

Group MAKAN
Project Done For!
System Tests

Player Movement

Action	Expected result
Left Joystick dragged	Player will move in the direction of joystick
Left Joystick dragged (while player is walking towards obstacle)	Player will remain in place

Level Completion

Action	Expected Result
Players health is reduced below 0	Sends user to game over screen
All enemies eliminated	Sends user to game completion screen, save game
(From Level Complete Popup) Main Menu button pressed	Sends user to main menu
(From Level Complete Popup) Upgrades button pressed	Sends user to Upgrade screen
(From Level Complete Popup) NextLevel button pressed	-Increases number of enemies based on level -Sends user to next level

Shoot

Action	Expected Result
Right Joystick dragged	Will fire in direction of joystick
(with weapon 1 equipped)	One projectile will fire in the direction of joystick
(with weapon 2 equipped)	Five projectiles with spread will fire in direction of joystick
(with weapon 3 equipped)	Bomb will be dropped in location

Submit HighScore

Action	Expected Result
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Name input < 3 or name input > 12	Error message
Score not high enough for ranking	Error message
Score and name are valid	Updates Highscores, disables submit button, displays rank in highscores

Weapon Swap

Action	Expected Result
Right swap button	Move to next weapon, after final weapon return to first
Left Swap button	Move to previous weapon, after first weapon move to last

Upgrade Weapon

Action	Expected Result
Upgrade button pressed (not enough coins)	Input ignored
Upgrade button pressed (5 upgrades of this type purchased already)	Input ignored
Upgrade button pressed (sufficient coins and less than 5 upgrades)	<ul style="list-style-type: none"> -Upgrade will be applied -Upgrade price will be increased -Upgrade amount will be increased -Upgrade screen will update to reflect changes
Back button pressed	<ul style="list-style-type: none"> -Game saves -Sends user back to level complete screen