Test Plan

**\*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

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| **Implement ation**  **Milestone** | **Feature** | **Pre-conditions** | **Step(s)** | **Expected Outcome** |
|  | ***~ Overworld ~*** |  |  |  |
| M1 | Scene UI | 1. Player is in overworld screen | 1. Check UI of Overworld scene   1. background colour 2. Player sprite 3. Enemy sprite | 1. Background colour is set (not black or red) 2. Player sprite rendered in full colour 3. At least one enemy sprite rendered in full colour; more gets rendered overtime   Player Sprite Enemy Sprite |
| M1 | Sound | 1. Player is in overworld screen | 1. Listen for background music | 1. Overworld music plays right at startup |
| M1 | Player  Movement - User Control | 1. Player is in overworld screen | 1. press “W” key on keyboard 2. press “A” key on keyboard 3. press “S” key on keyboard 4. press “D” key on keyboard | 1. player sprite moves upwards 2. player sprite moves left 3. player sprite moves down 4. player sprite moves right |
| M1 | Player  Movement -  Border | 1. Player is in overworld screen | 1. press “W” key until player sprite reaches top border of the window 2. press “W” key again 3. press “A” key until player sprite reaches left border of the window 4. press “A” key again 5. press “S” key until player sprite reaches bottom border of the window 6. press “S” key again 7. press “D” key until player sprite reaches right border of the window 8. press “D” key again | 2, 4, 6, 8: nothing happens - player sprite does not move past window border |
| M1 | Enemy Spawn | 1. Player is in overworld screen | 1. Launch game 2. Wait ~30s and observe enemy sprites | 1. There is 1 enemy sprite on screen 2. At random, a new enemy sprite will appear on screen |

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| M2 | Enemy  Movement | 1. Player is in overworld screen | 1. Launch game 2. Wait ~30s and observe enemy sprites | 1. There is an enemy sprite on screen 2. Enemy sprites will move |
| M2 | Player to  Enemy  Collision | 1. Player is in overworld screen | (not for M1)   1. player far from an enemy 2. move player sprite in front of an enemy 3. move player closer to enemy (collide) | 1. nothing happens 2. nothing happens 3. “bumped into an enemy” sound effect plays;   collision triggered - open battle scene |
| M2 | Enemy to  Enemy  Collision | 1. Player is in overworld screen | (not for M1)   1. enemy far from an enemy 2. enemy ends up close to another enemy (collide) | 1. nothing happens 2. nothing happens |
|  | ***~ Scene***  ***Transition ~*** |  |  |  |
| M1 | Change from  Overworld to Battle Scene | 1. Player is in overworld screen | (temp for M1 to test transitions)  1. press “C” key on keyboard | 1. screen switches over to the Battle scene   1. (temp for M1) window title includes the word “battle” 2. player and enemy sprites are no longer rendered 3. player portrait, enemy portrait and 4 judgement boxes are rendered |
| M1 | Change from Battle Scene to Overworld | 1. Player is in battle screen | (temp for M1 to test transitions)  1. press “C” key on keyboard | 1. screen switches over to the  Overworld   1. (temp for M1) window title includes the word “overworld” 2. player portrait, enemy portrait, 4 judgement boxes and any existing notes are no longer rendered 3. player and enemy sprites are rendered |
|  | ***~ Battle***  ***Scene ~*** |  |  |  |
| M1 | Scene UI | 1. Player is in battle screen | 1. Check UI of Battle scene   1. background colour 2. Player portrait 3. Enemy portrait 4. Notes 5. judgement boxes | 1. background colour is set (not black or red) 2. player portrait rendered in full colour at top left of window 3. enemy portrait rendered in full colour at bottom right of window 4. notes rendered in full colour 5. 4 judgement boxes rendered in full colour |
|  |  |  |  | Battle-Scene-M1-20240216-020955.png  Battle Scene |
| M1 | Sound | 1. Player is in battle screen | 1. Listen for battle music | 1. Battle music should be playing once scene appears (is different from Overworld music) |
| M1 | Notes to Key  Input - “D”  *(See \*Note above)* | 1. Player is in battle screen | 1. press “D” key on keyboard when note  1 is above judgement line  2. press “D” key on keyboard when note  1 is at judgement line | 1. judgement line 1 changes colour;   ”missed note” sound effect plays   1. judgement line 1 changes colour; ”hit note” sound effect plays; note 1 disappears |
| M1 | Notes to Key  Input - “F”  *(See \*Note above)* | 1. Player is in battle screen | 1. press “F” key on keyboard when note  2 is above judgement line  2. press “F” key on keyboard when note  2 is at judgement line | 1. judgement line 2 changes colour;   ”missed note” sound effect plays   1. judgement line 2 changes colour; ”hit note” sound effect plays; note 2 disappears |
| M1 | Notes to Key  Input - “J”  *(See \*Note above)* | 1. Player is in battle screen | 1. press “J” key on keyboard when note  3 is above judgement line  2. press “J” key on keyboard when note  3 is at judgement line | 1. judgement line 3 changes colour;   ”missed note” sound effect plays   1. judgement line 3 changes colour; ”hit note” sound effect plays; note 3 disappears |
| M1 | Notes to Key  Input - “K”  *(See \*Note above)* | 1. Player is in battle screen | 1. press “K” key on keyboard when note  4 is above judgement line  2. press “K” key on keyboard when note  4 is at judgement line | 1. judgement line 4 changes colour;   ”missed note” sound effect plays   1. judgement line 4 changes colour; ”hit note” sound effect plays; note 4 disappears |
| M1 | Notes Collision | 1. Player is in battle screen | 1. let a note/notes fall to the bottom of the window | 1. note disappears (past window);  “missed note” sound effect goes on |
| M1 | Notes  Movement | 1. Player is in battle screen | 1. check note transformations, observe note as it falls to bottom of the window, taking note of its speed | 1. notes fall straight down in linear speed from top of the window to the bottom  (temp for M1) |
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