**Testing Plan**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 change the key bounded to the “Right” action | Erroneous | As expected |  |
| 6 | To allow the user to change the volume of the in-game music | 1.a.ii.(2) | Move the slider to the maximum value | The volume for the in-game music is increased | Normal | As expected |  |
| 7 | To allow the user to change the volume of the in-game sound effects | 1.a.ii.(3) | Move the slider to the maximum value | The volume for the in-game sound effects is increased | Normal | As expected |  |
| 8 | To allow the player to move horizontally when grounded | 2.a | Press the “A” key | The player’s x velocity increases | Normal | As expected |  |
| 9 | To allow the player to jump | 2.b | The jump button “W” will be pressed | The player will jump | Normal | As expected |  |
| 10 | When the player presses the jump button a fraction too late and are not on the ground the player can still jump | 2.b.i | The jump button will be pressed after the player has walked off a ledge | The player will jump | Normal | As expected |  |
| 11 | When the user presses the jump button slightly too early the player will still jump the moment they touch the ground | 2.b.ii | The jump button will be pressed before the player lands | The player will jump | Normal | As expected |  |
| 12 | The player will be able to dash in the listed cardinal direction by pressing the movement keys and the dash button in various combinations DASH + (UP, UP+RIGHT, RIGHT, LEFT, UP+LEFT) | 2.c | Each dash set of dash combinations will be pressed | The player will dash in the respective direction | Normal | As expected |  |
| 13 | The player will also be able to jump off walls when the player is holding the key towards the wall and the jump button is pressed. | 2.d |  |  | Normal | As expected |  |
| 14 |  | 3.a |  |  | Normal | As expected |  |
| 15 |  | 4.a |  |  | Normal | As expected |  |
| 16 |  | 4.b |  |  | Normal | As expected |  |