# BAS01: Start Game

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| # | STEP | Expected Result |
| 1 | Click Button „New Game“ | Creates a new game |
| 2 | Prologue | The characters are displayed and a cutscene starts |
| 3 | Click ‘E’ | By clicking ‘E’ the dialogue boxes skip to the next boxes |
| 4 | Start Sequence | After the last dialogue box was displayed the main character automatically proceeds to leave the hut. Cutscene ends with the logo displayed. |

# BAS02: Movement

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| # | STEP | Expected Result |
| 1 | Click Left/Right Arrow Keys or ‘A’/’D’ | The characters movement (walking) is controlled in the chosen direction with a suited animation |
| 2 | Curser Direction | Character turns left or right depending if the player points the curser behind or infront of the character |
| 3 | Click Space Key | Character jumps, clicking two times creates a double jump |
| 4 | Left Mouse Click | If a weapon is chosen from the inventory the character proceeds to fight with it, if not nothing happens |

# BAS03: Cave

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| # | STEP | Expected Result |
| 1 | Encounter MOB | Player sees the insides of the cave and an axe stuck in a stone |
| 2 | Left Mouse Click | Axe gets removed from stone and added to inventory |
| 3 | Proceeding to leave cave | Dialogue with the MOB starts, character automatically moves towards it |
| 4 | Click ‘E’ | By clicking ‘E’ the dialogue boxes skip to the next boxes |

# BAS04: Inventory

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| # | STEP | Expected Result |
| 1 | Click Tabulator Key | Inventory opens, clicking the key again closes the inventory |
| 2 | Right Mouse Click On Item | Selects chosen item to be available for fighting in the characters hands. |
| 3 | Left Mouse Click On Item | Item gets selected and if the player clicks on an empty slot, the item gets moved. If no slots gets chosen nothing happens, the items stays in its slot |

# BAS05: Boss fight

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| # | STEP | Expected Result |
| 1 | Moving to Boss (witch tree) | By approaching the tree via player movement the enemy (a squirrel) starts shooting acorns that cause damage. If the player is out of range, the squirrel stops |
| 2 | Left Mouse Click | Character starts fighting with chosen weapon to chop the tree |
| 3 | Acorns Damage | If the character gets hit by an acorn the squirrel drops, he gets damage. If not, the acorn drops to the ground |
| 4 | Beating Boss | Once the player manages to deal enough damage to the tree, it falls and the acorn shoots stop. The players gets wood as a reward. |

# BASO6: Level Selection Screen

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| # | STEP | Expected Result |
| 1 | Click Left/Right Arrow Keys or ‘A’/’D’ | The selection moves between the available items. |
| 2 | Press Enter Key or ‘E’ | Submits the choice and starts a dialogue of the main character telling his grandchildren about the adventure |

# BAS07: Menu

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| # | STEP | Expected Result |
| 1 | Click Esc Key | Menu pops up. |
| 2 | Cursor Selection On Buttons | By clicking on the desired button the chosen menu point will open. |
| 3 | New Game | If clicked on this button a new game will be created |
| 4 | Load | If clicked on this button a chosen save file will load |
| 5 | Options | If clicked on this button language options will pop up |
| 6 | Quit | Closes game |
| 7 | Networking | If clicked the screen shows available options for multiplayer mode |

# BAS08: Intro Level 1

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| # | STEP | Expected Result |
| 1 | Select Item To Level 1 | Submits the choice and starts a dialogue of the main character telling his grandchildren about the adventure |
| 2 | Intro Cutscene | The player experiences what happens in the past via an automatic scene |
| 3 | Movement To Location | With the movement keys the player moves through the forest in order to figure out what is going on in the village |

# BAS09: Level 1 Fighting

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| --- | --- | --- |
| # | STEP | Expected Result |
| 1 | Left Mouse Click | Character tries to hit the boss, if he does not click nothing happens |
| 2 | Damage | Boss is unbeatable with current level of character. When getting attacked the player gets damage and eventually is unable to move further. |
| 3 | Final Cutscene | A cutscene plays showing what happens to the defeated Adventurer afterwards |

# BAS10: Level 1 Start

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| # | STEP | Expected Result |
| 1 | Movement | Player can move character around with the usual keys |
| 2 | Fighting | Player can hit enemies with left mouse click. If he does not, he can either just jump over the enemy or stand still. Latter gains him damage. |
| 3 | Old Lady Cutscene | By approaching the old lady an automatic dialogue starts |

# BAS11: Tutorial Level 2nd Boss

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| --- | --- | --- |
| # | STEP | Expected Result |
| 1 | Approaching witch tree | Player approaches witch tree by pressing the movement keys |
| 2 | 2nd boss „Birds“ activate | When player enters certain radius, birds emerge out of the tree |
| 3 | Player takes damage | If the player gets hit by one of the birds, he gets damage |
| 4 | Disappearance of birds | If not hitting the player, flying more than 10 seconds or hitting the ground, birds should vanish |

# BAS12: XML Reader

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| --- | --- | --- |
| # | STEP | Expected Result |
| 1 | Read XML File | Dialogs XML is read, and properly imported in Unity. |
| 2 | Handle Dialogue | Dialogue is properly displayed via the Textbox and advances if the Player hits the action key. |
| 3 | Different Text speeds | If the text speed in the XML is declared slower/faster, it also affects it in game. |
| 4 | XML Method Interpreter | Sometimes a Method should be activated after a Text block. |

# BAS13: Level 1 Cave Vanishing

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| # | STEP | Expected Result |
| 1 | Approaching cave | Player approaches hill with the cave. |
| 2 | Reaching hill radius | If player is within a certain radius the hill “vanishes” and a cave is shown. If the player leaves the radius again, the hill is shown without the cave. |
| 3 | Movement on hill | The player is able to step onto the hill surface and walk on it |

# BAS14: Level 1 Cave

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| # | STEP | Expected Result |
| 1 | Entering cave | Player is able to enter the cave entrance and reappears in the cave below. |
| 2 | Movement in cave | The player can move around freely on areas he is allowed to move on. (functioning colliders) |
| 3 | Fighting enemies | If the player decides to fight the enemies in the cave, both should get damage when the other hits. |

# BAS15: Level 1 Clouds

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| --- | --- | --- |
| # | STEP | Expected Result |
| 1 | Initialising Clouds | All available clouds are imported from the Resources Folder. |
| 2 | Spawning Clouds | Clouds spawn randomly in the Sky, in a certain time interval |
| 3 | Clouds Move slowly to the right | The spawned clouds move to the right of the level and eventually disappear after they passed a certain position |

# BAS16: Level 1 Startup Cutscene

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| --- | --- | --- |
| # | STEP | Expected Result |
| 1 | Dialogue loaded and initialised | Dialogue is loaded correctly via the XML reader and imported into Gameobjects. |
| 2 | Running villagers are spawned | After the cutscene has started, villagers are spawned which run to the forest and disappear. After the cutscene has ended they stop spawning. |
| 3 | Player moves to specified point | After the cutscene has ended the player moves automatically to a specified point out of the tent. |

# BAS17: Level 1 Introduction Cutscene

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| # | STEP | Expected Result |
| 1 | Dialogue loaded and initialised | Dialogue is loaded correctly via the XML reader and imported into Gameobjects. |
| 2 | Cutscene starts | After the player has entered a certain point the cutscene starts automatically |
| 3 | Second text after player talks again to villagers | If the player talks again to the villagers a different text is displayed. |

# BAS18: 2D Water Simulation

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| # | STEP | Expected Result |
| 1 | Area initialised | The area where the water has to be simulated is initialized via the script. |
| 2 | Water simulation | If something is dropped into the water it makes waves. |
| 3 | Floating Objects | Objects can be specified which float in the water. |