**Testing Plan**

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| Test Number | Test | Purpose | Test Data | Expected Result | Type | Result | Evidence |
| 1 | When the game is started there is a main menu that has buttons:  “Play Game”, “Settings”,  “Quit” | 1.a. | Running app.exe | The main menu is shown with buttons: “Play Game”,  “Settings”,  “Quit” | Normal | As expected |  |
| 2 | When the user selects the “Play Game” button, the level selection screen is displayed | 1.a.i and 1.a.i.(1) | Click the “Play Game” button | The level selection screen is showed | Normal | As expected |  |
| 3 | When the Settings Button is selected the user is presented with an settings menu allowing the user to customise their controls and change the audio output level | 1.a.ii | Click the “Settings” button | The settings screen is showed which allows the user to customise their controls and change the audio output level | Normal | As expected |  |
| 4 | Each action the player can execute will be listed with their respective key to execute that action with option to select a different key | 1.a.ii.(1) | Click the “Right” action button and then press the “P” key, then play the first level and hold the “P” key | The player moves towards the right of the screen | Normal | As expected |  |
| 5 | To prevent the user from binding multiple actions to the same key | 1.a.ii.(1) | Click the “Right” action button and press the “A” key | The action does not ch |  |  |  |