

## App test plan with scenarios:

### Scenario 1: Game Start

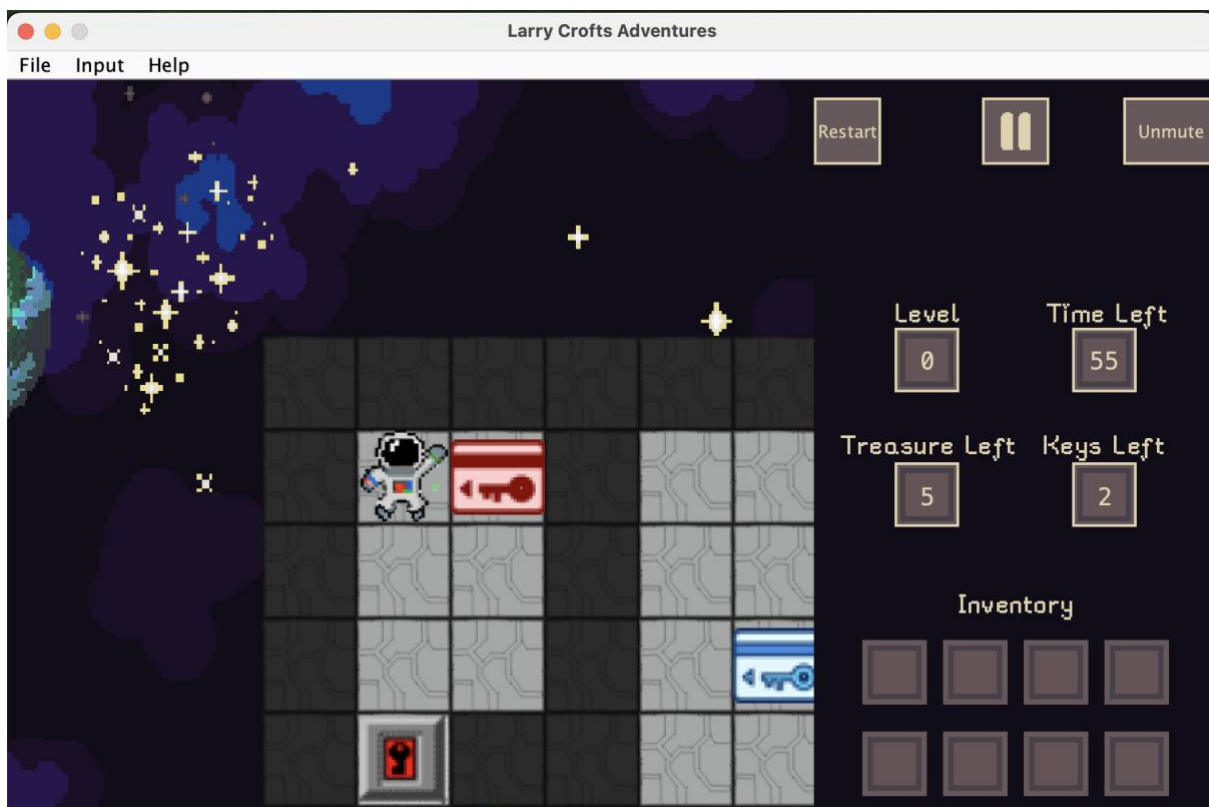
#### Steps:

1. Start the game.
2. Verify that the initial UI displays the correct game information (level, time left, keys left, treasure left.)

#### Expected Results:

The game starts at level 0, and the game displays the level and all its components. The countdown timer starts at 60 seconds, nothing is displayed in the inventory.

#### Evidence:



## Scenario 2: Game Exit

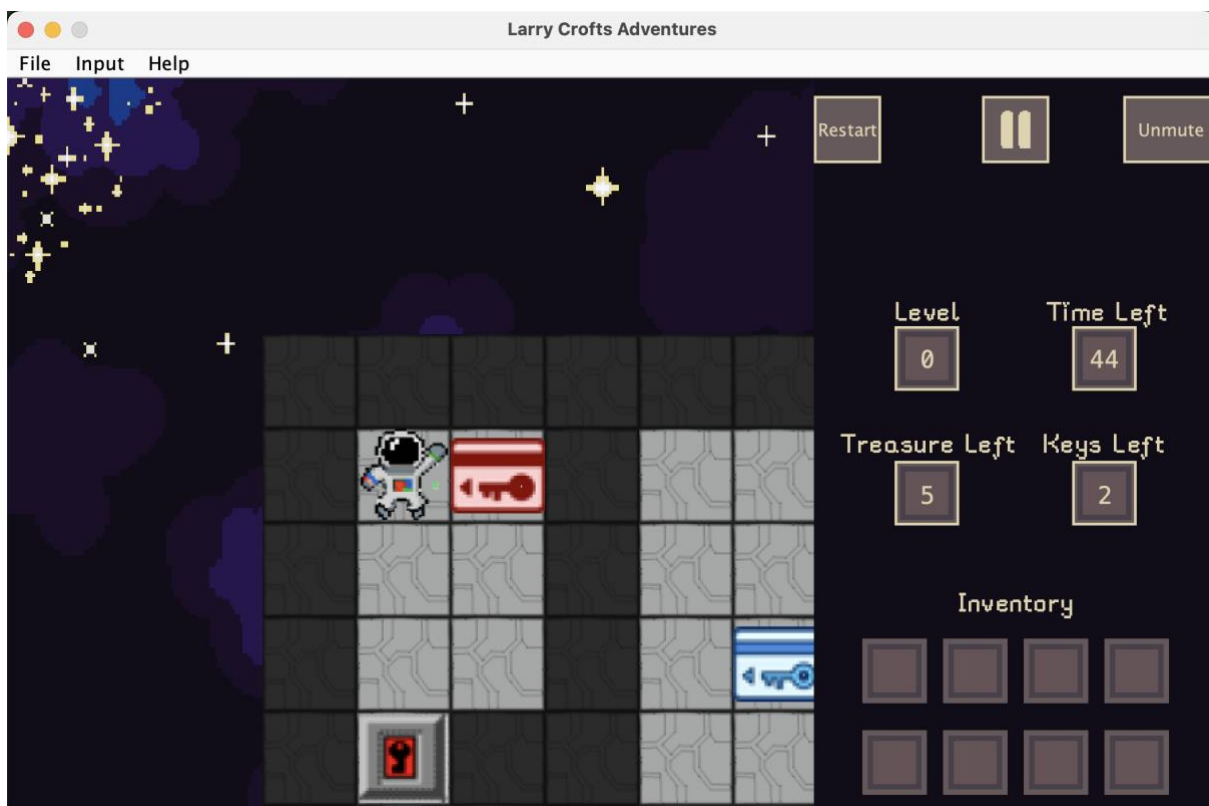
### Steps:

1. Start the game.
2. Move the character through the game and pick up an item.
3. Press CTRL-X and exit the game.
4. Restart the game.

### Expected Results:

The game starts at level 0. No progress is saved.

### Evidence:



## Scenario 3: Save Game

### Steps:

5. Start the game.
6. Move the character through the game and pick up an item.
7. Press CTRL-S to save and exit the game.
8. Restart the game.

### Expected Results:

The game state is saved, and upon restarting, the game resumes from where it was saved.

### Evidence:

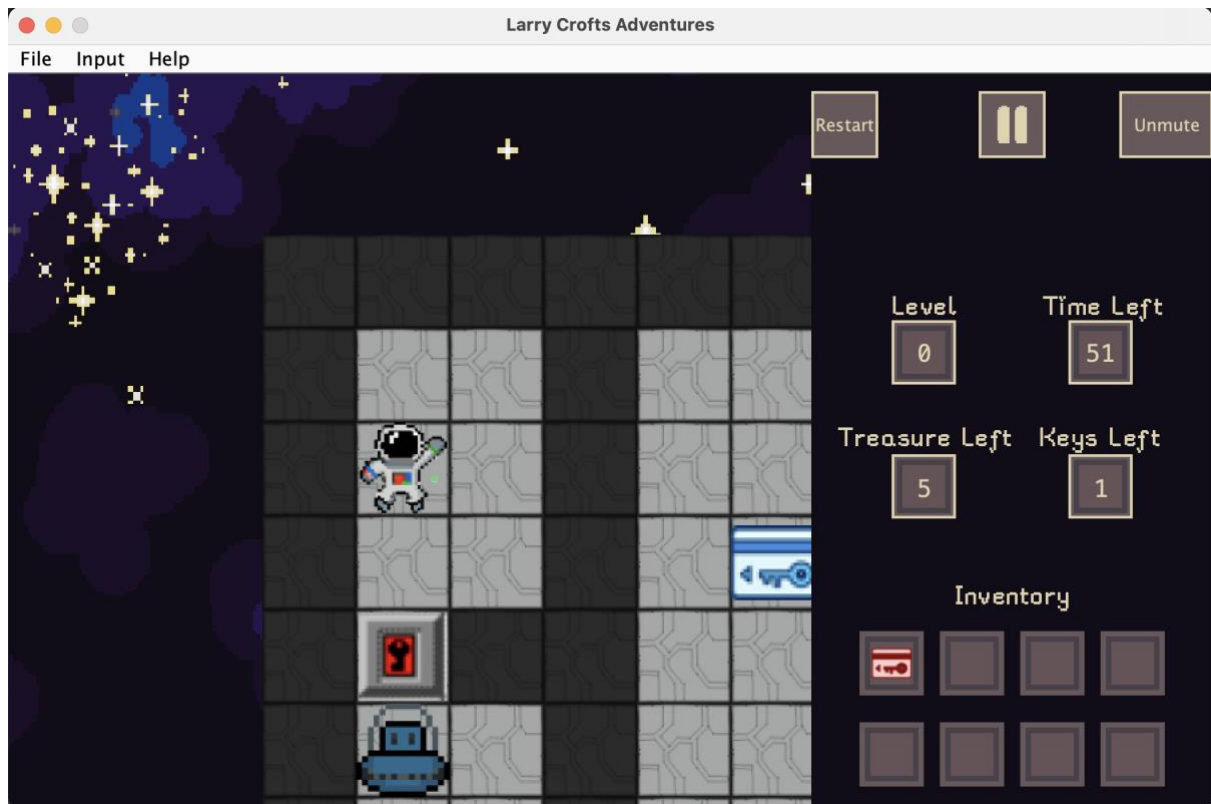


Figure 1 Before save and exit

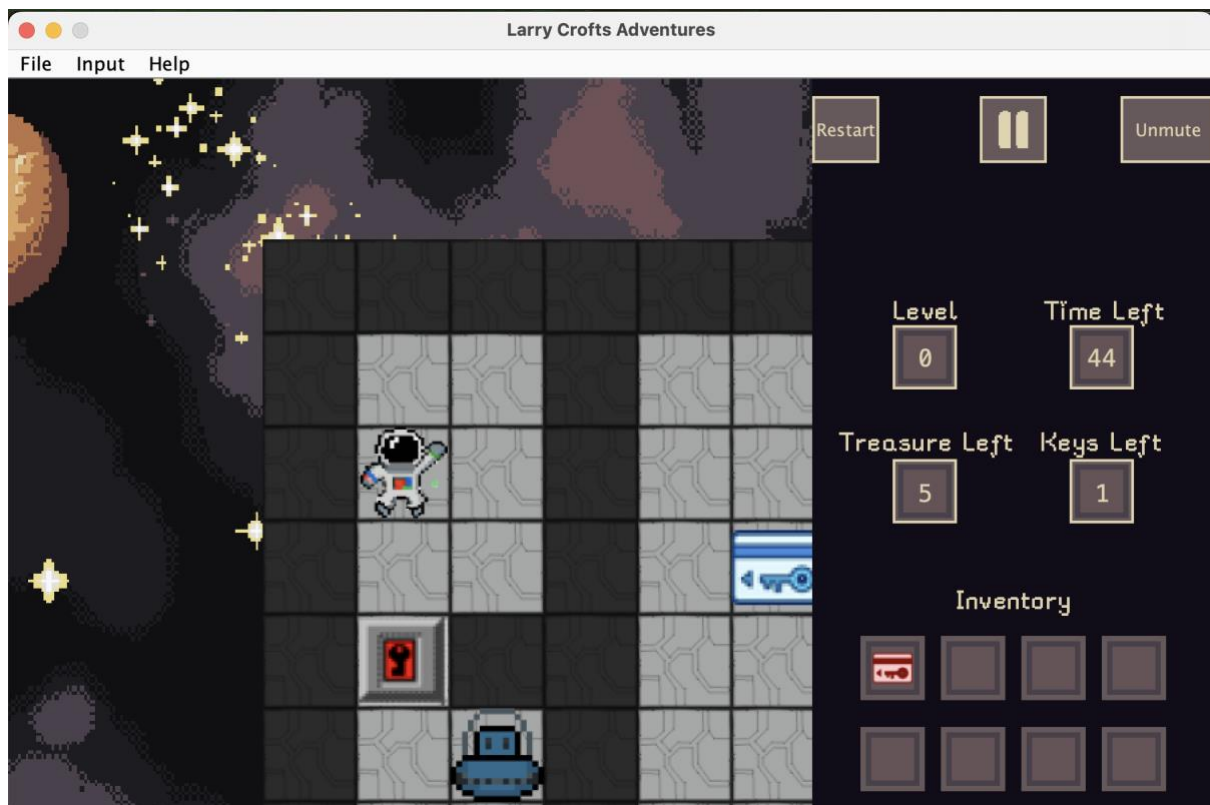


Figure 2 After save and exit

## Scenario 4: Restart Game

### Steps:

1. Start the game.
2. Press CTRL-R and select a saved game.

### Expected Results:

The saved game loads and resumes correctly.

### Evidence:

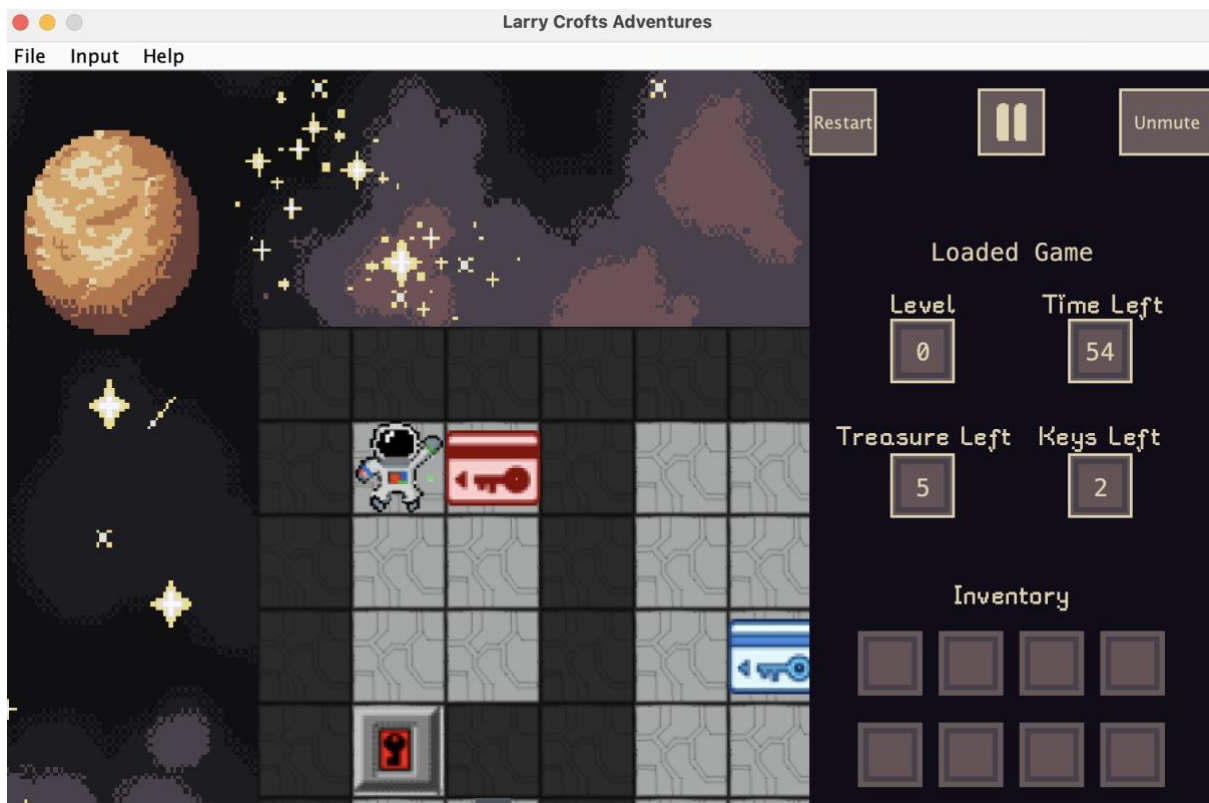


Figure 3 Restarted and then loaded this save

## Scenario 5: Start a new game at level 0

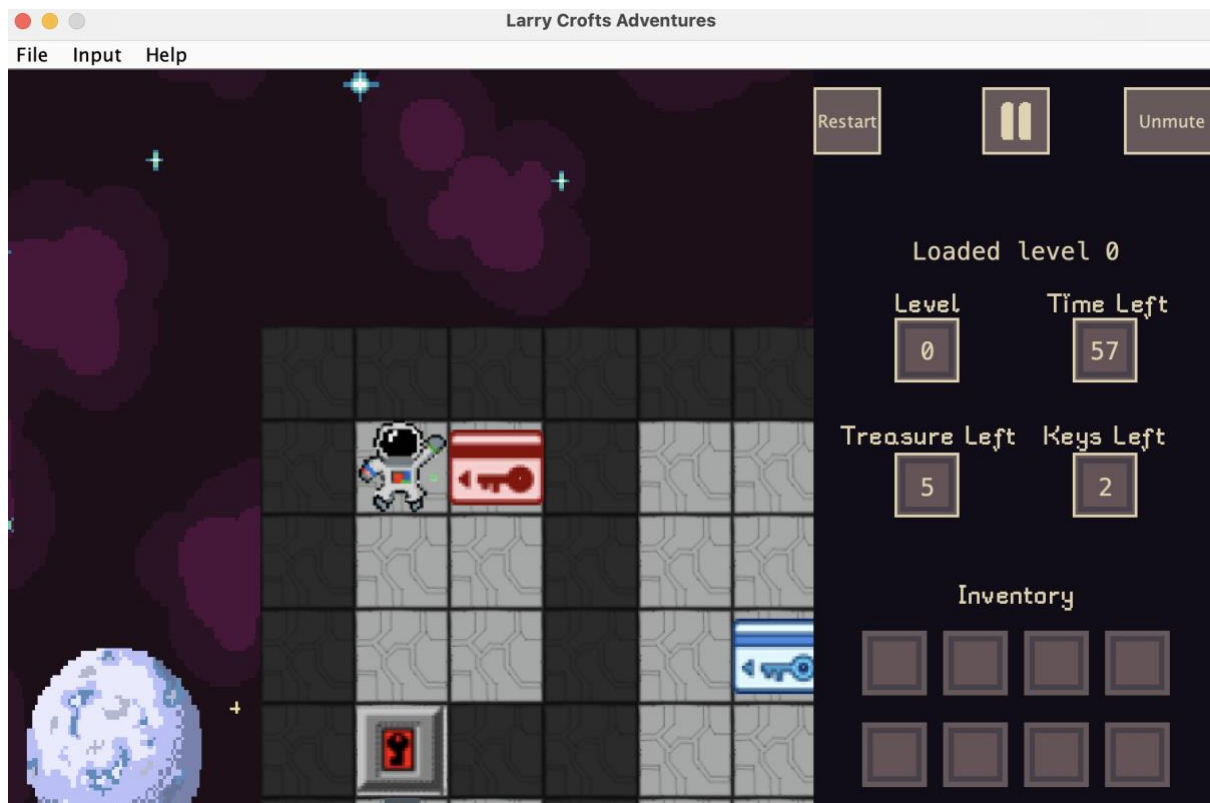
### Steps:

1. While in-game press CTRL-0.

### Expected Results:

The game restarts at level 0, resetting all collected items, time and game state.

### Evidence:



## Scenario 6: Start a new game at level 1

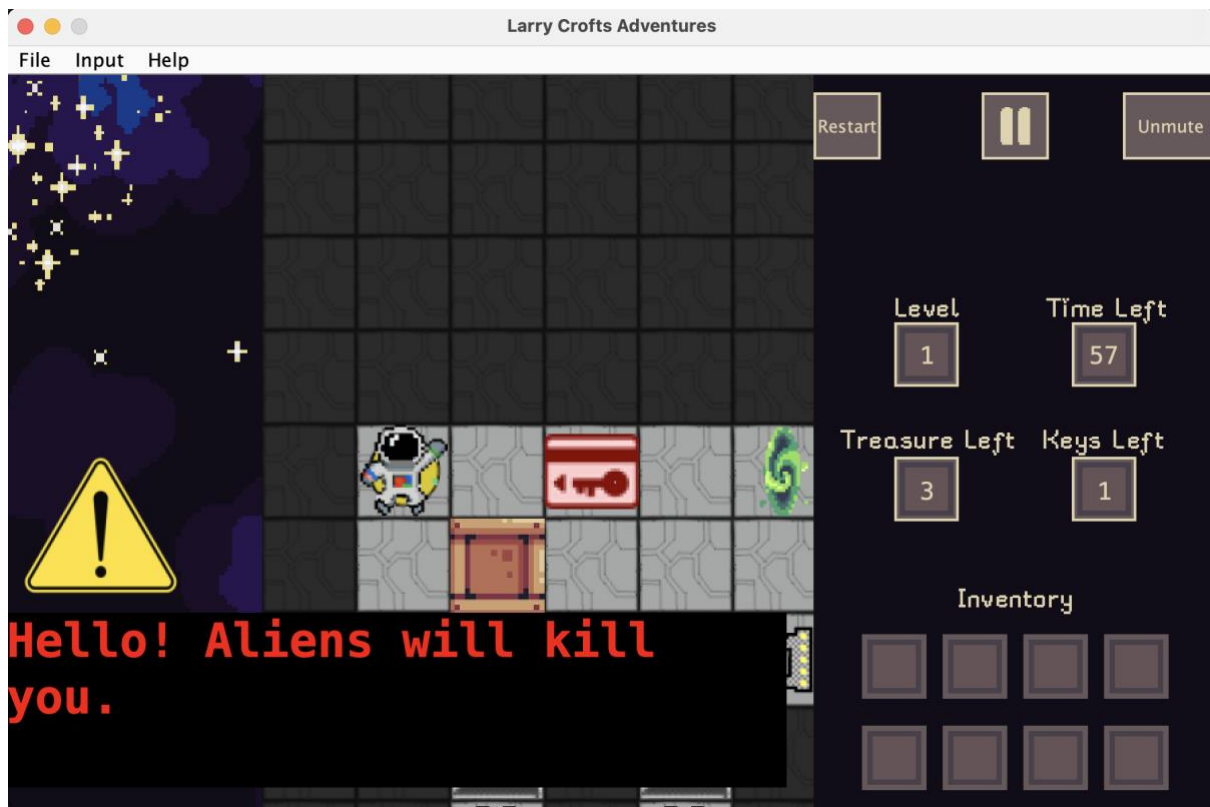
### Steps:

1. While in-game press CTRL-1.

### Expected Results:

The game restarts at level 1, resetting all collected items, time and game state.

### Evidence:



## Scenario 7: Start a new game at level 2

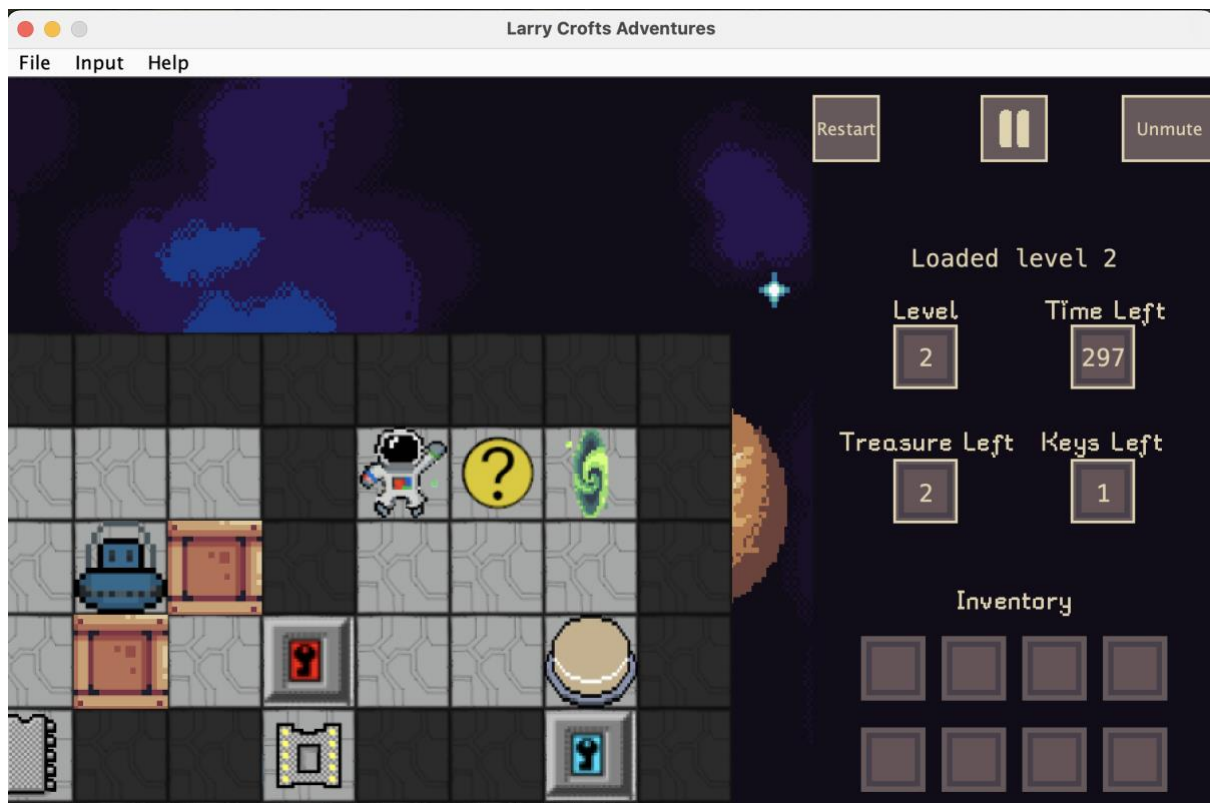
### Steps:

1. While in-game press CTRL-2.

### Expected Results:

The game restarts at level 2, resetting all collected items, time and game state.

## Evidence:



## Scenario 8: Pause game

### Steps:

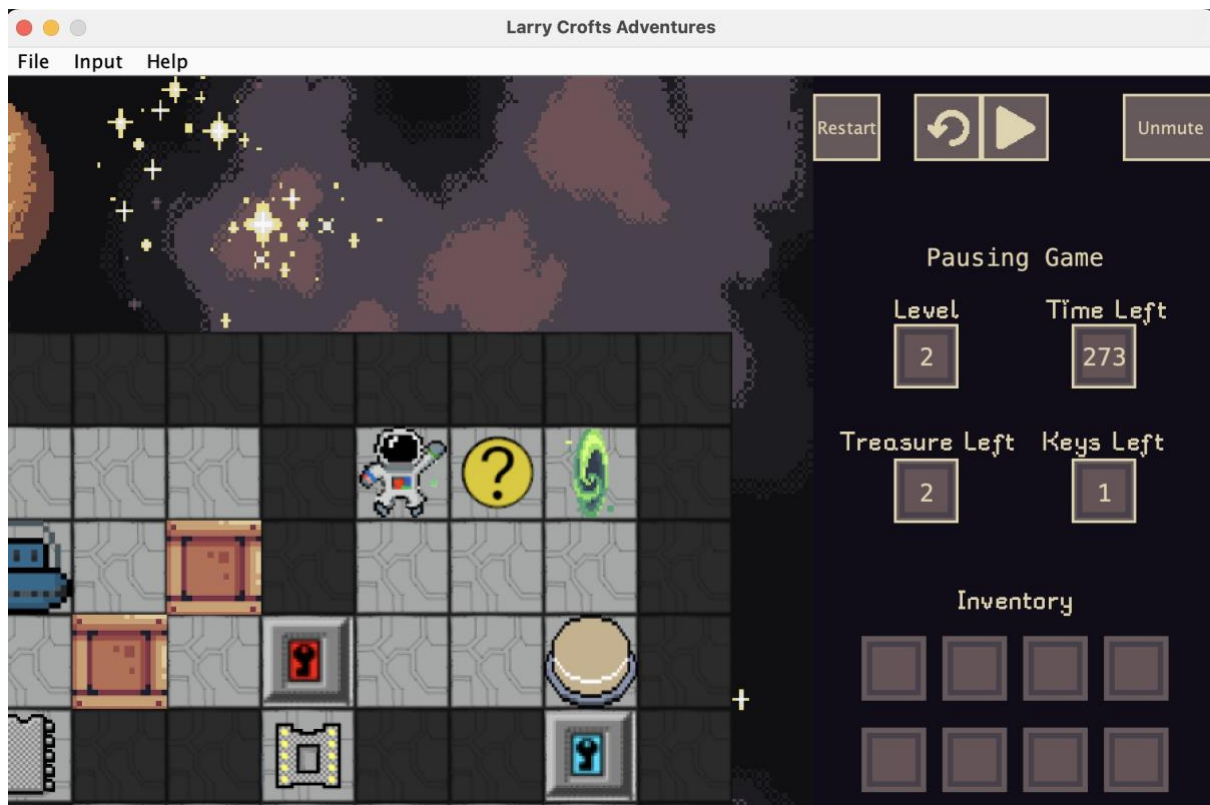
1. While in-game press SPACE

### Expected Results:

The game pauses, and a dialog box appears saying, "Game is paused."

### Evidence:





## Scenario 9: Move the character within the maze

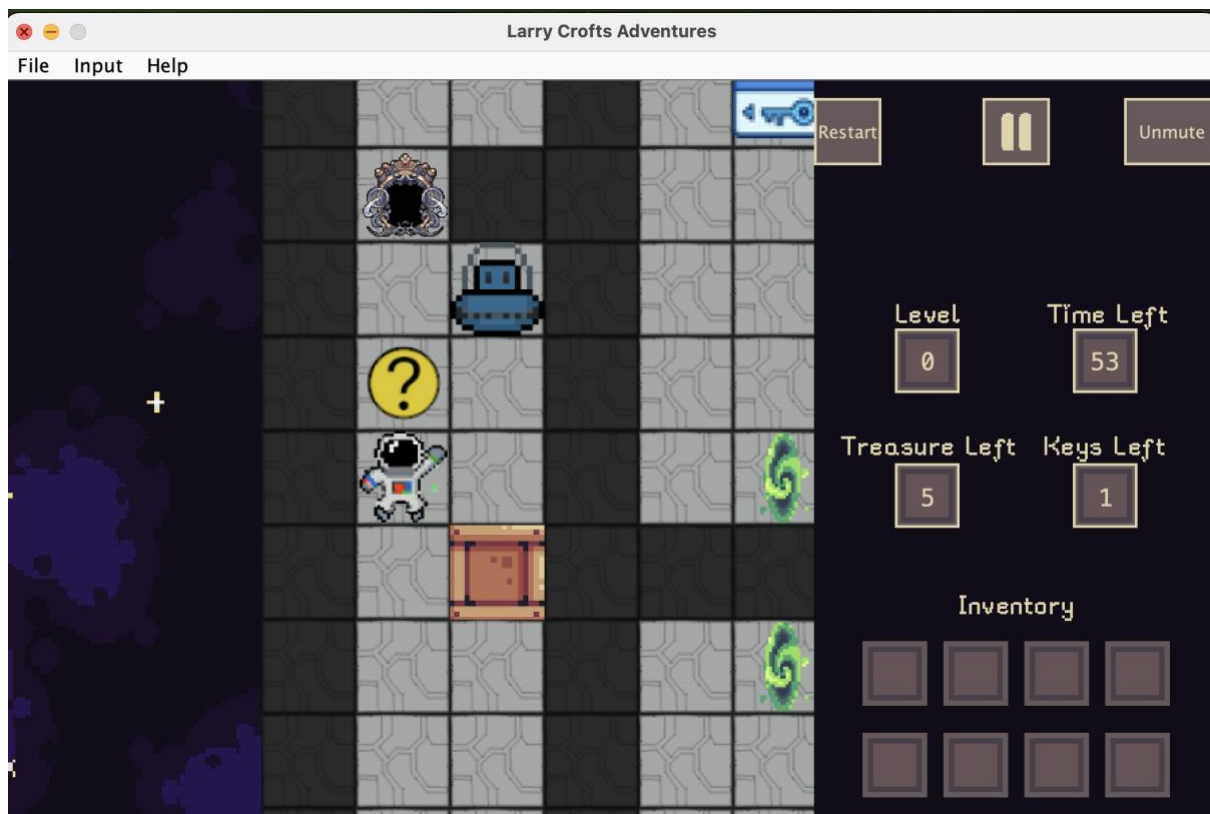
### Steps:

1. Start the game.
2. Use the WASD keys to move character around.

### Expected Result:

Character moves in the corresponding direction in the game.

## Evidence:



## Scenario 10: Countdown timer reaches zero

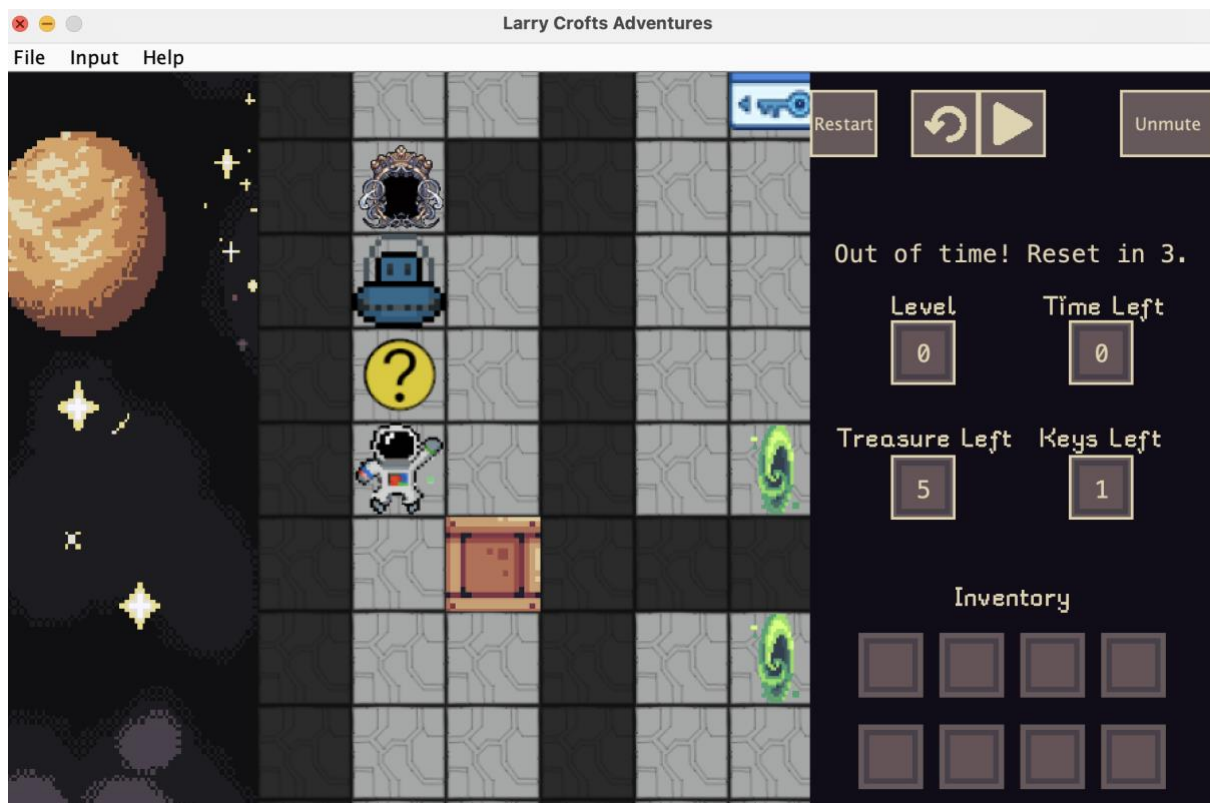
### Steps:

1. Start the game.
2. Wait until the timer has reached zero.

### Expected Result:

The game terminates for a few seconds before resetting the current level.

### Evidence:



## Scenario 11: Exit using Menu Button

### Steps:

1. Start the game.
2. Click the Exit button

### Expected Result:

The game exits and closes the application.

### Evidence:

Cannot take screenshot as the game is closed now.