Test Case – ISSUE-1: Using MainMenu system on the platform

Related issue: #1

Type: Functional Test

Preconditions

- Scenario: Game is running and is on the MainMenu

Steps (Given–When–Then)

1. **Given** MainMenu is open

2. **When** Press "Start"

3. **Then** Gamen starts

Expected Results

- Litle to no delay in start

Notes

- **Aditional Notes:** Other buttons are not yet implementet

Test Case – ISSUE-2: Game pause when playing

Related issue: #2

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is runnig

2. **When** Pause key is pressed

3. **Then** Game animations and logic pauses. PausMenu appears

Expected Results

- Game stops until unpaused

Notes

- **Aditional Notes:** Game runs again when return or the pause button is selected

Test Case – ISSUE-3: Game pause restrictions

Related issue: #3

Type: Functional Test

Preconditions

- Scenario: Game is running and is on any Menu

Steps (Given–When–Then)

1. **Given** Game is in a Menu state

2. **When** Pause key is pressed

3. **Then** Pause menu should not appear

Expected Results

- Nothing should happend

Notes

- **Aditional Notes:**

Test Case – ISSUE-4: Does UI elements scale correctly on screen

Related issue: #4

Type: Functional Test

Preconditions

- Scenario: Game is running

Steps (Given–When–Then)

1. **Given** UI is wissible

2. **When** Scale screensize

3. **Then** UI stays contained on screen

Expected Results

- User can see the whole UI

Notes

- **Aditional Notes:** Chek all diferend UI menues (Main-, Pause-, Pssiveupgrade-menues)

Test Case – ISSUE-5: Movement

Related issue: #5

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused

2. **When** User moves character by WASD (on keyboard) or joystick (on mobile)

3. **Then** Character moves to directed way

Expected Results

- Character moves as expected

Notes

- **Aditional Notes:** boundaries = Character can not leave the arena.

Test Case – ISSUE-6: Can player leave the arena

Related issue: #6

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused and playloop is on

2. **When** Character tryes to leaf the arena

3. **Then** Bounderies push back.

Expected Results

- Character is unable to escape the arena and is pushed back stronger the further they try to push into the edge

Notes

- **Aditional Notes:** Push feels like air/wind pushing on the player

Test Case – ISSUE-7: Killing enemies

Related issue: #7

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused and playloop is on

2. **When** The player attacks enemy characters with the weapons provided

3. **Then** Enemy character is destroyed and drops an xp item

Expected Results

- Enemy character is destroyed

Notes

- **Aditional Notes:** Killing an enemy character may require multiple hits

Test Case – ISSUE-8: Does enemy characters stack on each other

Related issue: #8

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused

2. **When** Several enemy characters appear on the field.

3. **Then** Enemy characters follow the player and if the player moves around the circle, the characters' movement places them in a smaller circle.

Expected Results

- Enemy characters cannot stack.

Notes

- **Aditional Notes:** Enemy characters have slow and low thrust relative to each other.

Test Case – ISSUE-9: Enemy movement (Dasher enemy "GrassHopper")

Related issue: #9

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused and Grasshopper enemy is present

2. **When** When a Grasshopper enemy gets close enough to the player

3. **Then** It will perform a dash/charge attack.

Expected Results

- The Grasshopper enemy will make a dash/charge attack and stay in place for a moment afterwards.

Notes

- **Aditional Notes:** The Grasshopper enemy also has a separate animation before attacking "charging the attack"

Test Case – ISSUE-10: Collecting Xp

Related issue: #10

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused

2. **When** When a player kills an enemy, they drop an XP orb.

3. **Then** The player can collect XP by moving close enough to an orb for it to automatically accumulate.

Expected Results

- The XP orb moves towards the player and the player's XP number on the screen increases.

Notes

- **Aditional Notes:** The XP orb has its own animation where it moves smoothly towards the player when the player is close enough to collect XP.

Test Case – ISSUE-11: Passive upgrades when offered

Related issue: #11

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused.

2. **When** When the player collects XP and reaches the next level.

3. **Then** An update window will automatically start.

Expected Results

- When a new level is reached, the game stops and the player is offered three different upgrade packages.

Notes

- **Aditional Notes:** The player can track the progress of reaching the required amount of Xp for the next level in the Xp view in the upper right corner. Reaching the next level may require more than one Xp orb.

Test Case – ISSUE-12: Weapon upgrades when offered

Related issue: #12

Type: Functional Test

Preconditions

- Scenario: Game is running and not in menu

Steps (Given–When–Then)

1. **Given** Game is not paused

2. **When** Elite enemy killed.

3. **Then** The weapon upgrade or new weapon selection menu will launch.

Expected Results

- The player can choose a weapon upgrade or a new weapon from the menu.

Notes

- **Aditional Notes:** Requires elite enemy killing