

Software	Midnight Rising
Subsystem	Gameplay Programming
Requirement(s) being tested	- 2.1 (Player Interaction)
Developer	Andrew Alford
Date	10-April-2019
Version	1.0
Updates	- 23-April-2019 (Performed all test cases)

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

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

2.3.M	Always loads the default control scheme regardless of player preferences. How ever new pre-sets are still saved
2.3.N	Feature not implemented
2.3.O	Always loads the default control scheme regardless of player preferences. How ever new pre-sets are still saved