

Test plan

General skill upgrade UI functionality with Skill tree script		
Test case	Task	Test outcome
A1	Check Skill point in general skill upgrade display the right amount of skill point when player level up	Work as expected
A2	Check Skill point in general skill upgrade display the right amount of skill point when Skill upgrade	Work as expected
A3	Check Skill point in general skill upgrade display the right amount of skill point when Skill downgrade	Work as expected
A4	Check increase button for Max HP it can increase the level of Max HP	Work as expected
A5	Check increase button for Ammunition Size it can increase the level of Ammunition Size	Work as expected
A6	Check increase button for Max Energy it can increase the level of Max Energy	Work as expected
A7	Check increase button for Move speed it can increase the level of Move speed	Work as expected
A8	Check increase button for Reload speed it can increase the level of Reload speed	Work as expected
A9	Check increase button for Skill Cool down it can increase the level of Skill Cool down	Work as expected
A10	Check decrease button for Max HP it can decrease the level of Max HP	Work as expected
A11	Check decrease button for Ammunition Size it can decrease the level of Ammunition Size	Work as expected
A12	Check decrease button for Max Energy it can decrease the level of Max Energy	Work as expected
A13	Check decrease button for Move speed it can decrease the level of Move speed	Work as expected
A14	Check decrease button for Reload speed it can decrease the level of Reload speed	Work as expected
A15	Check all increase button increase right amount of level for each skills	Work as expected
A16	Check all decrease button increase right amount of level for each skills	Work as expected
A17	Check increase Max HP stats display the right amount of stats	Work as expected
A18	Check increase Ammunition Size stats display the right amount of stats	Work as expected
A19	Check increase Max Energy stats display the right amount of stats	Work as expected
A20	Check increase Move speed stats display the right amount of stats	Work as expected
A21	Check increase Reload speed stats display the right amount of stats	Work as expected
A22	Check increase Skill Cool down stats display the right amount of stats	Work as expected
A23	Check decrease Max HP stats display the right amount of stats	Work as expected
A24	Check decrease Ammunition Size stats display the right amount of stats	Work as expected
A25	Check decrease Max Energy stats display the right amount of stats	Work as expected
A26	Check decrease Move speed stats display the right amount of stats	Work as expected
A27	Check decrease Reload speed stats display the right amount of stats	Work as expected
A28	Check decrease Skill cool down stats display the right amount of stats	Work as expected

Skill Upgrades UI functionality with Skill tree script		
Test case	Task	Test outcome
B1	Check Skill point in skill upgrade display the right amount of skill point when player level up	Work as expected
B2	Check Skill point in skill upgrade display the right amount of skill point when Skill upgrade	Work as expected
B3	Check Skill point in skill upgrade display the right amount of skill point when Skill downgrade	Work as expected
B4	Check increase button for Fire Rate it can increase the level of Fire Rate	Work as expected
B5	Check increase button for Gun damage it can increase the level of Gun damage	Work as expected
B6	Check increase button for Speed Boost it can increase the level of Speed Boost	Work as expected
B7	Check increase button for Health Regen it can increase the level of Health Regen	Work as expected
B8	Check decrease button for Fire Rate it can decrease the level of Fire Rate	Work as expected
B9	Check decrease button for Gun damage it can decrease the level of Gun damage	Work as expected
B10	Check decrease button for Speed Boost it can decrease the level of Speed Boost	Work as expected
B11	Check decrease button for Health Regen it can decrease the level of Health Regen	Work as expected
B12	Check increase Fire Rate stats display the right amount of stats	Work as expected
B13	Check increase Gun damage stats display the right amount of stats	Work as expected
B14	Check increase Speed Boost stats display the right amount of stats	Work as expected
B15	Check increase Health Regen stats display the right amount of stats	Work as expected
B16	Check decrease Fire Rate stats display the right amount of stats	Work as expected
B17	Check decrease Gun damage stats display the right amount of stats	Work as expected
B18	Check decrease Speed Boost stats display the right amount of stats	Work as expected
B19	Check decrease Health Regen stats display the right amount of stats	Work as expected
B20	Check when reset point button pressed reset all the skill point, skill level and stats	Work as expected

Skill tree effect with character stats		
Test case	Task	Test outcome
C1	Max Hp upgrade effect the right amount of stats on the character	Work as expected
C2	Max Hp downgrade effect the right amount of stats on the character	Work as expected
C3	Ammunition Size upgrade effect the right amount of stats on the character	Work as expected
C4	Ammunition Size downgrade effect the right amount of stats on the character	Work as expected
C5	Move Speed upgrade effect the right amount of stats on the character	Work as expected
C6	Move Speed downgrade effect the right amount of stats on the character	Work as expected
C7	Speed Boost upgrade effect the right amount of stats on the character	Didn't work as expected because didn't have enough time to implement
C8	Speed Boost downgrade effect the right amount of stats on the character	Didn't work as expected because didn't have enough time to implement
C9	Health Regen upgrade effect the right amount of stats on the character	Didn't work as expected because didn't have enough time to implement
C10	Health Regen downgrade effect the right amount of stats on the character	Didn't work as expected because didn't have enough time to implement
C11	When click reset points button it reset all the stats from character	Didn't work as expected because didn't have enough time to implement

Skill tree effect with weapons stats		
Test case	Task	Test outcome
D1	Fire Rate upgrade effect the right amount of stats on the weapons	Work as expected
D2	Fire Rate downgrade effect the right amount of stats on the weapons	Work as expected
D3	Gun Damage upgrade effect the right amount of stats on the weapons	Work as expected
D4	Gun Damage downgrade effect the right amount of stats on the weapons	Work as expected
D5	Ammunition Size upgrade effect the right amount of stats on the weapons	Work as expected
D6	Ammunition Size downgrade effect the right amount of stats on the weapons	Work as expected
D7	Reload Speed upgrade effect the right amount of stats on the weapons	Work as expected
D8	Reload Speed downgrade effect the right amount of stats on the weapons	Work as expected
D9	When click reset points button it reset all the stats from weapons	Didn't work as expected because didn't have enough time to implement