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| **Software** | Midnight Rising |
| **Subsytem** | Gameplay Programming |
| **Requirement(s) being tested** | - 2.1 (Player Interaction) |
| **Developer** | Andrew Alford |
| **Date** | 10-April-2019 |
| **Version** | 1.0 |
| **Updates** | - |

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| **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 |

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