

Test Plan: M4 (Team 17)

Milestone 4

Category	Description	Steps to Perform
Playability	10 minutes of non-repetitive gameplay. Different enemies are rolled out depending on how long the user can survive, which is enough to entertain for 10 minutes.	Play the game.
Stability	The game includes all the features from previous milestones. All the bugs reported are fixed. The game resolution is good and the aspect ratio is good too. It works fine, with no glitches, or crashes, plus at a good frame rate too!	Play the game.
User Experience	The game includes a proper tutorial where the commands to play + enemies are introduced with animations during the game. Not only this, but there is also a help menu to familiarize with the commands in-game.	Play the game. Tutorial is introduced depending on the gameplay. For commands, press "H".
Robustness	Apart from the template leaks, there are no other memory leaks. The user can tab in/tab out/minimize without affecting gameplay since the game is paused. There should be no input lag or stuttering.	Tab in/tab out/minimize the game screen.
Reporting	Updated bug list & test plan uploaded. Video has been uploaded.	-
Creative Element (Basic)	Game Balance. The enemies are rolled out in 2 ways, tutorial/non-tutorial modes. When tutorial is enabled, enemies are spawned in a way that user is familiar with all of them first before diving into game. Non-tutorial mode dives straight into the game with balance adjusted based on time and performance.	Try both Tutorial and Non-Tutorial Mode and see the difference.

Creative Element (Advanced)	2.5D Lighting.	Play the game.
Creative Element (Advanced)	Particle Effects	Play the game.