# Test Plan V2

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**Test Case ID:** Overworld

**Environment:** WebGL Build
**Test Steps:**

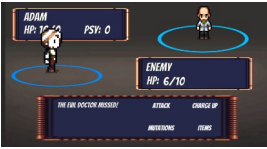| Step | Instructions | Step Picture | Expected Behaviours | Result |
|---|---|---|---|---|
| Move Up | Press the W key |  | Player character moves upward on the map. | Working as expected. |
| Move Down | Press the S key |  | Player character moves downward on the map. | Working as expected. |
| Move Left | Press the A key |  | Player character moves to the left on the map. | Working as expected. |
| Move Right | Press the D key |  | Player character moves to the right on the map. | Working as expected. |
| Clear the screen text | Press the C key during dialog | | Screen text is removed. | Working as expected. |
| Battle is triggered on the 'ACCIDENT' map. | Walk around until battle triggers. | | Battle Scene is executed and after battle returns character to saved position. | Working as expected. |
| Battle is triggered on the 'SEWER' map. | Walk around until battle triggers. | | Battle Scene is executed and after battle returns character to saved position. | Working as expected. |
| Battle is triggered on the 'TOWN' map. | Walk around until battle triggers. | | Battle Scene is executed and after battle returns character to saved position. | Working as expected. |

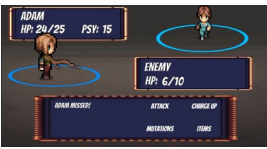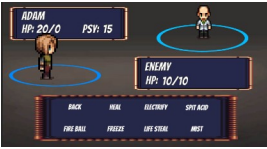| Battle is triggered in the StarCharger. | Walk around until battle triggers. | | Battle Scene is executed and after battle returns character to saved position. | Working as expected. |
| --- | --- | --- | --- | --- |
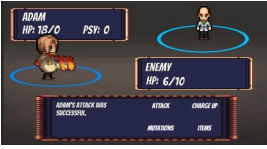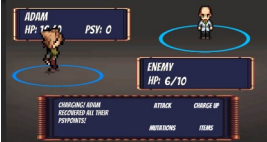
## Test Case ID: Battle Scene

## Environment: WebGL Build
## Test Steps:

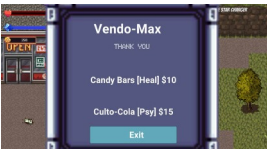| Step | Instructions | Step Picture | Expected Behaviours | Result |
| --- | --- | --- | --- | --- |
| Enemy Attack Miss Player. | Click ATTACK |  | Player attacks the enemy. On enemy turn, enemy misses. Player shines white for a second. Control is returned back to player. | Working as expected. |
| Enemy Attack Hit Player. | Click ATTACK |  | Player attacks the enemy. On enemy turn, enemy hits player. Control is returned back to player. Player glows red for a few seconds. | Working as expected. |
| Attack /Missed | Click ATTACK button. |  | Player misses the attack and control is returned to the enemy player. | Working as expected. |
| Attack | Click ATTACK button. |  | Player will attack enemy with held weapon. | Enemy damaged. Player turn switched to enemy. |
| Charge Up | Click Charge button. |  | Player will possibly recharge some of their PSY points or lose some. | Either gain or lose, random. |

| | | | | |
|---|---|---|---|---|
| Items | Click the Item button. |  | Sub Menu of Items will open. Candy Bar, Culta Cola & Spike Bomb. | Working as expected. |
| Mutations | Click the Mutations button. |  | Sub Menu of Mutations will open. | Working as expected. |
| Fireball | Click the Fireball button. | | Will deal damage to the enemy and add Fire to the combo | Working as expected. |
| Freeze | Click the Freeze button. | | Will deal damage to the enemy and add Freeze to the combo. Plays animation before damage. | Working as expected. |
| Spit Acid | Click the Spit Acid button. | | Will deal damage to the enemy and add Acid to the combo. Plays animation before damage. | Working as expected. |
| Electrify | Click the Electrify button. | | Will deal damage to the enemy and add Electricity to the combo. Plays animation before damage. | Working as expected. |
| Life Steal | Click the Life Steal button. | | Will steal a portion of the enemy's life points and add it to the player's. Plays animation before damage. | Not working properly. Subtracts life points from player but not from enemy. |
| Heal | Click the Heal button. | | Will heal a portion of the player's life points. Plays animation before healed. | Working as expected. |
| Mist | Click the Mist button. | | Will not work because it must be part of a larger | Makes player image disappear, nothing else happens. |

combo and the character must be 7th level.

## Test Case ID: Overworld Vending Machine

**Environment:** WebGL Build
**Test Steps:**

| Step | Instructions | Step Picture | Expected Behaviours | Result |
|---|---|---|---|---|
| Vending Machine – Thank You | Click on one of the items with enough coins. |  | Vending machine adds item to inventory and displays "Thank You" message. | Working as expected. |
| Vending Machine Display | Step up to a vending machine or ATM. |  | Vending machine window opens. | Working as expected. |
| Vending Machine – No Sale. | Try to purchase an item with 0 coins. |  | Item will not be added and a message indicating this will be displayed. | Working as expected. |
| Buy Culta-Cola | Click on Culta-Cola Selection. | | Culta-Cola is added to Player's inventory, coins are subtracted and message is displayed confirming purchase. | Working as expected. |
| Buy Candy Bar | Click on Candy Bar Selection. | | Candy Bar is added to Player's inventory, coins are subtracted and message is | Working as expected. |

displayed
confirming
purchase.

## Test Case ID: Overworld Triggers

**Environment:** WebGL Build
**Test Steps:**

| Step | Instructions | Step Picture | Expected Behaviours | Result |
|---|---|---|---|---|
| Accident – Manhole Exit. | Move onto Manhole. | | Level will switch to Sewer. | Working as expected. |
| Sewer – Visit Force-Field Shut. | Move close to closed force field door. | | Dialog will tell player that they must shut off generator. | Working as expected. |
| Sewer – Force Field Generator Off | Move onto force field generator machine. | | Dialog will tell player that the force field is shut off. | Working as expected. |
| Sewer – Force Field Door Removed. | Move through the forcefield doorway. | | Forcefield door will be removed allowing player to exit that portion of the Sewer map. | Working as expected. |
| Sewer – Top Lever Trigger | Move onto top lever near forcefield door. | | Sound will trigger and animation will show lever in new position. | Working as expected. |

| | | | | |
|---|---|---|---|---|
| Sewer – Top Computer Trigger | Move onto computer near lever. |  | Sound will trigger and all battles will cease. | Working as expected. |
| Sewer – Middle Computer Trigger | Move onto computer near middle of factory area, beside barrels |  | Sound will trigger and sewer will drain exposing bridge. | Working as expected. |
| Sewer – Water Bridge Drained | Move onto previously blocked area and cross bridge. |  | Barriers to cross will have been removed permitting passage. | Working as expected. |
| Sewer – Exit door opened. | Obtain key near exit and exit door. |  | Door graphic will change and exit will trigger taking player to Town level. | Working as expected. |
| Town – Cop NPC speaks. | Move near COP NPC |  | NPC will tell player where to find the parking lot key. | Working as expected. |
| Town – Parking Lot Key opens door | Move through parking lot doors. |  | Doors will open and close behind player. | Working as expected. |
| Town – Park Ambush appears. | Move past StarCharger crew towards middle of pond. |  | Auggers will appear and ambush the StarCharger Crew. | Working as expected. |
| Town – StarCharger Teleport works. | Move underneath the StarCharger ship. |  | Player will be teleported inside the Star Charger cockpit. | Working as expected. |

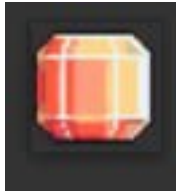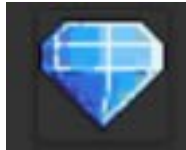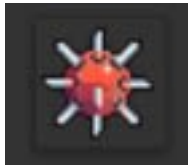| StarCharger – Button End Game working. | Move onto the tile with the pink ball sticking out between the bones. |  | End game screen will trigger. | Working as expected. |

## Test Case ID: Item Functions

## Environment: WebGL Build
## Test Steps:

| Step | Instructions | Step Picture | Expected Behaviours | Result |
|------|--------------|--------------|---------------------|--------|
| Life Gem | Step on this item. |  | Permanently increases the players life total. | Working as expected. |
| XP Gem | Step on this item. |  | Adds 100 experience points towards a new level | Working as expected. |
| Spike ATK Gem | Step on this item. |  | Permanently increases the players ATK stat. | Working as expected. |
| Spike DEF Gem | Step on this item. |  | Permanently increases the players DEF stat. | Working as expected. |
| Spike Bomb | Step on this item. | | Does 1d20 worth | Working as |

| | | | of damage to enemy. | expected. |
|---|---|---|---|---|
| Sewer Key | Step on this item. | | Opens the exit door of the sewer level in the last section. | Working as expected. |
| Coin | Step on this item. | | Adds 10 coins to the player's inventory. | Working as expected. |
| Police Parking Lot Key | Step on this item. | | Opens the Parking Lot doors on the lower left side of the TOWN level. Required to get access to the Star Charger Cannon. | Working as expected. |
| Twig | Use attack in battle before picking up another weapon. | | This weapon should trigger the 'twig' animation when used and do 1d6 – 2 damage points worth of damage when an attack is triggered during the Battle-Scene. | Working as expected. |
| Weight Set | Step on this item in the 'ACCIDENT' level. | | This weapon should trigger the 'weight set' animation and do | Working as expected. |

| | | | 1d6+2 points worth of damage when an attack is triggered during the Battle-Scene. | |
|---|---|---|---|---|
| Shovel | Step on this item in the lower left hand corner in the 'SEWER' level. | | This weapon should trigger the 'Shovel' animation and do 1d6+5 points worth of damage when an attack is triggered during the Battle-Scene. | Working as expected. |
| Star Charger Teeth | Step on this item in the lower right hand corner of the tunnel in the 'SEWER' level. | | This weapon should trigger the 'Dual Tooth' animation and do 1d6+10 points worth of damage when an attack is triggered during the Battle-Scene. | Working as expected. |
| Star Charger Cannon | Step on this item in the parking lot of the 'TOWN' level. | | This weapon should trigger the 'StarCharger Cannon' animation and do 1d6+15 points worth of damage when an attack is triggered during the Battle-Scene. | Working as expected. |
| Hand Ca*nnon | Step on this item in the park in the 'TOWN level'. | | This weapon should trigger the 'Orange Cannon' animation and do 1d6+20 points worth of damage when an attack is triggered during the Battle-Scene. | Working as expected. |