**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 |  |  |  |
| **2.** | Testing Dean Movement | When the player presses the correct button then the player should move in that direction |  |  |  |
| **3.** | Testing Dean Jump | When the player presses the jump button, Dean should jump in the air |  |  |  |
| **4.** | Testing Healthbar | When Dean is hit by an enemy some of his health bar should be deducted each time |  |  |  |
| **5.** | Testing Player Score | When an enemy is killed or a collectible is collected then the player’s score should increase |  |  |  |
| **6.** | Testing Pistol Shooting | When the player presses the shoot button with pistol in hand then a bullet should come out |  |  |  |
| **7.** | Testing Pistol Ammo | When the player shoots the Pistol then their ammo counter should go down |  |  |  |
| **8.** | Testing Rifle Shooting | When the player presses the shoot button with Rifle in hand then a bullet should come out |  |  |  |
| **9.** | Testing Rifle Ammo | When the player shoots the Rifle then their ammo counter should go down |  |  |  |
| **10.** | Testing Shotgun Shooting | When the player presses the shoot button with Shotgun in hand then pellets should come out |  |  |  |
| **11.** | Testing Shotgun Ammo | When the player shoots the Shotgun then their ammo counter should go down |  |  |  |
| **12.** | Testing Ammo Box | When the player picks up an ammo box the each of their gun’s ammo should increase |  |  |  |
| **13.** | Testing Egyptian enemy movement | The enemies in Egypt should move on their own in their fixed spaces |  |  |  |
| **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 |  |  |  |
| **15.** | Testing Roman enemy movement | The enemies in Rome should move on their own in their fixed spaces |  |  |  |
| **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 |  |  |  |
| **17.** | Testing Medieval enemy movement | The enemies in England should move on their own in their fixed spaces |  |  |  |
| **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 |  |  |  |
| **19.** | Testing Robot enemy movement | The robots in New York should move on their own in their fixed spaces |  |  |  |
| **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 |  |  |  |
| **21.** | Testing Enemy deaths | When the enemy has no health left then they should despawn |  |  |  |
| **22.** | Testing Collectible collision | When the player walks over a collectible then the collectible should disappear and add to the player’s score |  |  |  |
| **23.** | Testing Ground collision | The player should be able to walk on the ground and not fall through it |  |  |  |
| **24.** | Testing Platform collision | The player should be able to jump onto platforms without falling through them |  |  |  |
| **25.** | Testing Level 1 exit portal | When the player reaches the exit rift then they should be taken to the next level |  |  |  |
| **26.** | Testing Level 2 exit portal | When the player reaches the exit rift then they should be taken to the next level |  |  |  |
| **27.** | Testing Level 3 exit portal | When the player reaches the exit rift then they should be taken to the next level |  |  |  |
| **28.** | Testing Level 4 exit portal | When the player reaches the fourth exit rift then they the game will be completed |  |  |  |
| **29.** | Testing Gameover | When the player has no more health then the game will end and the player can restart the level over |  |  |  |
| **30.** | Testing Enemy Spawns | Each enemy in each level should spawn in the correct positions which are pre-determined |  |  |  |
| **31.** | Testing Player Death Zone Collision | When the player falls off the map then gameover should be called |  |  |  |
| **32.** | Testing Play Button | On the main menu when the player presses the play button then the game should start |  |  |  |
| **33.** | Testing Help Button | On the main menu when the player presses the help button then the help menu should show |  |  |  |
| **34.** | Testing Quit Button | On the main menu when the player presses the quit button then the game should quit |  |  |  |
| **35.** | Testing Health Kit | When the player picks up a health kit then the player’s health should increase |  |  |  |
| **36.** | Testing Player Sounds |  |  |  |  |
| **37.** | Testing Gun Sounds | When the player shoots their weapons then the corresponding sound for that gun should play |  |  |  |
| **38.** | Testing Enemy Sounds |  |  |  |  |
| **39.** | Testing Collectible Sounds | When the player picks up a collectible then a collected sound should play |  |  |  |
| **40.** |  |  |  |  |  |
| **41.** |  |  |  |  |  |