

MONKEY MANIA

TEST PLAN

Different components and their test plan are given below:

1. Testing the Splash Screen

- Is the Game title displayed and visible to the user - |Expected – Yes | Result – Yes|
- Is the artwork displayed and visible - |Expected – Yes | Result – Yes|
- Is the Play button visible? - |Expected – Yes | Result – Yes|
- Is the Play button clickable - |Expected – Yes | Result – Yes|
- Does clicking Play button takes the user to the expected screen - |Expected – Yes | Result – Yes|

2. Testing the Home Screen

- Is Start button clickable - |Expected – Yes | Result – Yes|
- Does clicking start button start the game - |Expected – Yes | Result – Yes|
- Does start button start level 1 - |Expected – Yes | Result – Yes|
- Is Levels button clickable - |Expected – Yes | Result – Yes|
- Does clicking on Levels show different levels of the game - |Expected – Yes | Result – Yes|
- Does clicking on levels->level 1 start the level 1 - |Expected – Yes | Result – Yes|
- Does clicking on levels->level 2 start the level 2 (if the player has not successfully completed level 1) - |Expected – No | Result – No|
- Does clicking on levels->level 2 start the level 2 (if the player has successfully completed level 1) - |Expected – Yes | Result – Yes|
- Is the arrow located on bottom left of the screen on levels page clickable - |Expected – Yes | Result – Yes|
- Does clicking on arrow located on left bottom of the screen (Levels->Arrow) take you back to the main screen - |Expected – Yes | Result – Yes|
- Is the quit button on home screen clickable - |Expected – Yes | Result – Yes|
- Does clicking on quit button quits the game - |Expected – Yes | Result – Yes|

3. Testing the Background/Foreground

- Does the background render and visible - |Expected – Yes | Result - Yes|
- Does the foreground render and visible - |Expected – Yes | Result – Yes |
- Does the foreground render on top of the background - |Expected – Yes | Result – Yes|
- Does the foreground have a gravity effect - |Expected – Yes | Result – Yes|
- Does the player fall when not in contact with the foreground - |Expected – Yes | Result – Yes|
- Can the player collide with the foreground - |Expected – Yes | Result – Yes|
- Can the player collide with the background - |Expected – No | Result – No|
- When the player falls off the map, does the player respawn to the start of the level - |Expected – Yes | Result – Yes |

4. Testing the Player

- Is the player visible? - |Expected – Yes | Result – Yes |
- Does the player move forward when the forward arrow is clicked? - |Expected – Yes | Result – Yes |
- Does the player move backwards when the backward arrow is clicked? - |Expected – Yes | Result – Yes |
- Does the player jump when the jump arrow is clicked? - |Expected – Yes | Result – Yes |
- Does the camera follow the player at all times? - |Expected – Yes | Result – Yes |
- Does the player collide with the foreground? - |Expected – Yes | Result – Yes |
- Does the player collide with the enemies? - |Expected – Yes | Result – Yes |
- Does the player show animations while moving, jumping or colliding? - |Expected – Yes | Result – Yes |
- Is the player able to collect all collectibles? - |Expected – Yes | Result – Yes |
- Does the player start the level from beginning if he falls off the map? - |Expected – Yes | Result – Yes |

5. Testing the enemies

- Are the enemies visible? - |Expected – Yes | Result – Yes |
- Does the player move forward and backwards? - |Expected – Yes | Result – Yes |

- Do the enemies follow the player if the player is at a certain distance from it? - |Expected – Yes | Result – Yes |
- Do the enemies jump? - |Expected – No | Result – No |
- Do the enemies collide with the foreground? - |Expected – Yes | Result – Yes |
- Do the enemies collide with the player? - |Expected – Yes | Result – Yes |
- Do the enemies show animations while moving, colliding? - |Expected – Yes | Result – Yes |

6. Testing the collectibles (Bananas/Gems)

- Are the collectibles (bananas and gems) visible? - |Expected – Yes | Result – Yes |
- Do the collectibles move forward and backwards? - |Expected – No | Result – No |
- Do the collectibles disappear once it's collected? - |Expected – Yes | Result – Yes |
- Does the Hud update once the gem/banana is collected? - |Expected – Yes | Result – Yes |
- Does every level show gems? - |Expected – Yes | Result – Yes |
- Does every level show bananas? - |Expected – Yes | Result – Yes |
- Does the player complete the level without collecting 70% of the gems? - |Expected – No | Result – No |
- Does the player complete the level only after collecting 70% of the gems? - |Expected – Yes | Result – Yes |

7. Testing the GUI

- Are the buttons visible and clickable? - |Expected – Yes | Result – Yes |
- Does the player move right when the right movement arrow is clicked? - |Expected – Yes | Result – Yes |
- Does the player move left when the left movement arrow is clicked? - |Expected – Yes | Result – Yes |
- Does the player jump right when the jump movement arrow is clicked? - |Expected – Yes | Result – Yes |
- Does the pause button on top right pause the game? - |Expected – Yes | Result – Yes |
- Does clicking pause->Resume, resume the game? - |Expected – Yes | Result – Yes |
- Does clicking pause->restart, restart the game from beginning and resets all gems and bananas collected? - |Expected – Yes | Result – Yes |
- Does clicking pause->home, take the player to the home page? - |Expected – Yes | Result – Yes |

- Does the HUD update when a gem or banana is collected? - |Expected – Yes | Result – Yes |
- Does the HUD update when the player collides with an enemy? - |Expected – Yes | Result – Yes |

8. Testing Level complete/fail screen

- Are the graphics visible and readable? - |Expected – Yes | Result – Yes |
- Does it show the correct number of gems collected? - |Expected – Yes | Result – Yes |
- Are all the buttons visible and clickable? - |Expected – Yes | Result – Yes |
- Does clicking the next level button, start the next level?(if player are successfully completed the level) - |Expected – Yes | Result – Yes |