

Test Plan-Among Us Jump

Test no	Test subject	Test description	Expected outcome	Actual outcome
1a	Menu scrolls down	Player navigate the menu pressing the key 'down'	Program reads the key 'down' and moves selection down on the menu	Behaved as expected
1b	Menu scrolls down	Player navigate the menu pressing the key 'right'	Program does not recognize the key pressed and does not move the menu	Failed. The program has not recognized the key pressed
2a	Menu scrolls up	Player navigate the menu pressing the key 'up'	Program reads the key 'up' and moves selection up on the menu	Behaved as expected
2b	Menu scrolls up	Player navigate the menu pressing the key 'left'	Program does not recognize the key pressed and does not move the menu	Failed. The program has not recognized the key pressed
3a	Option confirms	Player presses the key 'Enter' option on the menu	Program reads the key 'Enter' and confirms the selection on the menu	Behaved as expected
3b	Option confirms	Player presses the key 'Esc' option on the menu	Program does not recognize the key pressed and does not move the menu	Failed. The program has not recognized the key pressed
4a	Move left	Character moves left, pressing the key 'a'	Program reads the key 'left' and character moves left in game	Behaved as expected
4b	Move left	Character moves left, pressing the key 'spacebar'	Program reads the key 'up' and character jumps in game	Failed. The program has recognized the key pressed but the command was wrong

5a	Move right	Character moves right, pressing the key 'd'	Program reads the key 'right' and character moves right in game	Behaved as expected
5b	Move right	Character moves right, pressing the key 'a'	Program reads the key 'left' and character moves left in game	Failed. The program has recognized the key pressed but the command was wrong
6a	Jump	Character jumps, pressing the key 'spacebar'	Program reads the key 'spacebar' and character jumps in game	Behaved as expected
6b	Jump	Character jumps, pressing the key 'down'	Program does not recognize the key pressed and does not move the menu	Failed. The program has not recognized the key pressed
9a	Health bar sets up	Health bar is displayed on the screen, when game starts	Program reads that game has started and displays health bar on the top left corner on the screen	Behaved as expected
9b	Health bar sets up	Health bar is displayed on the screen, when game starts	Program reads that game has started and not displays health bar on the top left corner on the screen	Failed. Program has not been programmed correctly
10a	Character loses life	Character loses a life when falling	Program reads that character has fallen and decreases life by one	Behaved as expected
10b	Character loses life	Character loses a life when falling	Program reads that character has fallen on a platform and not decreases life by one	Failed. Character has not lost a life

11a	Character revives	Character revives after falling, having lives	Program read that character has fallen and has more lives, character revives	Behaved as expected
11b	Character revives	Character revives after falling, having lives	Program read that character has fallen and has no more lives, character does not revive	Failed. The character has not revived
12a	Scores registers	Scores gathered and registered, when character dies	Program reads that the game has finished, and scores are registered	Behaved as expected
12b	Scores registers	Scores gathered and registered, during game	Program reads that the game has not finished, and scores are still being registered	Failed. The scores are not completely registered yet
13a	Scores registers	Scores gathered and registered, when character wins the game	Program reads that the game has finished, and scores are registered	Behaved as expected
13b	Scores registers	Scores gathered and registered, when character wins the game	Program reads that the game has not finished, and scores are still being registered	Failed. The scores are not completely registered yet