

<b>Software</b>	Midnight Rising
<b>Subsystem</b>	Gameplay Programming
<b>Requirement(s) being tested</b>	- 2.1 (Player Interaction)
<b>Developer</b>	Andrew Alford
<b>Date</b>	10-April-2019
<b>Version</b>	1.0
<b>Updates</b>	- 23-April-2019 (Performed all test cases) - 25-April-2019 (Fix bug preventing test cases 2.3.M and 2.3.O from passing)

<b>Test Case</b>	
<b>2.1.A</b>	Pressing the button binded to the 'forward' action makes the player move in the direction they are currently facing
<b>2.1.B</b>	Pressing the button binded to the 'backward' action makes the player move in the direction opposite to the direction they are currently facing
<b>2.2.C</b>	Pressing the button binded to the 'left' action makes the player strafe to the left of the direction they are currently facing
<b>2.3.D</b>	Pressing the button binded to the 'right' action makes the player strafe to the right of the direction they are currently facing
<b>2.3.E</b>	The player will always face the direction being pointed to by the mouse (or left joystick on a console)
<b>2.3.F</b>	Pressing the button binded to the 'fire weapon' action will fire the weapon currently equipped by the player
<b>2.3.G</b>	Pressing the button binded to the 'interact' action will cause the player to interact with any interactable objects within the players reach
<b>2.3.H</b>	Pressing the button binded to the 'pause' action will pause the game
<b>2.3.I</b>	Pressing the button binded to the 'swap to next character' action will swap the player's character
<b>2.3.J</b>	Pressing the button binded to the 'swap to previous character' action will swap the player's character
<b>2.3.K</b>	Pressing the buttons binded to the 'swap to specific character' action will swap the player's character to a specific character
<b>2.3.L</b>	Pressing the button binded to the 'throw grenade' action will cause the player to throw a grenade
<b>2.3.M</b>	Button binding for the PC can be changed in the games' settings menu
<b>2.3.N</b>	Button binding for the Xbox controller can be changed in the game's settings menu
<b>2.3.O</b>	The player can save their own control scheme presets

<b>Results (23-April-2019)</b>	
<b>2.1.A</b>	Works as expected
<b>2.1.B</b>	Works as expected
<b>2.2.C</b>	Works as expected
<b>2.3.D</b>	Works as expected
<b>2.3.E</b>	Works as expected
<b>2.3.F</b>	Works as expected
<b>2.3.G</b>	Works as expected
<b>2.3.H</b>	Works as expected
<b>2.3.I</b>	Works as expected
<b>2.3.J</b>	Works as expected

<b>2.3.K</b>	Works as expected
<b>2.3.L</b>	Works as expected
<b>2.3.M</b>	Always loads the default control scheme regardless of player preferences. However, new pre-sets are still saved
<b>2.3.N</b>	Feature not implemented
<b>2.3.O</b>	Always loads the default control scheme regardless of player preferences. However, new pre-sets are still saved

<b>Results (25-April-2019)</b>	
<b>2.3.M</b>	Works as expected
<b>2.3.O</b>	Works as expected