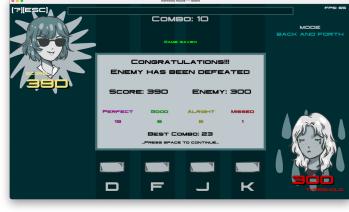
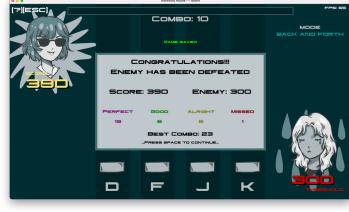


Master Test Plan V2

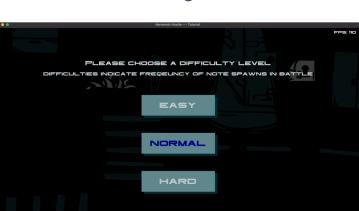
*Note:

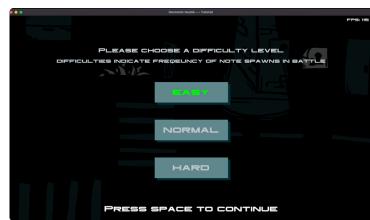
- note 1 = left most, note 2 = second to left, note 3 = second to right, note 4 = right most
- judgement line 1 = for note 1, judgement line 2 = for note 2, judgement line 3 = for note 3, judgement line 4 = for note 4
- screenshots are for reference only and things like text or position of buttons may differ from final game

M4 req specific	Feature	Pre-conditions	Step(s)	Expected Outcome
	~ Starting a Game ~			
	Scene UI on launch	1. Game has yet to be launched	1. Launch game 2. Check UI of the Start Screen on launch a. background asset is rendered b. New Game Button c. Load Button d. Settings Button 3. Listen to music	 2. Start screen UI 3. Overworld music is playing
	Button Hovers	1. Player is in start screen	1. Hover mouse over each of the 3 buttons	1. On hover, text colour should brighten to "highlight" the button
	Starting new game with default settings	1. Player is in start screen	1. Start a new game a. by clicking "New Game" button b. by pressing the SPACE bar 2. Keep pressing SPACE to continue the tutorial and enter the cutscene a. difficulty and timing adjustments settings will default 3. Keep pressing SPACE to continue the dialogue until player enters the overworld 4. Check overworld UI for starting a new game a. Player is level 1. Level text is green. Spawns in centre of screen b. 3 current level enemies are level 1. Level text is white c. High level enemies are level 2 and 3. There are 3 of each. All are	 1. In both cases, player is taken to the tutorial  2. Player is taken to the intro cutscene  3-4:

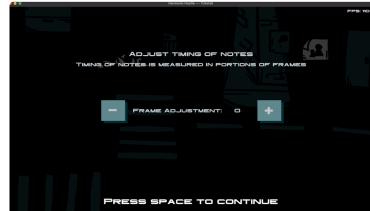
			<p>tinted red. Level text above player is also red.</p> <p>d. "Lives: 3" text is rendered bottom right</p> <p>5. Press ESC to access settings</p> <p>6. Click ADJUST TIMING button</p> <p>7. Click X button</p> <p>8. Click DIFFICULTY button</p>	 <p>5. Player is taken to the settings page</p> <p>6. Player is taken to the adjust timings page</p> <p>a. Frame adjustment is set to 0</p> <p>7. Player is taken back to the settings page</p> <p>8. Player is taken to the select difficulty page</p> <p>a. Difficulty is set to normal.</p> <p>Normal button is coloured</p>
	Loading an auto saved game after winning	1. Player is in start screen	<p>1. Start a new game and enter into the overworld</p> <p>2. Enter into battle with enemy</p> <p>3. WIN battle and see words "Game Saved" on screen</p> <p>4. Close/Exit game</p> <p>5. Launch game and click "Load" on start screen</p> <p>6. Check that Player is now level 2 and enemy sprites spawn appropriately</p>	 <p>1. Player enters the intro cutscene, presses space until cutscene ends and enters the overworld</p> <p>2. Battle starts</p> <p>3. Battle over pop up shows up with the "Game Saved" words</p> <p>4. Window no longer renders</p> <p>5. Player enters the overworld with saved information</p> <p>6. Player is level 2, only level 2 and 3 enemies spawn</p> 
	Loading an auto saved game after losing	1. Player is in start screen	<p>1. Start a new game and enter into the overworld</p> <p>2. Enter into battle with enemy</p> <p>3. LOSE battle and see words "Game Saved" on screen</p> <p>4. Close/Exit game</p> <p>5. Launch game and click "Load" on start screen</p>	 <p>1. Player enters the intro cutscene, presses space until cutscene ends and enters the overworld</p> <p>2. Battle starts</p> <p>3. Battle over pop up shows up with the "Game Saved" words</p>

			<p>6. Check that Player is still level 1 and enemy sprites spawn appropriately</p>	
			<p>4. Window no longer renders 5. Player enters the overworld with saved information 6. Player is level 1, only two level 1 enemies spawn</p>	
	<p>Loading a manually saved game</p>	<p>1. Player is in start screen 2. Have a previously saved game where the game was saved after level 1 battle was won</p>	<p>1. Start a new game and enter into the overworld 2. Manually save by using Ctrl + S 3. Exit game by clicking window "X" button 4. Launch game 5. Click "Load"</p>	<p>1. Player is level 1 and all enemies should spawn appropriately (ref tests above if needed) 2. Game should be saved (<i>visual feedback for manual save not included for this milestone. but in repo, data/saves/save_0.json should be updated - check that player lvl is 1</i>) 3. Game window no longer renders 4. Player is in start screen 5. Player enters directly into the overworld (no intro cutscene). Player is level 1 and enemies should spawn appropriately</p>
	<p>Loading an auto saved game after exiting with ESC</p>	<p>1. Player is in start screen 2. Have a previously saved game where the game was saved after level 1 battle was won</p>	<p>1. Start a new game and enter into the overworld 2. Exit game by pressing ESC key 3. Launch game 4. Click "Load"</p>	<p>1. Player is level 1 and all enemies should spawn appropriately (ref tests above if needed) 2. Game should be saved (<i>visual feedback for manual save not included for this milestone. but in repo, data/saves/save_0.json should be updated - check that player lvl is 1</i>) a. Game window no longer renders 3. Player is in start screen 4. Player enters directly into the overworld (no intro cutscene). Player is level 1 and enemies should spawn appropriately</p>

	Entering settings	1. Player is in start screen	<ol style="list-style-type: none"> 1. Enter settings <ol style="list-style-type: none"> a. by clicking the "Settings" button in the start menu b. by pressing the ESC key 2. Listen to music 3. Confirm Settings UI <ol style="list-style-type: none"> a. Adjust Timing button is disabled b. Difficulty button is disabled 4. Exit the page <ol style="list-style-type: none"> a. by clicking RESUME GAME button b. by pressing the ESC key 	<ol style="list-style-type: none"> 1. In both cases, player is taken to the Settings Screen 2. Music doesn't change or stutter  <ol style="list-style-type: none"> 3. Settings page reference <ol style="list-style-type: none"> 4. In both cases, player is taken back to the start screen
~ Tutorial ~				
User Experience - Tutorial	New game tutorial	1. Player is in start screen	<ol style="list-style-type: none"> 1. Click New Game button 2. View and confirm Instructional pages by pressing SPACE until you land on the difficulty page 3. Check UI 4. Hover over EASY button 5. Click EASY button 6. Press SPACE to enter the adjust timings page and check UI 7. Hover over the + and - buttons 8. Click + 3 times to adjust timing 9. Press SPACE to transition to the intro cutscene and continue pressing SPACE to advance cutscene and enter the overworld 10. Press ESC to access settings 11. Click ADJUST TIMING button and verify timing 12. Click X button 13. Click DIFFICULTY button and verify difficulty 	<ol style="list-style-type: none"> 1. Player is taken to the tutorial screen 1 - 2: confirm tutorial pages as follows:  <p>2. Page 1</p>  <p>2. Page 2</p>  <p>2. Page 3</p>  <ol style="list-style-type: none"> 3. difficulty page with default NORMAL difficulty selected 4. EASY button text is highlighted white



5. EASY button is selected



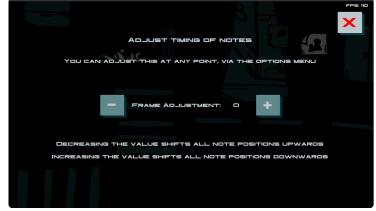
6. Adjust Timings page with default 0 frame adjustment selected
7. “-” button text gets highlighted red.
- “+” button text gets highlighted green
8. After 3 clicks, frame adjustment is 0.75
9. Player is then taken to the overworld
10. Player is taken to the settings page
11. Frame Adjustment is still set to 0.75
12. Player is taken back to the settings page
13. EASY button is still selected

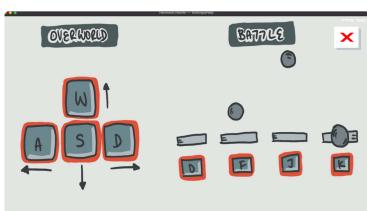
User Experience - Tutorial	Viewing tutorial from settings	<ol style="list-style-type: none"> 1. Player is in the overworld 2. Click TUTORIAL button 3. Verify the 3 tutorial pages by clicking SPACE two times to advance 4. Press SPACE one more time to return back to the settings page 	<ol style="list-style-type: none"> 1. Player is taken to the settings page 2 - 3, tutorial pages are as follows: <div data-bbox="1078 1262 1442 1474" data-label="Image"> </div> <div data-bbox="1215 1486 1302 1516" data-label="Text"> <p>Page 1</p> </div> <div data-bbox="1078 1533 1442 1744" data-label="Image"> </div> <div data-bbox="1215 1757 1302 1788" data-label="Text"> <p>Page 2</p> </div>
----------------------------	--------------------------------	--	--



Page 3

4. Player is taken back to the settings page

~ Settings Menu ~				
	Settings Menu UI	1. Player is in overworld	1. Press the ESC key 2. Verify settings menu UI	1. Player is taken to the settings screen
	Resume Button	1. Player is in overworld	1. Take note of current sprite position and level and press the ESC key 2. Click the Resume Game button	1. Player is taken to the settings screen 2. Player is taken back to the overworld a. Player position and level remain unchanged
	New Game Button	1. Player is in overworld 2. Player is level 2	1. Press the ESC key 2. Click New Game button 3. Continue pressing SPACE to advance tutorial and settings 4. Continue pressing SPACE to advance the cutscene and enter the overworld	1. Player is taken to the settings screen 2. Player starts a new game and is taken to the tutorial screen 3. Player will view 3 pages of instructions, a choose difficulty page and a adjust timings page before being taken to the intro cutscene 4. Player views the cutscene before being taken to the overworld a. Player should be level 1
	Adjust Timings Button	1. Player is in the overworld with default settings	1. Press the ESC key 2. Click the Adjust Timing button 3. Verify default frame adjustment and UI 4. Click + button 5. Click - button twice 6. Click X button 7. Press the ESC key 8. Press the ESC key 9. Click the Adjust Timing button 10. Verify previous frame adjustment was saved	1. Player is taken to the settings page 2. Player is taken to the adjust timings page  3. Adjust Timing page reference. Default frame adjustment set to 0. There are + and - buttons, and a X button in top right 3. Frame adjustment increases by 0.25

				<p>4. Frame adjustment decreases by 0.5 and is now -0.25</p> <p>5. Player is taken to the settings page</p> <p>6. Player is taken to the overworld</p> <p>7. Player is taken back to the settings page</p> <p>8. Player is taken to the adjust timings page</p> <p>9. Frame adjustment should be set to -0.25</p>
	Difficulty Button	<p>1. Player is in the overworld</p> <p>2. Difficulty is set to EASY</p> <p>3. Player is level 1 and hasn't battled any enemies</p>	<p>1. Collide with a level 1 enemy</p> <p>2. Press SPACE to exit reminders and start battle</p> <p>3. Take note of note speed/spawns and let all notes fall off screen</p> <p>4. Press SPACE to exit the battle over popup and return to overworld</p> <p>5. Press ESC to enter settings</p> <p>6. Click Difficulty button</p> <p>7. Verify difficulty page UI</p> <p>8. Click Hard button</p> <p>9. Click X button</p> <p>10. Press ESC to return to overworld</p> <p>11. Collide with a level 1 enemy</p> <p>12. Press SPACE to exit reminders and start battle</p> <p>13. Take note of note speed/spawns and compare to previous battle</p>	<p>1. Player is taken to battle screen and can see a reminder popup</p> <p>2. Battle starts</p> <p>3. Notes should be slow and have NO hold notes</p> <p>4. Player is taken back to overworld</p> <p>5. Player is taken to the settings page</p> <p>6. Player is taken to the select difficulty page</p>  <p>7. Difficulty page reference. Easy button is selected (text is green). There is an X button in top right</p> <p>8. Hard button is selected. "Hard" text is now red</p> <p>9. Player is taken back to the settings page</p> <p>10. Player is taken to the overworld</p> <p>11. Player is taken to battle screen and can see a reminder popup</p> <p>12. Battle starts</p> <p>13. Notes should spawn more frequently and HOLD notes should appear</p>
User Experience - Tutorial -- (quick reminder of key bindings)	Controls Button	1. Player in settings menu	<p>1. Click Controls button</p> <p>2. Verify controls page</p> <p>3. Click X button</p>	<p>1. Player is taken to the controls page.</p>  <p>2. Controls page for reference. There is an X button in the top right corner</p>

				3. Player is taken back to settings page
User Experience - Tutorial	Tutorial Button	1. Player is in settings menu, accessed from the overworld	1. Click TUTORIAL button 2. Verify the 3 tutorial pages by clicking SPACE two times to advance 3. Press SPACE one more time to return back to the settings page	1 - 2, tutorial pages are as follows:  Page 1  Page 2  Page 3
	Main Menu Button	1. Player is in overworld	1. Press the ESC key 2. Click the Main Menu button	4. Player is taken back to the settings page 1. Player is taken to settings screen 2. Player should be taken back to start screen
	Save + Exit Button	1. Player is in overworld 2. Player is level 2 and hasn't battled any level 2 or 3 enemies	1. Press the ESC key 2. Click Save + Exit button 3. Launch game 4. Click Load button 5. Verify Player level and sprites on screen	1. Player is taken to the settings page 2. Window is no longer rendered 3. Player is taken to the start screen on game launch 4. Player is taken immediately to the overworld. No tutorial or cutscene plays 5. Player should be level 2. There should be 3 level 2 enemies and 3 level 3 enemies on screen
<i>~ Overworld Interaction ~</i>				
	Player movement	1. Player is in the overworld	1. press "W" key on keyboard a. until player sprite reaches top of window 2. press "A" key on keyboard	1. Player sprite moves upwards a. Player can't move past window border 2. Player sprite moves left

			<p>a. until player sprite reaches left border of window</p> <p>3. press "S" key on keyboard</p> <p>a. until player sprite reaches bottom of window</p> <p>4. press "D" key on keyboard</p> <p>a. until player sprite reaches right border of window</p>	<p>a. Player can't move past window border</p> <p>3. Player sprite moves down</p> <p>a. Player can't move past window border</p> <p>4. Player sprite moves right</p> <p>a. Player can't move past window border</p>
	Enemy pathing for current level enemies	1. Player is in the start screen	<p>1. Enter into the overworld</p> <p>2. Wait ~30s and observe enemy sprites</p> <p>3. Walk towards a current level enemy</p> <p>4. Walk away from current level enemy</p>	<p>1. On launch, all enemy sprites are 'paused' for ~1.5s to let player observe enemy sprite positions</p> <p>2. After initial 'pause' all enemies will move in a randomized direction</p> <p>a. Enemies that hit the borders will bounce off</p> <p>3. Once enemy detects player, enemy will start running away from player</p> <p>4. Once player is no longer detected, enemy will continue in new random direction</p>
	Enemy pathing for higher level enemies	1. Player is in the start screen	<p>1. Enter into the overworld</p> <p>2. Wait ~30s and observe enemy sprites</p> <p>3. Walk towards a higher level enemy</p> <p>4. Walk away from higher level enemy</p>	<p>1. On launch, all enemy sprites are 'paused' for ~1.5s to let player observe enemy sprite positions</p> <p>2. After initial 'pause' all enemies will move in a randomized direction</p> <p>a. Enemies that hit the borders will bounce off</p> <p>3. Once enemy detects player, enemy will start chasing player</p> <p>4. Once player is no longer detected, enemy will continue in new random direction</p>
	Player enters a battle	1. Player is in the overworld and is not level 3	<p>1. Collide with an equal level enemy using WASD</p> <p>2. Check info popup</p> <p>3. Listen to music</p>	<p>1. Collision triggers and player enters battle scene</p> <p>2. Info popup displayed. Battle not started yet.</p> <p>3. Background music changes</p> 
	Player hits a higher level enemy	1. Player is in the overworld and is not level 3	<p>1. Collide with higher level (red) enemy using WASD</p>	<p>1. Collision triggers and player enters battle scene</p> <p>2. "no info" info popup displayed. Battle not started yet.</p>

				3. Background music changes
				
	Entering settings	1. Player is in the overworld	1. Enter settings by pressing ESC key 2. Confirm no buttons are disabled 3. Exit settings by pressing ESC key	<p>1. Player is taken to help screen</p>  <p>2. Settings page reference - no buttons are dark (disabled)</p> <p>2. Player is taken to overworld screen. All enemy sprites are 'paused' for ~1.5s to let player observe enemy sprite positions</p>
<i>~ Level Battle Interactions ~</i>				
Advanced creative feature: Numerous sophisticated integrated assets - changing music	Battle UI and music	1. Player is in overworld	1. Collide with equal level enemy to trigger battle 2. Press space until exit all info popups 3. Listen to music 4. Check battle screen UI	<p>1. Player is taken to battle screen</p> <p>2. <checked separately></p> <p>3. Music changes from overworld to appropriate enemy battle music</p> <p>4. Check battle portraits in relation to player level. Check judgement lines, and letters DFJK that render below. (reference pictures below as needed)</p>  <p>Level 1 Battle</p>  <p>Level 2 Battle</p>

				Level 3 Battle
	Judgement Lines and key bindings	1. Player is in battle screen	1. Press D key 2. Press F key 3. Press J key 4. Press K key	1. Judgement line 1 changes colour 2. Judgement line 2 changes colour 3. Judgement line 3 changes colour 4. Judgement line 4 changes colour
	Note Movements and Collisions and Scores	1. Player is in battle screen	1. Observe note transformations 2. Let a note fall to the bottom of the screen 3. Repeat for all DFJK keys to test all key interactions: a. Press key when note is above judgement line b. Press key when bottom of note is at top of judgement line c. Press key when note just passes top of judgement line d. Press key when note is at center of judgement line e. Press key when note just passes middle of judgement line f. Press key when top of note just touches bottom of judgement line g. Press key when note is at a DIFFERENT judgement line and let that note fall to the bottom of the screen	1. Note falls down in linear speed from top to bottom of window a. Notes grow larger as they reach bottom of screen 2. Note disappears (past window). "Dropped note" sound effect plays 3. For each current key: a. Correct judgement line flashes red (missed). Total score +0 b. Correct judgement line flashes yellow. Total score +5. Yellow "Alright" text flashes on screen c. Correct judgement line flashes green. Total score +10. Green "Good" text flashes on screen d. Correct judgement line flashes purple. Total score +15. Purple "Perfect" text flashes on screen e. Correct judgement line flashes green. Total score +10. Green "Good" text flashes on screen f. Correct judgement line flashes yellow. Total score +5. Yellow "Alright" text flashes on screen g. ONLY correct judgement line flashes red. Nothing happens in the other lanes. Once note hits bottom of screen, total score -5
	Particles	1. Player is in battle screen	1. Observe notes as they fall down the screen 2. Press one of DFJK key when note is at correct judgement line	1.a. Notes will have particles trailing behind them as they fall 

1.b. Hold notes will have denser, longer particles trailing behind them as they fall



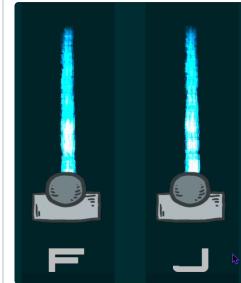
3. Once note collides, indication of collision using:
 - a. (single notes) a small cluster of particles floating up
 - b. (hold notes) "sparkles" like fireworks above judgement line
4. Falling particles no longer generate once note disappears



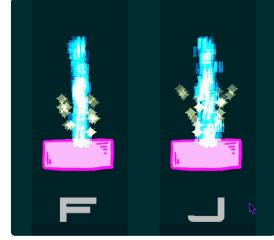
Single notes



Single notes right after collision



Hold notes

				 <p>Hold notes right after collision</p>
	Winning battle	1. Player has started a new game and is currently level 1	1. Take note of player level and current enemies on screen 2. Trigger a battle by colliding with enemy 3. Play battle until end of song. You must win! 4. Check battle over pop up 5. Press SPACE to enter back to overworld	1. Player is level 1. 3 different types of enemy sprites are rendered a. Guitar enemies (lvl 1) are rendered in full colour b. Drum (lvl 2) and mic (lvl 3) enemies are red 2. Player is taken to battle screen 3. Once song ends, battle over pop up displays 4. Pop up states enemy has been defeated a. Total score and Enemy threshold scores are shown b. A summary of the battle stats are shown c. Best combo shown d. "Game Saved" text shows
	Losing battle	1. Player has started a new game and is currently level 1	1. Take note of player level and current enemies on screen 2. Trigger a battle by colliding with enemy 3. Play battle until end of song. You must lose this one! 4. Check battle over pop up	 <p>5. Player is taken back to overworld a. Player level is now 2 b. No more guitar (lvl 1) enemies rendered c. Drum (lvl 2) enemies are now in full colour d. Mic (lvl 3) enemies are still red</p> <p>1. Player is level 1. 3 different types of enemy sprites are rendered a. Guitar enemies (lvl 1) are rendered in full colour b. Drum (lvl 2) and mic (lvl 3) enemies are red 2. Player is taken to battle screen</p>

		<p>5. Press SPACE to enter back to overworld</p>	<p>3. Once song ends, battle over pop up displays</p> <p>4. Pop up states player has been defeated</p> <ul style="list-style-type: none"> a. Total score and Enemy threshold scores are shown b. A summary of the battle stats are shown c. Best combo shown d. "Game Saved" text shows 
	Battle Modes	<p>1. Player is in a level 3 battle</p>	<p>5. Player is taken back to overworld</p> <ul style="list-style-type: none"> a. Player level is still 1 b. Two Guitar (lvl 1) enemies remain c. Drum (lvl 2) and Mic (lvl 3) enemies are still red
		<p>1. Play battle while noting the text under "MODE" in top right</p> <p>2. note countdown below mode text on the right</p> <p>3. note occasional alert in middle of the screen</p>	<p>1. text changes along with which mode battle is in:</p> <ul style="list-style-type: none"> a. Back and Forth b. Rush c. Unison  <p>eg. Back and Forth</p> <p>2. 4s countdown before mode changes</p>  <p>3. mode alert appears at time of mode change</p> 
	Battle Tips/Intro	<p>1. Player just entered a battle</p> <p>2. Collide with red enemy: Challenge Battle "No Tips"</p>	<p>1. Collide with level 1 enemy as a level 1 player: Level 1 Battle Intro > Hold Notes Intro > General Reminder</p> <p>2. Collide with red enemy: Challenge Battle "No Tips"</p>  <p>Level 1 Battle Intro</p>

3. Collide with **level 2** enemy as a level 2 player: ***Level 2 Battle Intro > Mode Intro***

4. Collide with **level 3** enemy as a level 3 player: ***Level 3 Battle Intro > General Reminder***



Level 2 Battle Intro



Level 3 Battle Intro



Challenge Battle "No Tips"



Hold Notes Intro



Mode Intro



General reminder

Entering settings

1. Player is in battle screen

1. Enter help by pressing ESC key
2. Exit help by pressing ESC key
3. Wait 3 seconds

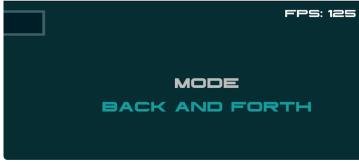
1. Player is taken to the settings screen (pics in prev tests)
 - a. Battle music pauses
 - b. no settings buttons are disabled
2. Player is taken back to battle
 - a. A 3 second "Ready 3, 2, 1, fight!" countdown starts to let player observe note positions
 - b. A series of beeps will play in accompaniment to the countdown
 - c. Notes do not move during the countdown

				 <p>3. After the countdown</p> <ul style="list-style-type: none"> a. Battle music resumes b. Notes continue falling, particles are still rendered
~ Boss Battle ~				
	Entering boss battle	<ol style="list-style-type: none"> 1. Player is in the overworld 2. Win level 3 battle 3. Press SPACE to trigger boss intro cutscene 4. Continue pressing SPACE to advance the cutscene, until you enter the boss battle 5. Check boss battle UI 	<ol style="list-style-type: none"> 1. Player enters the level 3 battle 2. Battle over pop up displays 3. Player is taken to the boss intro cutscene  <ol style="list-style-type: none"> 4. Cutscene advances as needed a. At end of cutscene, player enters battle with the BOSS enemy 5. Boss enemy portrait is rendered and boss battle music is playing  <p>On enter BOSS battle</p> 	

	Loading into boss battle	<ol style="list-style-type: none"> Player has a file that was saved after winning the level 3 battle but before ending the boss battle Game is not yet launched 	<ol style="list-style-type: none"> Launch game and click the “load” button Continue pressing SPACE to advance the cutscene, until you enter the boss battle Check boss battle UI 	<ol style="list-style-type: none"> Player is taken directly to the boss intro cutscene Cutscene advances as needed <ol style="list-style-type: none"> At end of cutscene, player enters battle with the BOSS enemy Boss enemy portrait is rendered and boss battle music is playing
	Lose boss battle and enter rematch cutscene	<ol style="list-style-type: none"> Player is in the boss battle 	<ol style="list-style-type: none"> Play boss battle until the end (and lose) Press SPACE to exit the battle over pop up and enter the rematch cutscene Continue pressing SPACE to advance the cutscene, until you re-enter boss battle 	<ol style="list-style-type: none"> Battle over pop up displays  <ol style="list-style-type: none"> Player is taken to the rematch cutscene  <ol style="list-style-type: none"> Cutscene advances as needed <ol style="list-style-type: none"> At end of cutscene, player is taken back to boss battle
	Win boss battle and enter victory (end) screen	<ol style="list-style-type: none"> Player is in the boss battle 	<ol style="list-style-type: none"> Play boss battle until the end (and win) Press SPACE to exit the battle over pop up and enter the end cutscene Continue pressing SPACE to advance the cutscene, until you enter the victory (end) screen check victory screen UI Hover over “Main Menu” button with mouse 	<ol style="list-style-type: none"> Battle over pop up displays  <ol style="list-style-type: none"> Player is taken to the end cutscene  <ol style="list-style-type: none"> Cutscene advances as needed <ol style="list-style-type: none"> At end of cutscene, player is taken to the victory (end) screen A “Main Menu” button is rendered

				
				5. Hovering over "Main Menu" will highlight "Main Menu" text.
~ Game Over~				
	Restart in game over/victory screen	1. Player is in game over or victory screen	1. Click the "Main Menu" button 2. Click "New Game" button in main menu	1. Player is taken back to the Start Screen
	Loading after game over	Either of: 1. Player has defeated the boss and is in the victory screen 2. Player lost all lives and is in the game over screen	1. Exit game (game should have been saved automatically when the boss battle ended) 2. Launch game and click "Load"	1. Window should no longer be rendered 2. Player is taken to the game intro screen a. **because prev game has ended, "Load" will start a completely new game
	Entering settings	1. Player is in game over screen	1. Enter the Settings screen a. By pressing the ESC key 2. Exit the Settings screen by pressing ESC	 1. Settings page reference 1. Player is taken to the Settings screen a. Adjust Timing button disabled b. Difficulty button disabled 2. Player is taken back to the game over screen
~ Sound specific~				
Advanced creative feature: Numerous sophisticated integrated assets -	Changing Battle music for different enemies	1. Player has started a new game	1. Listen to initial overworld music 2. Trigger a level 1 battle and listen to music 3. Click SPACE to advance reminders and play through level battle 4. Click ESC during battle to pause game and enter settings 5. Click ESC to resume game	1. Overworld music is playing 2. Lobby music plays while battle reminder popup are rendered 3. Music changes to Enemy lvl 1 music 4. Battle music pauses 5. After countdown, battle music resumes

changing music		6. Win battle and return to overworld 7. Trigger a level 2 battle 8. Win battle and return to overworld 9. Trigger a level 3 battle 10. Win battle and enter boss intro cutscene by pressing SPACE while battle over pop up is displayed 11. Advance through boss intro cutscene by pressing SPACE and enter the boss battle 12. win battle and enter game over cutscene by pressing SPACE while battle over pop up is displayed 13. Advance through game over cutscene by pressing SPACE and enter the game over screen	6. Music changes to overworld music 7. Music changes to Enemy lvl 2 music 8. Music changes to overworld music 9. Music changes to Enemy lvl 3 music 10. During cutscene, overworld music plays 11. Music changes to Boss Battle music once in boss battle 12. During cutscene, overworld music plays 13. Game over screen also plays overworld music
Advanced creative feature: Numerous sophisticated integrated assets - changing music	Sped up battle music with red enemy collisions - Challenge battle	1. Player has started a new game 2. Player is level 3 3. Difficulty is set to Easy	1. Collide with a level 3 enemy 2. Press SPACE to advance reminders and start battle 3. Let all notes fall through and take note speed at which the notes fall and the music 4. Press SPACE to exit the battle over popup and return to overworld 5. Press ESC to enter the settings menu 6. Click New Game to start a new game 7. Press SPACE to advance the tutorial instructions 8. Select Hard difficulty and default adjust timing. Press SPACE again to enter the overworld 9. Collide with a red level 3 enemy 10. Press SPACE to advance reminders and start battle 11. Let all notes fall through. Take note of speed at which the notes fall and the music
	Battle note sounds	1. Player is in battle	1. Let a note fall to the bottom of screen 2. Repeat for each DFJK key to test thoroughly: a. Press key when no notes are at judgement line b. Press key when a note is at the judgement line
~ FPS ~			

	Player can see FPS in appropriate screens	<p>1. Game is not yet launched</p> <p>2. Click “New Game” to enter game intro cutscene</p> <p>3. Continue pressing SPACE to advance cutscene and enter the overworld</p> <p>4. Press ESC to trigger settings screen</p> <ul style="list-style-type: none"> a. check out “Adjust Timing”, “Difficulty”, “Controls”, “Tutorial” <p>5. Press ESC to return to overworld</p> <p>6. Trigger battle by colliding with enemy</p> <p>7. Continue game until you enter the boss intro cutscene</p> <p>8. Play through boss battle to enter the end cutscene</p> <p>9. Continue pressing SPACE to advance cutscene and enter the victory screen</p>	 <p>1. Start Screen</p>  <p>2, 7, 8. FPS shows in top right for entire cutscenes</p>  <p>3. in Overworld</p>  <p>4. in Settings</p>  <p>5. in Battle</p>  <p>9. in Victory/Game over screen</p>	
	Player can toggle FPS	<p>1. Player is in any screen where FPS is visible</p>	<p>1. Toggle FPS visibility by pressing TAB</p> <p>2. Toggle FPS visibility again by pressing TAB</p>	<p>1. FPS should no longer be visible</p> <p>2. FPS is once again visible</p>
~ Cutscenes ~				
	Intro cutscene	<p>1. Player is in the start screen</p>	<p>1. Player starts a new game by clicking “New Game”</p> <p>2. Continue pressing SPACE to advance through all tutorial until reach cutscene</p> <p>3. Check initial cutscene UI</p>	<p>1. Player is taken to the intro cutscene</p> <p>2. tutorial plays out page by page</p> <p>3. Cutscene starts with Player speaking. UI matches the pic below</p>

		<p>4. Press SPACE to advance and see Enemy dialogue</p> <p>a. check UI again</p> <p>5. Continue pressing SPACE to advance cutscene</p> <p>6. Press SPACE on last dialogue (currently it is Player: "Alright that's it!")</p>	<p>a. A "Press space to continue" renders near bottom of text box</p>  <p>4. Cutscene advances and enemy portrait is now highlighted</p>  <p>4. Each press of SPACE will change the person speaking and highlight them as appropriate (check pics above)</p> <p>a. Dialogue also changes every press</p> <p>5. Player is taken to the overworld screen</p>
	Boss intro cutscene	<p>1. Player is in the battle over pop up after winning the level 3 battle</p> <p>1. Press SPACE to exit the battle over pop up and trigger the boss intro cutscene</p> <p>2. Check initial cutscene UI</p> <p>3. Press SPACE to advance and see Enemy dialogue</p> <p>a. check UI again</p> <p>4. Continue pressing SPACE to advance cutscene</p> <p>5. Press SPACE on last dialogue (currently it is Enemy: "Ya we will see about that...")</p>	<p>1. Player is taken to the boss intro cutscene</p> <p>2. Cutscene starts with Player speaking. UI matches the pic below (text may vary as we're still working on dialogue)</p> <p>a. A "Press space to continue" renders near bottom of text box</p>  <p>3. Cutscene advances and enemy portrait is now highlighted</p>  <p>4. Each press of SPACE will change the person speaking and highlight them as appropriate (check pics above)</p>

				<p>a. Dialogue also changes every press</p> <p>5. Player is taken to the boss battle</p>
	Rematch cutscene	<p>1. Player has played through the boss battle (and lost) and is in the battle over pop up</p>	<p>1. Press SPACE to exit the battle over pop up and trigger the rematch cutscene</p> <p>2. Check initial cutscene UI</p> <p>3. Press SPACE to advance and see Enemy dialogue</p> <p>a. check UI again</p> <p>4. Continue pressing SPACE to advance cutscene</p> <p>5. Press SPACE on last dialogue (currently it is Enemy: "...seriously?... fine...")</p>	<p>1. Player is taken to the end cutscene</p> <p>2. Cutscene starts with Player speaking. UI matches the pic below</p> <p>a. A "Press space to continue" renders near bottom of text box</p>  <p>3. Cutscene advances and enemy portrait is now highlighted</p>  <p>4. Each press of SPACE will change the person speaking and highlight them as appropriate (check pics above)</p> <p>a. Dialogue also changes every press</p> <p>5. Player is taken back to boss battle</p>
	End cutscene	<p>1. Player has played through the boss battle (and won) and is in the battle over pop up</p>	<p>1. Press SPACE to exit the battle over pop up and trigger the end cutscene</p> <p>2. Check initial cutscene UI</p> <p>3. Press SPACE to advance and see Enemy dialogue</p> <p>a. check UI again</p> <p>4. Continue pressing SPACE to advance cutscene</p> <p>5. Press SPACE on last dialogue (currently it is Enemy: "See you tomorrow :)")</p>	<p>1. Player is taken to the end cutscene</p> <p>2. Cutscene starts with Player speaking. UI matches the pic below</p> <p>a. A "Press space to continue" renders near bottom of text box</p>  <p>3. Cutscene advances and enemy portrait is now highlighted</p> 

				<p>4. Each press of SPACE will change the person speaking and highlight them as appropriate (check pics above)</p> <p>a. Dialogue also changes every press</p> <p>5. Player is taken to the victory screen</p>
~ Exiting Game ~				
	Exiting game	<p>1. Game is launched (can be in any game state)</p> <p>2. (saving/loading not considered for this test, check reloadability specific tests for auto saving after exiting)</p>	<p>1. Game is currently being played</p> <p>2. Press the ESC key enter the settings screen</p> <p>3. Click Save + Exit button</p>	<p>1. Game is advancing as expected</p> <p>2. Player is taken to the settings page</p> <p>3. Game window is no longer rendered</p>
~ End-to-End ~				
	Happy path test	1. Game is not yet launched	<p>1. Launch game</p> <p>2. Press "New Game" to start a new game and enter the tutorial</p> <p>3. Continue pressing SPACE to advance tutorial</p> <p>4. Continue pressing SPACE to advance intro cutscene</p> <p>5. Trigger a level 1 battle by colliding with level 1 enemy</p> <p>6. Play until song ends. Win the battle to advance!</p> <p>7. Press SPACE to continue after battle over pop up</p> <p>8. Trigger a level 2 battle by colliding with level 2 enemy</p> <p>9. Play until song ends. Win the battle to advance!</p> <p>10. Press SPACE to continue after battle over pop up</p> <p>11. Trigger a level 3 battle by colliding with level 3 enemy</p>	<p>1. Game window is rendered and player is taken to the start screen</p> <p>2. A new game starts and player is taken to the tutorial</p> <p>3. Tutorial advances as appropriate, and player is taken to intro cutscene once tutorial ends</p> <p>4. Cutscene advances as appropriate, and player is taken to overworld once dialogue ends</p> <p>5. Player is taken to level 1 battle screen</p>  <p>Level 1 Battle</p> <p>6. Battle over pop up displays</p> <p>7. Player is taken back to overworld</p> <p>8. Player is taken to level 2 battle screen</p>

	<p>12. Play until song ends. Win the battle to advance!</p> <p>13. Press SPACE to continue to boss intro cutscene after battle over pop up</p> <p>14. Continue pressing SPACE to advance boss intro cutscene and enter boss battle</p> <p>15. Play until song ends (lose)</p> <p>16. Press SPACE to continue after battle over pop up</p> <p>17. Continue pressing SPACE to advance rematch cutscene and enter boss battle again</p> <p>18. Play until song ends (win)</p> <p>19. Press SPACE to continue after battle over pop up</p> <p>20. Continue pressing SPACE to advance end cutscene</p> <p>21. Click "Main Menu" button</p>	 <p>Level 2 Battle</p> <p>9. Battle over pop up displays</p> <p>10. Player is taken back to overworld</p> <p>11. Player is taken to level 3 battle screen</p>  <p>Level 3 Battle</p> <p>12. Battle over pop up displays</p> <p>13. Player is taken to the boss intro cutscene</p> <p>14. Player is taken to the boss battle</p> <p>15. Battle over pop up displays</p> <p>16. Player is taken to the rematch cutscene</p> <p>17. Player is taken back to boss battle</p> <p>18. Battle over pop up displays</p> <p>19. Player is taken to the end cutscene</p> <p>20. Player is taken to the victory (end) screen</p> <p>21. Player is taken back to the start screen</p>
--	---	---