System Testing

Test 1 Character Health
1. Select "Play" on the Main Menu.
2. Move Waldo left until he collides with a spider.
3. The display in the top right corner should read "Health 80".

Test 2 Movement Left and Right
1. Select "Play" or "Tutorial" on the Main Menu.
2. Press the left arrow key for one second and Waldo should move left.
3. Press the right arrow key for one second and Waldo should move right.

Test 3 Jumping
1. Select "Play" or "Tutorial" on the Main Menu.
2. Press the up arrow key and Waldo should jump into the air.
3. After a few seconds Waldo should land back on the ground.

Test 4 Block Creation
1. Select "Play" or "Tutorial" on the Main Menu.
2. Move Waldo to the right away from the treasure.
3. Press the 'A' key and a crate should appear in front of Waldo.

Test 5 Game Over State
1. Select "Play" on the Main Menu.
2. Move Waldo right until he is no longer in contact with the treasure.
3. Wait for 3 minutes.
4. The game should return to the Main Menu after this time has passed.

Test 6 Timer Display
1. Select "Play" on the Main Menu.
2. Wait for 30 seconds.
3. The text in the upper right hand corner should reflect that 30 seconds has passed.

Test 7 Life Display
1. Select "Play" on the Main Menu.
2. The text in the upper right corner should display that Waldo has 3 lives.
3. Move Waldo into contact with the spider on the left.
4. After Waldo's health will drop from 100 to 0 over a few seconds.
5. After Waldo's health drops below 0 the text in the upper right corner will display 2 lives.

Test 8 Game Score
1. Select "Play" on the Main Menu.
2. Move Waldo left until he makes contact with a spider.
3. Press the 'space' key until the spider disappears.
4. The text displaying the score in the bottom right corner should no longer be zero.

Test 9 Show Progress
1. Select "Play" on the Main Menu.
2. Defeat two enemies.
3. Text should appear in the middle of the screen saying "Level 2".

Test 10 Tutorial
1. Select "Tutorial" on the Main Menu.
2. Follow the instructions on screen.
3. The game should return to the Main Menu when the tutorial is complete.

Test 11 Game Difficulty
1. Select "Play" on the Main Menu.
2. Defeat two enemies.
3. Text should appear in the middle of the screen saying "Level 2".
4. Defeat seven more enemies.
5. Text should appear in the middle of the screen saying "Level 3".

Test 12 Pausing
1. Select "Play" on the Main Menu.
2. Press the 'P' key.
3. The game should pause and text should appear in the middle of the screen saying "Paused".
4. Press the 'P' key again.
5. The text should disappear and the game should resume.

Test 13 View Top Score
1. Select "Highscores" on the Main Menu.
2. Text should appear stating the highscores' of the top five players.

Test 14 Game Music
1. Music should be playing on the Main Menu screen.
2. Select "Play".
3. Different music should be playing while the game is running.

Test 15 Score Sending
1. Select "Highscores".
2. Make note of the lowest highscore shown.
3. Return to the Main Menu.
4. Select "Play".
5. Play the game until you have achieved a better score than the lowest highscore shown.
6. Let the Waldo's lives reach zero.
7. Select "Highscores".
8. The score you achieved should have replaced the previous lowest highscore.