Test Plan

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Unit Testing:

* Game Start Up
  + Does the game start up on various browsers/devices?
* Instructions
  + Do the instructions display correctly?
  + Do the instructions leave the screen when going forward with the game? (i.e. Do they get stuck?)
* Customize Player
  + Is the user able to customize the color of their player?
  + Is the user able to customize the name of their player?
* Level Load
  + Does the level load in with all elements of the course there?
* Movement
  + Are you able to move your player through the entire game?
  + Forward, back, up and down?
  + Is your speed increasing the longer your button is held?
* Enemy Engagement
  + Do enemies engage with player in the right way? (i.e. ignoring the player? Way too overpowering?)
* Finish Line/New Level
  + When a player reached the finish line of a level does the game behave as expected?
  + Does it load the new level with no issues?
  + Does it switch back and forth between players?
* Stats/Stars
  + Are stats calculated correctly?
  + Are stats shown correctly? Does each player have the correct number of stars?
* Timer
  + Is it counting correctly?
  + Does it stop where it needs to so that stats are recorded properly?
* Course
  + Does the course, platforms and obstacles perform/stay where they are supposed to?
* Player Death
  + Does the player go through the death scene without any issues?
  + Does the player respawn correctly?
* Unexpected Movement/Behavior
  + Anything that seems out of the ordinary for the game.
* Game End
  + Do the credits show correctly?

End-to-End (E2E) Testing:

1. A user will open a browser on any device and enter the URL for the game.
2. A play button will be an option on the first page, once a user selects this it will bring up instructions.
3. The first user will then be prompted to create the first player. (name and color)
4. The second user will then take over and create the second player. (name and color)
5. Control will switch back over to the first user for the first level play through. First user will go through the level to show a completion time.
6. Control then switches back to the second user for them to play through the same level and get their own completion time.
7. Then the user that goes through the level the fastest will get a star for that level.
8. This continues until all the levels are complete or players decide to quit.
9. If at any time during the level a player dies they lose that level? ….**EDIT**
10. Once all levels are complete or players decide to quit a winner is shown. The winner will be the player with the most stars.
11. Then the credits will roll across the screen to show the end of the game. There will be a play again option to restart the whole process.