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| **Software** | Midnight Rising |
| **Subsytem** | Gameplay Programming |
| **Requirement(s) being tested** | - 2.2 (Wave Control)  - 2.3 (Player State)  - 2.4 (Enemy Spawning) |
| **Developer** | Andrew Alford |
| **Date** | 10-April-2019 |
| **Version** | 1.0 |
| **Updates** | - |

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| **Test Case** | |
| **2.2.A** | Killing all enemies will initiate the cooldown period |
| **2.2.B** | After the cool down period is finished, the next wave will begin |
| **2.2.C** | Each wave will have more enemies than the previous wave |
| **2.2.D** | Enemies in each wave will be tougher than the previous wave |
| **2.2.C** | The number of enemies will never exceed 100 |
| **2.3.A** | When the player dies the game will end |
| **2.3.B** | The player can pick up Z-coins |
| **2.3.C** | Z-coins can be spent on weapons |
| **2.3.D** | Z-coins can be spent on unlocking new areas of the map |
| **2.4.A** | Enemies only will spawn in the area the player is currently in situated in |

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| **Results** (??-April-2019) | |
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