

Trash Dash Gameplay Test Cases

Test Case: Run Button

Description: When the player clicks the run icon, the player should load into the game.

Steps:

1. Tap the "Run" icon to see if it's selectable.
2. Check if the player is able to load into the level.

Test Case: Leaderboard

Description: When the player clicks on the leaderboard icon, it should display the list of players and rank them based on their scores.

Steps:

1. Tap the "Leaderboard" icon to see if it's selectable.
2. Check if the leaderboard pops up.
3. Check if players are ranked correctly.
4. Check if the leaderboard can be closed by tapping the "X" icon.

Test Case: Store

Description: When the player clicks on the store icon, it should display all the items the player can buy. The player should also only be able to buy the item if they have enough points needed for the specific item. Each section of the store should also display the items associated with them.

Steps:

1. Tap the "Store" icon to see if it's selectable.
2. Tap the icons displayed on the store to see if they are selectable.
3. Check if the icons on the store display their own specific items.
4. Check if the player can buy items without having enough points.
5. Check if the player can close the store by tapping the "X" icon.

Test Case: Missions

Description: When the player clicks on the mission icon, the list of missions should pop up and display all the missions. The missions should also display the progress so the player knows how close they are to completing said mission.

Steps:

1. Tap on the "Mission" icon to see if it's selectable.
2. Check to see if it displays all the missions and their progress.
3. Check if the player can close the missions list by tapping the "X" icon.

Test Case: Settings

Description: When the player clicks the settings icon, it should display the settings. The player should be able to change the settings and the settings should be saved after the player closes it.

Steps:

1. Tap on the "Settings" icon to see if it's selectable.
2. Check if player can interact with the different settings and change them
3. Check if the player can close the settings by tapping the "X" icon.
4. Tap on it again to see if the settings were saved.

Test Case: Player Controls

Description: The player should be able to move left or right by swiping in either of those directions. The player should be able to jump by swiping up and slide by swiping down. The animations should also play for moving in any of the directions the player swipes.

Steps:

1. Swipe left or right to see if the player goes left and right and plays the animations.
2. Swipe up to see if the player can jump and play the animations.
3. Swipe down to see if the player can slide and play the animations.

Test Case: Tutorial

Description: The player should be invincible during the tutorial. The text that explains the controls to the player should be appearing in the correct sequence.

Steps:

1. When the game starts, check if the player is invincible.
2. Check if the text appears When it's the player's first time playing.
3. Check if the text disappears after the player performs the action.
4. Check if the tutorial finishes after the player goes through it.
5. If the player is not playing for the first time, the tutorial should not happen.

Test Case: Points

Description: Players should be able to get points by interacting with the pickups. It should also increase the number of points the player has on the screen. After the player interacts with the pickups, the pickup should disappear.

Steps:

1. Interact with pickup and see if it disappears.
2. Check to see if the amount of points increased on the screen.

Test Case: Powerups

Description: When a player interacts with a powerup, they should get the ability the power it gives to the player such as getting the invincible powerup will make the player invincible for a short period of time. The powerup should also disappear after interacting with it.

Steps:

1. Check to see if powerup disappears after the player interacts with it.
2. Check to see if the player becomes invincible when they interact with an invincible powerup.
3. Check to see if the player can get the pickups to move towards the player after they interact with the Magnet powerup.
4. Check to see if the powerups don't last forever.

Test Case: Lose Condition

Description: If the player loses all the hearts, then the game over screen should appear. The player should be given the decision to go back to the menu or play the game again. The animations should play for getting hit and dying.

Steps:

1. Check if a player loses a heart after they collide with an obstacle.
2. Check to see if the game over screen appears after losing all hearts on the screen.
3. Tap the "Run" and "Main Menu" icons to see if it's selectable.
4. Check to see if the "Run" icon restarts the game.
5. Check to see if the "Main Menu" icon goes back to the main menu.

Test Case: Player UI Interactivity

Description: While playing the game, the player should be able to choose to go back to the main menu if they decide to stop playing the game.

Steps:

1. Click the pause icon on the top left corner to see if it's interactable.
2. Check to see if it goes back to the main menu.