle Ammo | When the player shoots the Rifle then their ammo counter should go down | The ammo dose go down when used. | Pass | None |
| **10.** | Testing Shotgun Shooting | When the player presses the shoot button with Shotgun in hand then pellets should come out | When the shotgun key is pressed a bullet dose fly out. | Pass | None |
| **11.** | Testing Shotgun Ammo | When the player shoots the Shotgun then their ammo counter should go down | The ammo dose go down when used. | Pass | None |
| **12.** | Testing Ammo Box | When the player picks up an ammo box then for each gun they have, the ammo should increase | Each guns ammo dose increase when the ammo box is pick up. | Pass | None |
| **13.** | Testing Egyptian enemy movement | The enemies in Egypt should move on their own in their fixed spaces | The enemy’s do move on their fixed space | Pass | None |
| **14.** | Testing Egyptian enemy attacks | When the player is close enough to an enemy then they should attack them depending on the enemy’s range type | They begin to throw spears so yes it works fine. | Pass | None |
| **15.** | Testing Roman enemy movement | The enemies in Rome should move on their own in their fixed spaces | The enemy’s do move on their fixed space | Pass | None |
| **16.** | Testing Roman enemy attacks | When the player is close enough to an enemy then they should attack them depending on the enemy’s range type | They enemy’s do attack | Pass | None |
| **17.** | Testing Medieval enemy movement | The enemies in England should move on their own in their fixed spaces | The enemy’s do move on their fixed space | Pass | None |
| **18.** | Testing Medieval enemy attacks | When the player is close enough to an enemy then they should attack them depending on the enemy’s range type | They enemy’s do attack | Pass | None |
| **19.** | Testing Robot enemy movement | The robots in New York should move on their own in their fixed spaces | The enemy’s do move on their fixed space | Pass | None |
| **20.** | Testing Robot enemy attacks | When the player is close enough to an enemy then they should attack them depending on the enemy’s range type | They enemy’s do attack | Pass | None |
| **21.** | Testing Enemy deaths | When the enemy has no health left then they should despawn | The enemy’s do despawn | Pass | None |
| **22.** | Testing Collectible collision | When the player walks over a collectible then the collectible should disappear and add to the player’s score | When a collectable is collected the score goes up. | Pass | None |
| **23.** | Testing Ground collision | The player should be able to walk on the ground and not fall through it | The player dose walk on the ground. | Pass | None |
| **24.** | Testing Platform collision | The player should be able to jump onto platforms without falling through them | The player lands on the platform without falling through them. | Pass | None |
| **25.** | Testing Level 1 exit portal | When the player reaches the exit rift then they should be taken to the next level | The player is taken to the next level | Pass | None |
| **26.** | Testing Level 2 exit portal | When the player reaches the exit rift then they should be taken to the next level | The player is taken to the next level | Pass | None |
| **27.** | Testing Level 3 exit portal | When the player reaches the exit rift then they should be taken to the next level | The player is taken to the next level | Pass | None |
| **28.** | Testing Level 4 exit portal | When the player reaches the fourth exit rift then the game will be completed | The game is then completed. | Pass | None |
| **29.** | Testing Gameover | When the player has no more health then the game will end and the player can restart the level over | The player dies and has the choice of going to the main menu, restarting the level and quitting the game. | Pass | None |
| **30.** | Testing Enemy Spawns | Each enemy in each level should spawn in the correct positions which are pre-determined | They spawn in the correct positions. | Pass | None |
| **31.** | Testing Player Death Zone Collision | When the player falls off the map then gameover should be called | When the player falls off the game dose end. | Pass | None |
| **32.** | Testing Play Button | On the main menu when the player presses the play button then the game should start | The game starts. | Pass | None |
| **33.** | Testing Help Button | On the main menu when the player presses the help button then the help menu should show | The help menu appears. | Pass | None |
| **34.** | Testing Quit Button | On the main menu when the player presses the quit button then the game should quit | The game quits | Pass | None |
| **35.** | Testing Health Kit | When the player picks up a health kit then the player’s health should increase | The plays health dose increase. | Pass | None |
| **36.** | Testing Player Sounds | When the player is hurt, they will play a sound of being hurt and when they die, they will make a scream.  When the player picks up an item a sound will play too | The hurt sound plays, the scream noise happens when the player dies and the pick up sound works too. | Pass | None |
| **37.** | Testing Gun Sounds | When the player shoots their weapons then the corresponding sound for that gun should play | The guns make the corresponding sounds to the guns. | Pass | None |
| **38.** | Testing Enemy Sounds | When the robots shoot, the gun they use will play a sound | A sound is being played. | Pass | None |
| **39.** | Testing Collectible Sounds | When the player picks up a collectible then a collected sound should play | The collectable sound is played. | Pass | None |
| **40.** | Testing RPG Shooting | When the RPG fires, a rocket firing sound will play, when it hits an object it will also cause an explosion sound | The firing sound plays and so dose the explosion sound. | Pass | None |
| **41.** | Testing Level Select Menu | On the level select screen the player should be able to choose which level they wish to go on. | You can access any level from the selection menu. | Pass | None |
| **42.** | Testing Level Select Button | When the Level Select button is pressed then the Level Select screen should appear | You can access any level from the selection menu. | Pass | None |