

App test plan with scenarios:

Scenario 1: Game Start

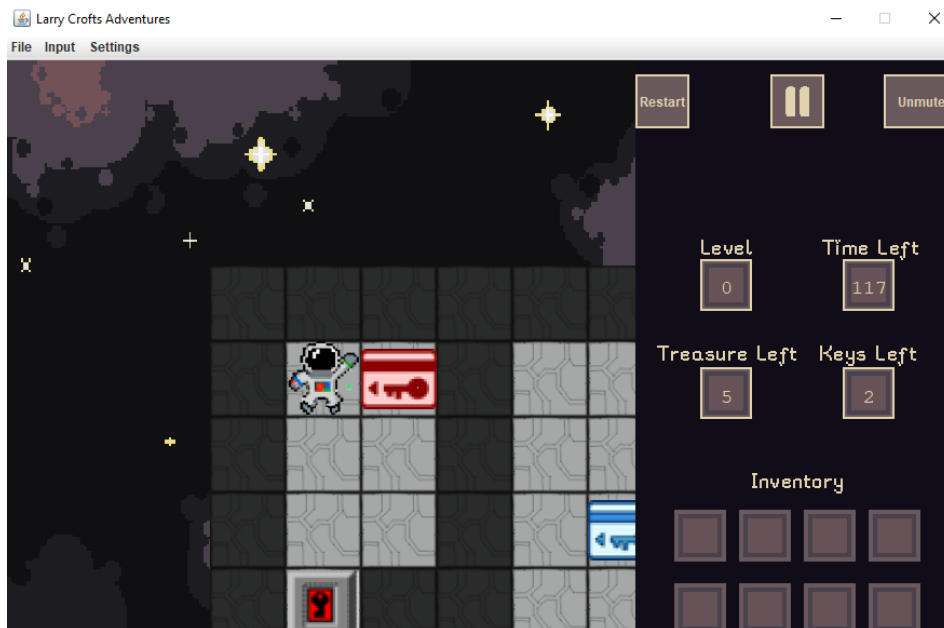
Steps:

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

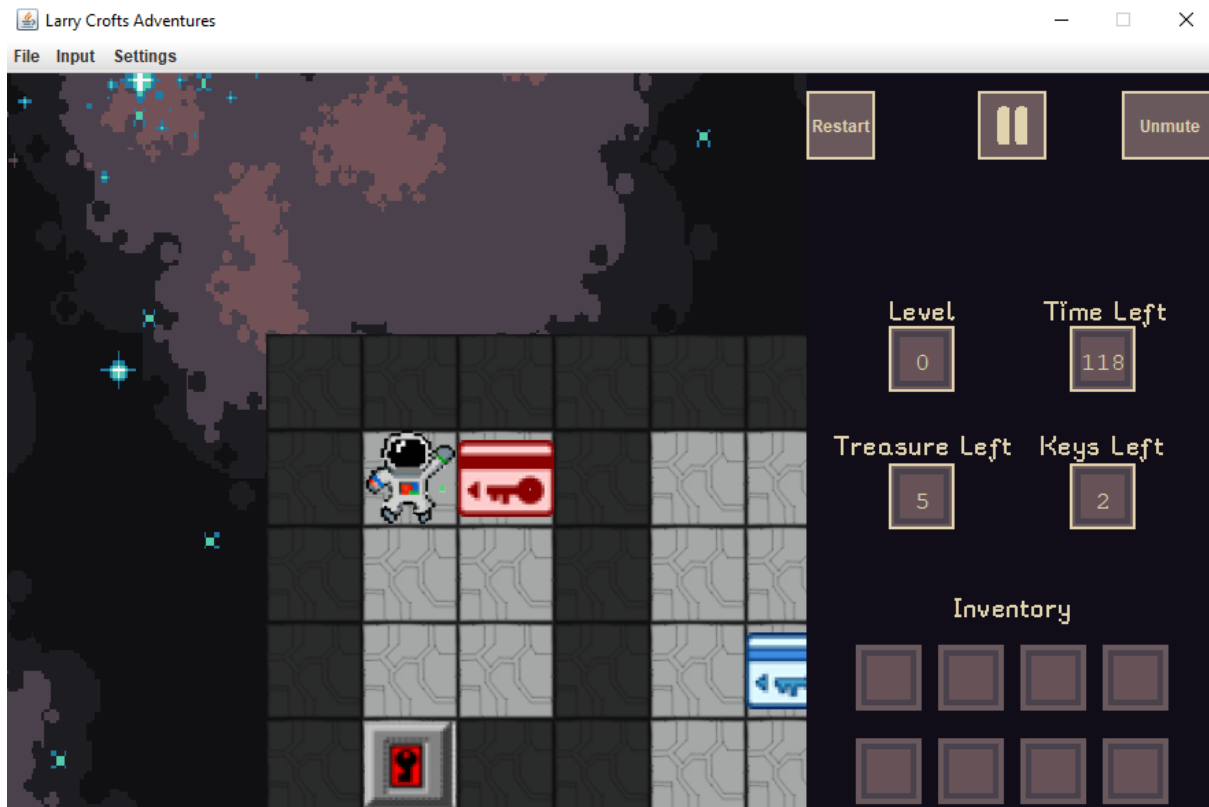
Steps:

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:

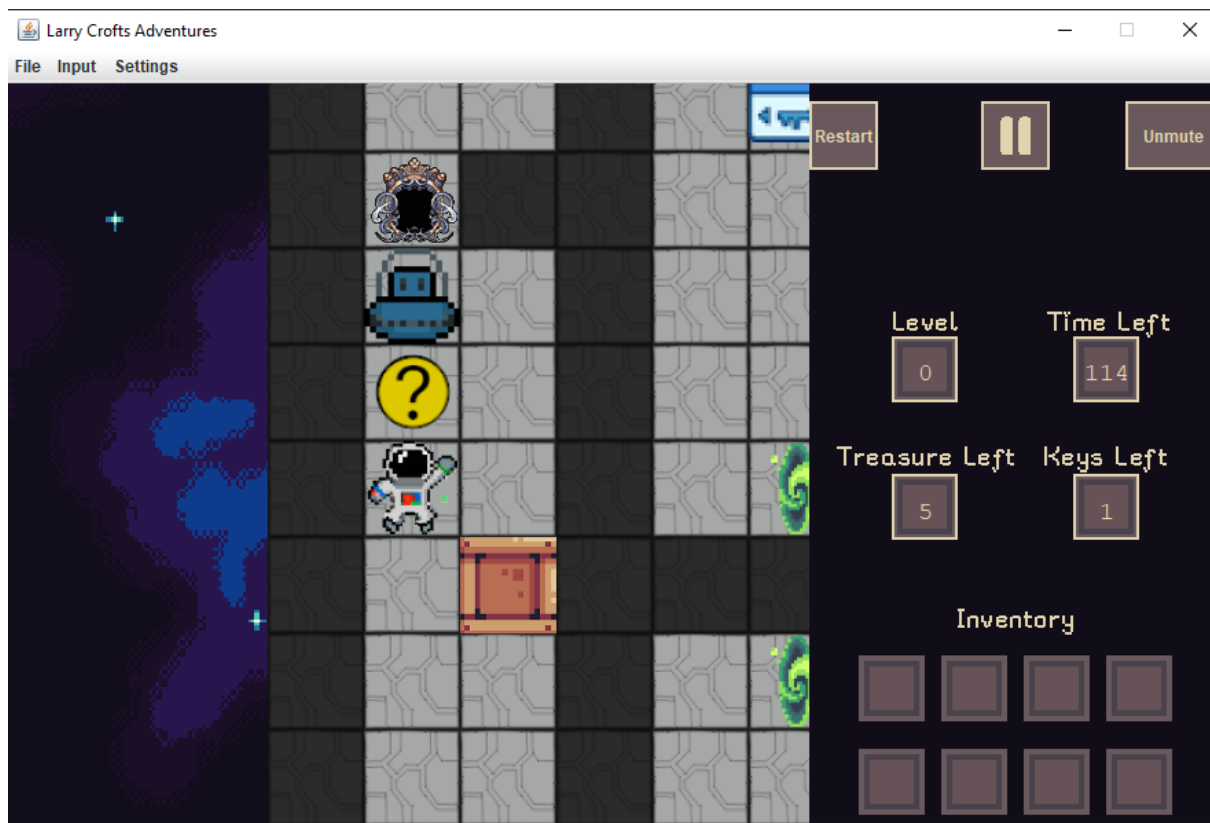


Figure 1 Before save and exit

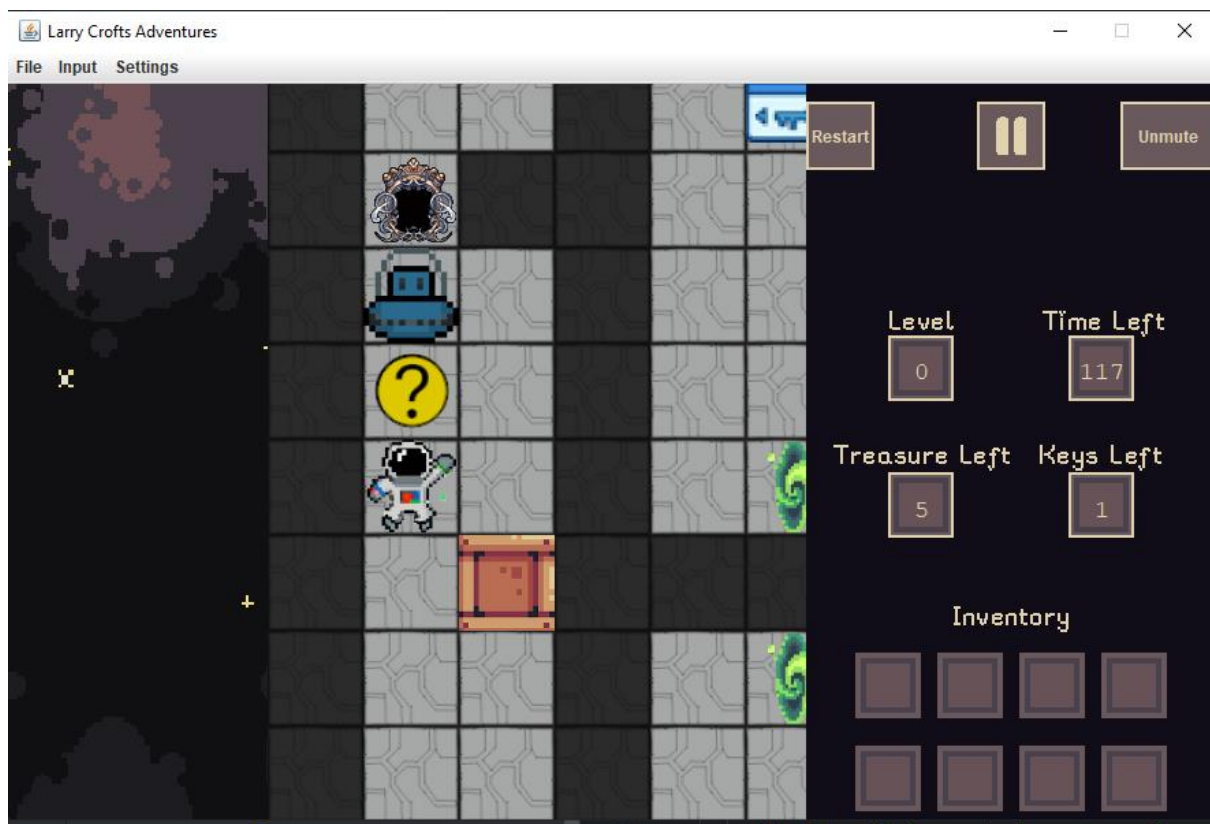


Figure 2 After save and exit

FAIL: Time left doesn't reset on save.

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:

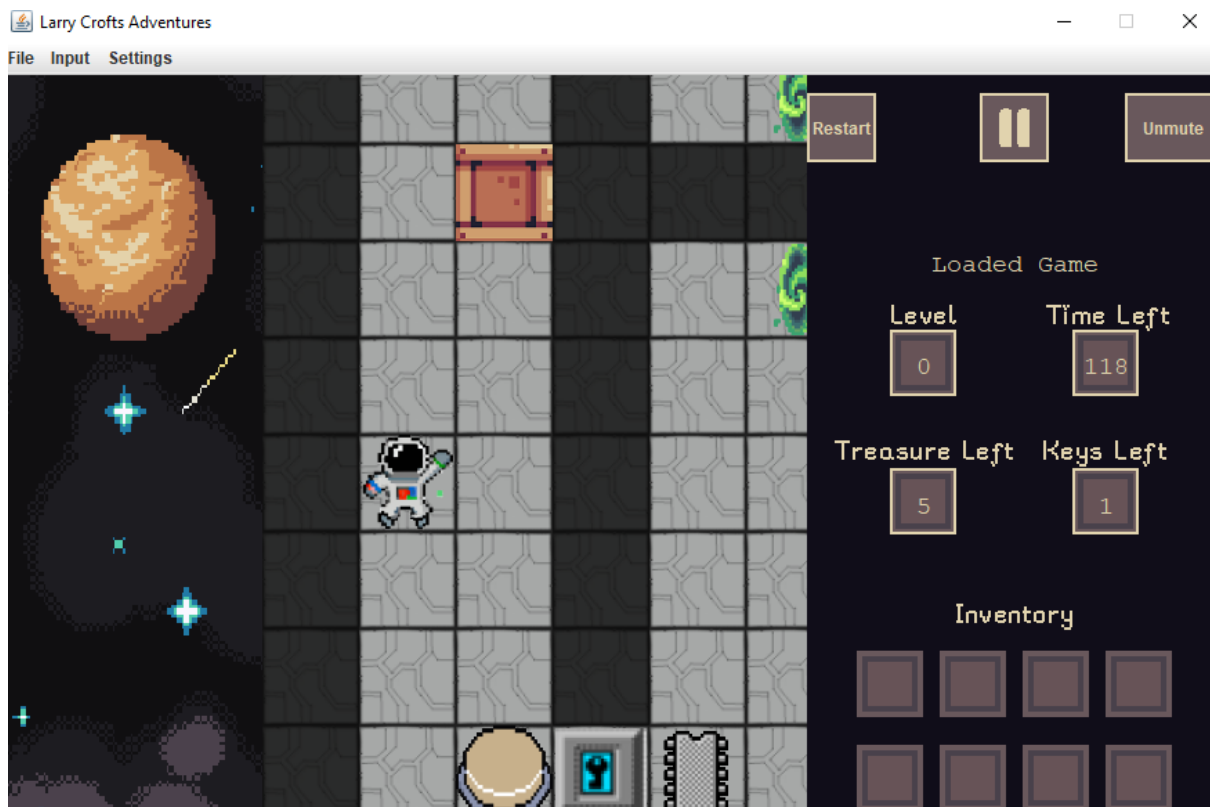


Figure 3 Restarted and then loaded this save

Scenario 5: Start a new game at level 0

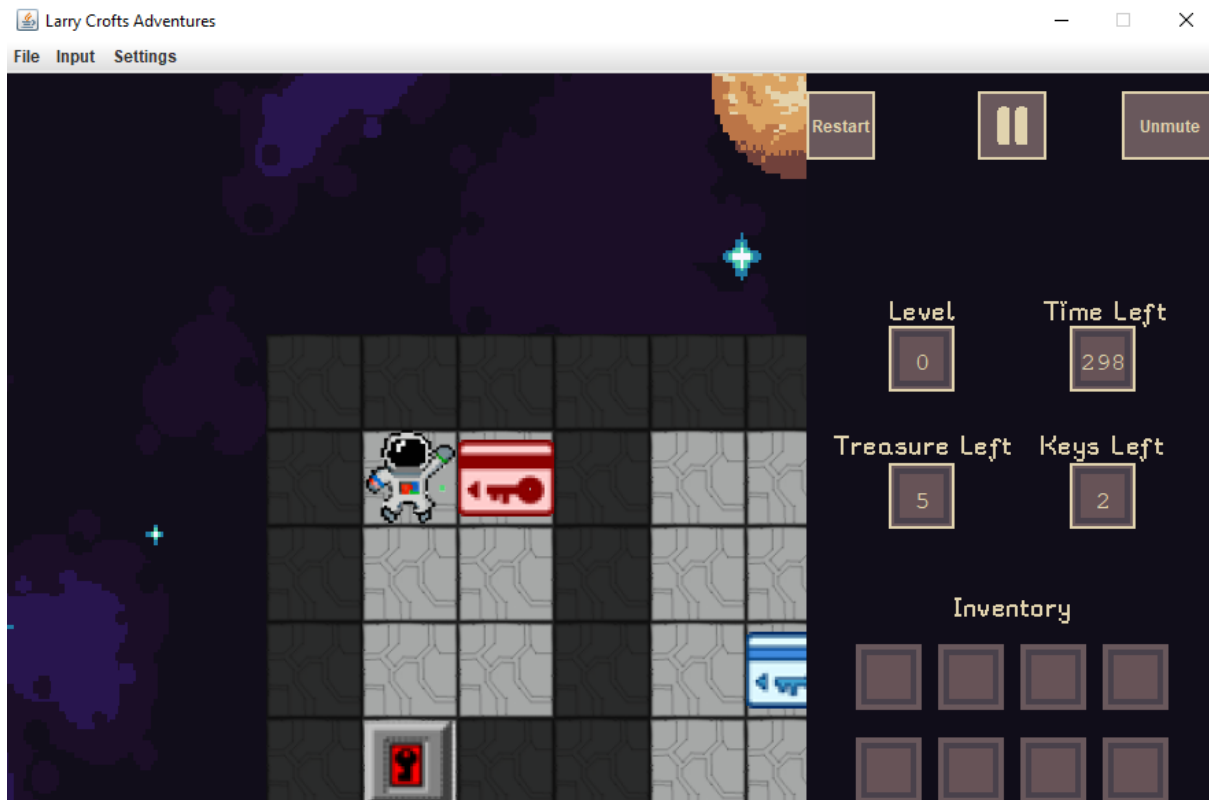
Steps:

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

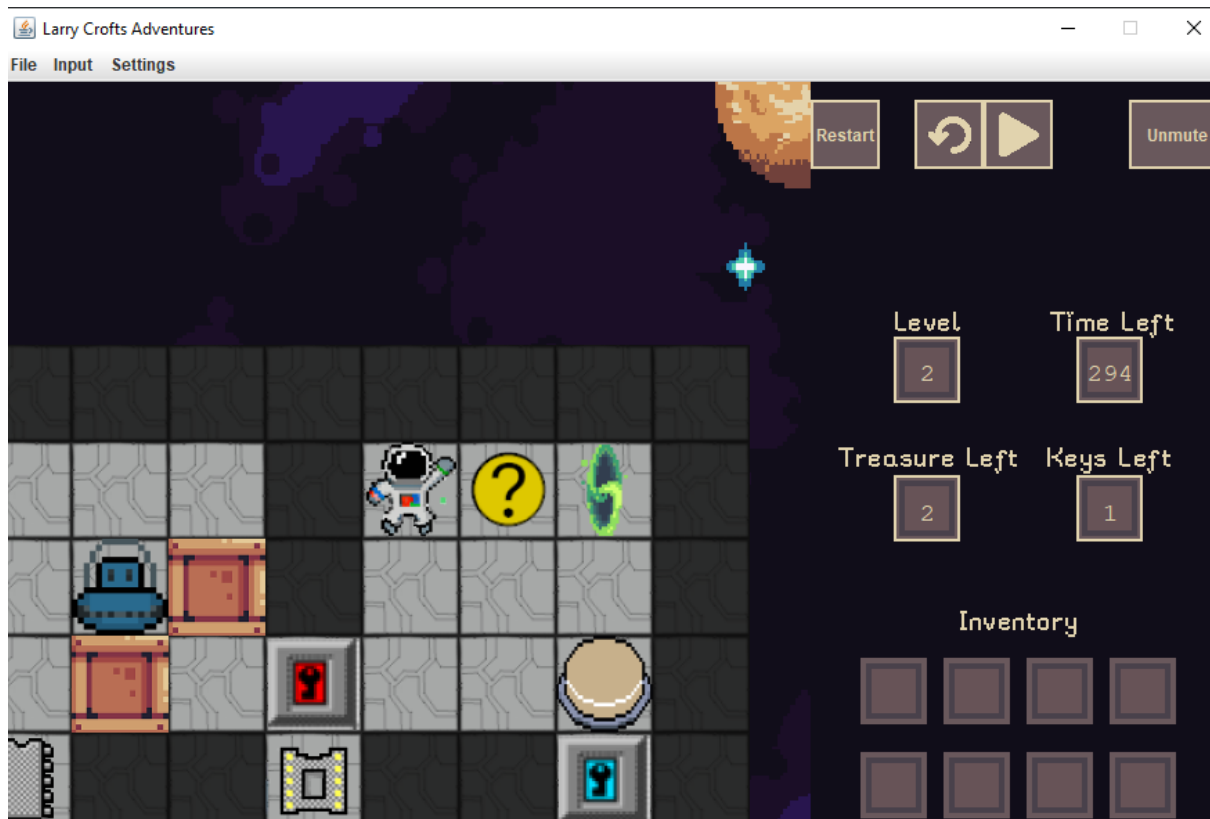
Steps:

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

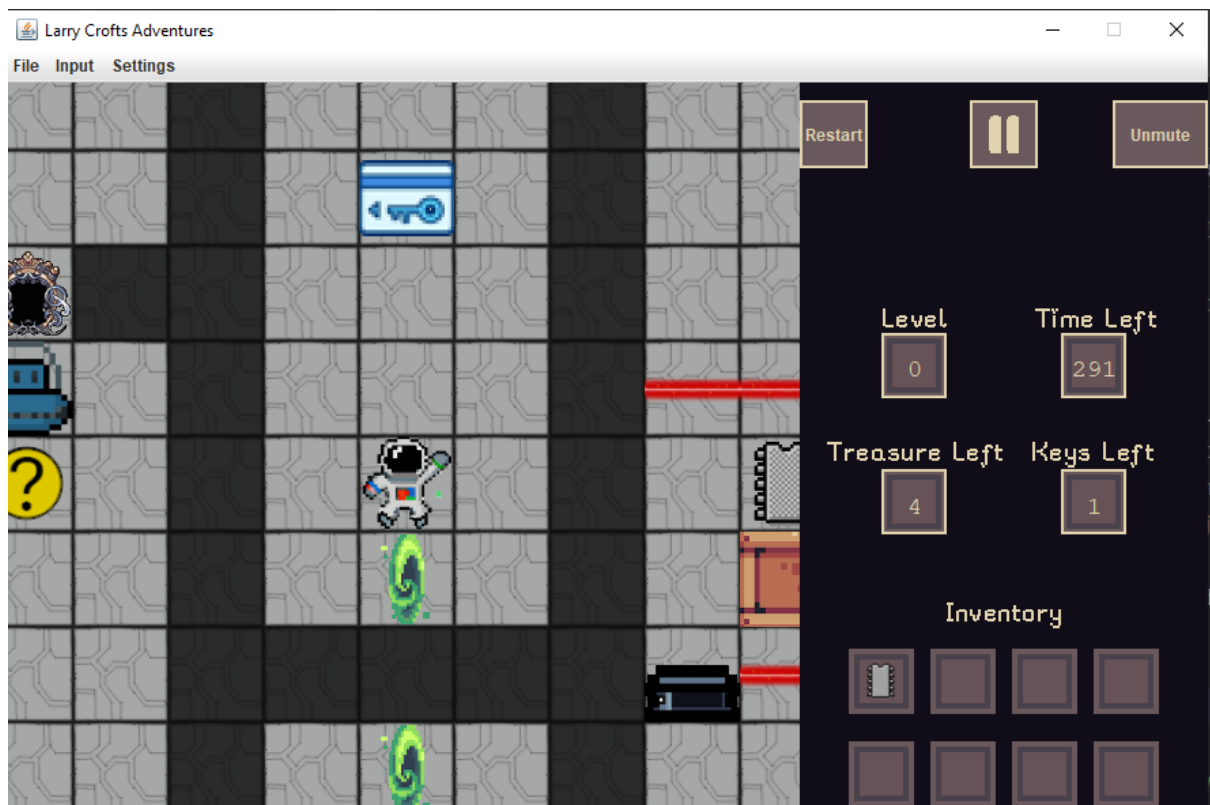
Steps:

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

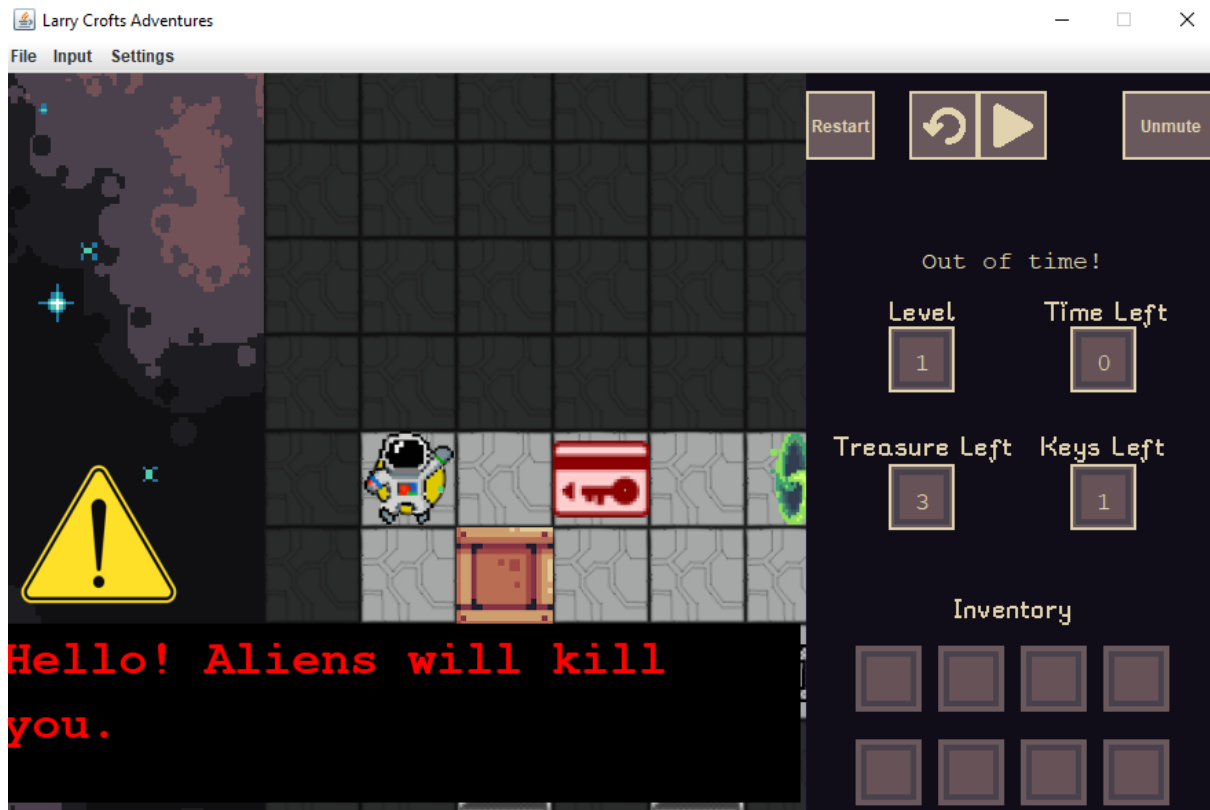
Steps:

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.