Brian’s Test Case:

Updating Sprites

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| Case # | Input Values | Expected Result | Observable |
| 1 | 33x48 | Bowser Sprite should be able to change its image to the next image on the sprite sheet (4 total). | All the sprite frames loaded except the last one. The last frame jumps awkwardly and floats. |
| 2 | 32x32 | Bowser Sprite should be able to change its image to the next image on the sprite sheet (4 total). | It loads sprite frames as expected after using the proper image size per sprite. |

Kelvin’s Test Case:

Modify Bowser Health

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| Case # | Input Value | Expected Result | Observable Result |
| 1 | Damage = 2, Health = 10 | 8 | UPDATE HEALTH |
| 2 | Damage = 15, Health = 10 | 0 | DEATH |
| 3 | HP Pot = 5, Health = 5 | 10 | UPDATE HEALTH |
| 4 | Revive, Health = 0 | 10 | REVIVE |